Status	Finished
Started	Saturday, 5 October 2024, 8:29 PM
Completed	Saturday, 5 October 2024, 9:44 PM
Duration	1 hour 15 mins

Question **1**

Correct

Marked out of 5.00

Create a class called "Circle" with a radius attribute. You can access and modify this attribute using getter and setter methods. Calculate the area and circumference of the circle.

Area of Circle = πr^2

Circumference = $2\pi r$

Input:

2

Output:

Area = 12.57
Circumference = 12.57

For example:

Test	Input	Result
1	4	Area = 50.27 Circumference = 25.13

Answer: (penalty regime: 0 %)

Reset answer

```
import java.io.*;
import java.util.*;
class Circle
{
    private double radius;
    //double pi=22/7;
    public Circle(double radius){
       this.radius=radius;

    }
  public void setRadius(double radius){
        // set the radius
       this.radius=radius;

    }
    public double getRadius()    {
        return radius;


    }
    public double calculateArea()  { // comple

       return Math.PI*getRadius()*getRadius();

    }
    public double calculateCircumference()
        // complete the statement
       return  2*Math.PI*getRadius();
    }
}
public class prog{
    public static void main(String[] args)  {
        int r;
        Scanner sc= new Scanner(System.in);
        r=sc.nextInt();
        Circle c= new Circle(r);
        System.out.println("Area = "+String.fo
       System.out.println("Circumference = "+S

```

```
40
41      }
42  }
43
```

	Test	Input	Expected	Got	
✓	1	4	Area = 50.27 Circumference = 25.13	Area = 50.27 Circumference = 25.13	✓
✓	2	6	Area = 113.10 Circumference = 37.70	Area = 113.10 Circumference = 37.70	✓
✓	3	2	Area = 12.57 Circumference = 12.57	Area = 12.57 Circumference = 12.57	✓

Passed all tests! ✓

Question **2**

Correct

Marked out of 5.00

Create a Class Mobile with the attributes listed below,

private String manufacturer;
private String operating_system;
public String color;
private int cost;

Define a Parameterized constructor to initialize the above instance variables.

Define getter and setter methods for the attributes above.

for example : setter method for manufacturer is

void setManufacturer(String manufacturer){

this.manufacturer= manufacturer;

}

String getManufacturer(){

return manufacturer;}

Display the object details by overriding the toString() method.

For example:

Test	Result
1	manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000

Answer: (penalty regime: 0 %)

```
class Mobile{
    String m,o,c;
    int p;
    Mobile( String m,String o,String c,int p){
        this.m=m;
        this.o=o;
        this.c=c;
        this.p=p;
    }
    public  void setM(String m){
        this.m=m;
    }
    public void setO( String o){
        this.o=o;
    }
    public void setC(String c){
        this.c=c;
    }
    public void setP(int p){
        this.p=p;
    }
    public String getM(){
        return m;
    }
    public String getO(){
        return o;
    }
    public String getC(){
        return c;
    }
    public int getP(){
        return p;
```

```
    }
    public String toString(){
        return "manufacturer = "+m+"\n"+"opera

    }

}
public class Main{
    public static void main(String[] args){
        Mobile l=new Mobile("Redmi","Andriod",
        System.out.println(l.toString());
    }
}
```

	Test	Expected	Got	
✓	1	manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000	manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000	✓

Passed all tests! ✓

Question **3**

Incorrect

Marked out of 5.00

Create a class Student with two private attributes, name and roll number. Create three objects by invoking different constructors available in the class Student.

Student()

Student(String name)

Student(String name, int rollno)

Input:

No input

Output:

No-arg constructor is invoked
1 arg constructor is invoked
2 arg constructor is invoked
Name =null , Roll no = 0
Name =Rajalakshmi , Roll no = 0
Name =Lakshmi , Roll no = 101

For example:

Test	Result
1	No-arg constructor is invoked 1 arg constructor is invoked 2 arg constructor is invoked Name =null , Roll no = 0 Name =Rajalakshmi , Roll no = 0 Name =Lakshmi , Roll no = 101

Answer: (penalty regime: 0 %)

```
class Student{
    String n;
    int r;
    Student(){
        this.n=null;
        this.r=0;
        System.out.println("No-arg constructor
    }
    Student(String na){
        n=na;
        this.r=0;
        System.out.println("1 arg constructor
    }
    Student(String na,int rn){
        n=na;
        r=ra;
        System.out.println("2 arg constructor
    }
    public void get(){
        System.out.println("Name ="+n+","+"Rol
    }
}
public class Main{
public static void main(String[] args){
    Student s1=new Student();
    s1.get();
    Student s2=new Student("Rajalakshmi");
    s2.get();
    Student s3=new Student("Lakshmi",101);
    s3.get();

```

```
32  }
33  }
```

Syntax Error(s)

```
Main.java:16: error: cannot find symbol
        r=ra;
          ^
  symbol:   variable ra
  location: class Student
1 error
```

◄ Lab-04-MCQ

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