

Independent University, Bangladesh

Course ID: CSE213

Course Title: Object Oriented Programming - I

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Section: 03

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Ans 1) (a) Some of the logically acceptable goals for the user type "Manager":

~~Goal 1:- Check whether the necessary products are required or not.~~

Goal 1:- Check whether all the ~~err~~ staff are present or not.

Goal 2:- Check stock for necessary products or foods.

Goal 3:- Create monthly report.

Goal 4:- Add ~~Employee~~ or Staff account profile.

Goal 5:- Supervise kitchen process.

(b) Events for Goal 4:- Add staff account profile.

e1:- Login into the restaurant software

e2:- ~~An A page~~

e2:- Go to "add staff" option and click

e3:- A page appear with the required fields to be filled up about the staff.

Required fields are: Name, Address, Phone no. and e-mail.

e4:- Press "save" option to save information.

e5:- The information is recorded in the database.

(C) ~~Pub~~

```
public class Person {  
    protected String name, Address, PhoneNo. and e-mail;  
  
    public Person() {  
        this.name = Address = PhoneNo = e-mail;  
    }  
  
    public Person(String name, String Address, Int PhoneNo, String e-mail);  
        this.name = name;  
        this.Address = Address;  
        this.PhoneNo = PhoneNo;  
        this.email = e-mail;  
    }  
  
    public String getName() {  
        return name;  
    }  
  
    public void setName(String name) {  
        this.name = name;  
    }  
  
    public String getAddress() {  
        return address;  
    }  
  
    public void get set addr setAddress(String address) {  
        this.address = address;  
    }  
  
    public void String getPhoneNo() {  
        return PhoneNo;  
    }  
  
    public void setPhoneNo(String Int PhoneNo) {  
        this.PhoneNo = PhoneNo;  
    }  
  
    public String getEmail() {  
        return e-mail;  
    }  
  
    public void setEmail(Int e-mail) {  
        this.e-mail = e-mail;  
    }  
  
    public void set per setPersonInfo() {  
        Scanner S = new Scanner(System.in);  
    }  
}
```

import java.util.Scanner;

public class Staff extends Person {

~~private String name;~~

private int ~~entering time~~ time; private String present;

public void setStaffInfo () {

Scanner s = new Scanner(System.in);

System.out.println("Staff info will be input by the manager");

time = s.nextInt();

setStaffInfo();

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Ans 2)

```
Class Array {  
    protected int[] intData;  
    public void setArray int ( ) {  
        intData = a;  
    }  
    public void showArray ( ) {  
        for (int  
        System.out.print ("Array will be shown");  
        for (int i=0; i < intData.length; i++) {  
            sout (intData[i]);  
            if (i < intData.length-1)  
                System.out.print (" ") }  
            sout ("sham")  
        }  
    }  
}
```

```
Class MyArray extends Array {  
    private int sum;  
    sum = 2 s.sum;  
    public void setMyArray ( )  
    Random r = new Random();  
    int [ ] arr = new int[r]  
    for (int i=0; i < arr.length; i++) {  
        arr[i] = r.nextInt();  
        MyArray.setArray();  
    }  
}
```



```
public void showMyArray() {  
    MyArray.setArray();  
    cout("  ")
```

~~public void~~

```
public int getArray() {  
    return MyArray;
```

```
public void setArray(int[] arr) {  
    this.setArray = setArray; }  
  
cout("how many rows")  
rows = sc.nextInt();  
twoD = new int[rows][1];  
for (i=0; i < twoD.length; i++) {  
    twoD[i] = new int[2];  
    for (j=0; j < twoD[i].length; j++)
```


Ans 3)

~~Class Engine {
private~~

~~public:~~

~~private:~~

~~float horsepower; string engType; int no of Cylinder;~~

~~public:~~

~~horsepower() ;~~

~~horsepower() ; engType ; no of Cylinders~~

~~friend float horsepower ; string engType ; int no of Cylinders ;~~

~~friend int (Engine, Truck);~~

~~int add ;~~

Ans 3) Class Engine {

Public :

float horsepower ; string engType, int no of Cylinder;

friend int Engine(Engine Eng(Engine);

Class Truck {

Public: Engine eng; string model, truck Type; float price;

friend int Trk(Truck);