Question **1**

Correct

Marked out of 5.00

create a class called College with attribute String name, constructor to initialize the name attribute , a method called Admitted(). Create a subclass called CSE that extends Student class, with department attribute , Course() method to sub class. Print the details of the Student.

College:

String collegeName;

public College() { }

public admitted() { }

Student:

String studentName;

String department;

public Student(String collegeName, String studentName,String depart) { }

public toString()

Expected Output:

A student admitted in REC
CollegeName : REC
StudentName : Venkatesh
Department : CSE

For example:

Result
A student admitted in REC CollegeName : REC StudentName : Venkatesh Department : CSE

Answer: (penalty regime: 0 %)

Reset answer

```
class College {
    protected String collegeName;

    public College(String collegeName) {
        // initialize the instance variables
        this.collegeName = collegeName;
    }

    public void admitted() {
        System.out.println("A student admitted in " + collegeName);
    }
}

class Student extends College {
    String studentName;
    String department;

    public Student(String cName, String sName, String dept) {
        // initialize the instance variables
        super(cName);
        this.studentName = sName;
        this.department = dept;
    }

    public String toString() {
        String s = "A student admitted in REC\nCollegeName : " + collegeName + "\nStudentName : " + studentName +
        return s;
    }
}

public class Main {
    public static void main(String[] args) {
        Student s1 = new Student("REC", "Venkatesh", "CSE");
        // invoke the admitted() method
        System.out.println(s1.toString());
```

```
    }
}

```

	Expected	Got	
✓	A student admitted in REC CollegeName : REC StudentName : Venkatesh Department : CSE	A student admitted in REC CollegeName : REC StudentName : Venkatesh Department : CSE	✓

Passed all tests! ✓

Question **2**

Correct

Marked out of 5.00

Create a class Mobile with constructor and a method basicMobile().

Create a subclass CameraMobile which extends Mobile class , with constructor and a method newFeature().

Create a subclass AndroidMobile which extends CameraMobile, with constructor and a method androidMobile().

display the details of the Android Mobile class by creating the instance. .

class Mobile{

}
class CameraMobile extends Mobile {

}

class AndroidMobile extends CameraMobile {

}

expected output:

Basic Mobile is Manufactured
Camera Mobile is Manufactured
Android Mobile is Manufactured
Camera Mobile with 5MG px
Touch Screen Mobile is Manufactured

For example:

Result
Basic Mobile is Manufactured Camera Mobile is Manufactured Android Mobile is Manufactured Camera Mobile with 5MG px Touch Screen Mobile is Manufactured

Answer: (penalty regime: 0 %)

```
class Mobile {
    public Mobile() {
        System.out.println("Basic Mobile is Manufactured");
    }

    public void basicMobile() {
        System.out.println("Basic mobile");
    }
}

class Camera extends Mobile {
    public Camera() {
        super();
        System.out.println("Camera Mobile is Manufactured");
    }

    void newfeat() {
        System.out.println("Camera Mobile with 5MG px");
    }
}

class Android extends Camera {
    public Android() {
        super();
        System.out.println("Android Mobile is Manufactured");
    }

    public void feature() {
        System.out.println("Touch Screen Mobile is Manufactured");
    }
}

public class Main {
    public static void main(String[] args) {
        Android a = new Android();
        a.newfeat();
```

```
        a.feature();
    }
}

```

	Expected	Got	
✓	Basic Mobile is Manufactured Camera Mobile is Manufactured Android Mobile is Manufactured Camera Mobile with 5MG px Touch Screen Mobile is Manufactured	Basic Mobile is Manufactured Camera Mobile is Manufactured Android Mobile is Manufactured Camera Mobile with 5MG px Touch Screen Mobile is Manufactured	✓

Passed all tests! ✓

Question **3**

Correct

Marked out of 5.00

Create a class known as "BankAccount" with methods called deposit() and withdraw().

Create a subclass called SavingsAccount that overrides the withdraw() method to prevent withdrawals if the account balance falls below one hundred.

For example:

Result
Create a Bank Account object (A/c No. BA1234) with initial balance of $500: Deposit $1000 into account BA1234: New balance after depositing $1000: $1500.0 Withdraw $600 from account BA1234: New balance after withdrawing $600: $900.0 Create a SavingsAccount object (A/c No. SA1000) with initial balance of $300: Try to withdraw $250 from SA1000! Minimum balance of $100 required! Balance after trying to withdraw $250: $300.0

Answer: (penalty regime: 0 %)

Reset answer

```
class BankAccount {
    // Private field to store the account number
    private String accountNumber;
    // Private field to store the balance
    private double balance;

    // Constructor to initialize account number and balance
    public BankAccount(String acc, double bal) {
        this.accountNumber = acc;
        this.balance = bal;
    }

    // Method to deposit an amount into the account
    public void deposit(double amount) {
        // Increase the balance by the deposit amount
        balance += amount;
    }

    // Method to withdraw an amount from the account
    public void withdraw(double amount) {
        // Check if the balance is sufficient for the withdrawal
        if (balance >= amount) {
            // Decrease the balance by the withdrawal amount
            balance -= amount;
        } else {
            // Print a message if the balance is insufficient
            System.out.println("Insufficient balance");
        }
    }

    // Method to get the current balance
    public double getBalance() {
        // Return the current balance
        return balance;
    }
}

class SavingsAccount extends BankAccount {
    // Constructor to initialize account number and balance
    public SavingsAccount(String acc, double balance) {
        // Call the parent class constructor
        super(acc, balance);
    }

    // Override the withdraw method from the parent class
    @Override
    public void withdraw(double amount) {
        // Check if the withdrawal would cause the balance to drop below $100
        if (getBalance() - amount < 100) {
            // Print a message if the minimum balance requirement is not met
```

```
51            System.out.println("Minimum balance of $100 required!");
52        } else {
```

	Expected	Got	
✓	Create a Bank Account object (A/c No. BA1234) with initial balance of $500: Deposit $1000 into account BA1234: New balance after depositing $1000: $1500.0 Withdraw $600 from account BA1234: New balance after withdrawing $600: $900.0 Create a SavingsAccount object (A/c No. SA1000) with initial balance of $300: Try to withdraw $250 from SA1000! Minimum balance of $100 required! Balance after trying to withdraw $250: $300.0	Create a Bank Account object (A/c No. BA1234) with initial balance of $500: Deposit $1000 into account BA1234: New balance after depositing $1000: $1500.0 Withdraw $600 from account BA1234: New balance after withdrawing $600: $900.0 Create a SavingsAccount object (A/c No. SA1000) with initial balance of $300: Try to withdraw $250 from SA1000! Minimum balance of $100 required! Balance after trying to withdraw $250: $300.0	✓

Passed all tests! ✓

◄ Lab-05-MCQ

Jump to...

Is Palindrome Number? ►