



BSc. Artificial Intelligence & Data Science Level 05 CM 2607 OBJECT ORIENTED DEVELOPMENT Coursework

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Question 01

1. Characteristics of the OO design paradigm

a. Classes

A class is like a blueprint of data member and functions and object is an instance of class.

1. Instance variables

An instance variable is a variable which is declared in a class but outside of constructors, methods, or blocks. Access modifiers can be given to the instance variable

```
1
  2 public class Account {
 4
        //instance variables
0 5
        private String name;
0 6
        private int accountNum;
        private double balance;
 8
 9
        //Account constructor
        public Account(String initName, int initId, double initBalance){
 10
 11
 12
            name = initName;
            accountNum = initId;
 13
            balance = initBalance;
 14
 15
16
       }
 17
18-
        public double getBalance(){
19
            return balance;
20
 21
 22
 23 }
 24
```

2. Instance methods

Instance method are methods which require an object of its class to be created before it can be called. To invoke an instance method, we have to create an Object of the class in within which it defined

```
10
     class Test
11
12
          static int add()
                               // Static Method
   _
13
              int x = 10, y = 20;
                                       // Local varaible
14
15
              int z = x+y;
16
              return z;
17
18
          void disp()
                          // Instance Method
19
20
              int a = add();
                                  // calling Static Method
              System.out.println("Addition = "+a);
21
22
23
      }
```

3. static variables

Static variables are created when the program starts and destroyed when the program stops. Visibility is similar to instance variables. They are stored in static memory.

```
1 public class Static Block {
 2
       static String str = "";
 3
 40
       static
 5
       {
            System.out.println("I am first executing...");
 6
 7
           str = "Hello";
 8
       public static void main(String args[])
 90
10
            System.out.println("I am in Main now...");
11
12
           System.out.println("The value of str is : " + str + " World");
13
       }
14 }
```

4. static methods

Methods in Java that can be called without creating an object of class. They are referenced by the class name itself or reference to the Object of that class.

```
10
     class Test
11
          static int add() // Static Method
12
   -
13
              int x = 10, y = 20;
14
                                      // Local varaible
15
              int z = x+y;
              return z;
16
17
18
          void disp()
                          // Instance Method
19 -□
              int a = add();
                                  // calling Static Method
20
              System.out.println("Addition = "+a);
21
22
23
      }
```

5. Constructors

A Java constructor is special method that is called when an object is instantiated. In other words, when you use the new keyword. The purpose of a Java constructor is to initializes the newly created object before it is used.

```
2 public class Account {
 3
 4
        //instance variables
© 5
        private String name;
G 6
        private int accountNum;
        private double balance;
 8
        //Account constructor
 9
 10
        public Account(String initName, int initId, double initBalance){
 11
 12
           name = initName;
            accountNum = initId;
 13
 14
           balance = initBalance;
 15
 16
       }
 17
18-
        public double getBalance(){
19
            return balance;
20
 21
 22
23 }
 24
```

6. Getters and setters

Getters and setters are used to protect your data, particularly when creating classes. For each instance variable, a getter method returns its value while a setter method sets or updates its value.

```
public class Tutorial2 {
    private int number;

public Tutorial2(){
    }

public Tutorial2(int num){
        number = num;
    }

public void message(){
        System.out.printf("The number you entered was %d", number);
    }

public void setNumber(int num){
        number = num;
    }

public void getNumber(){
```

b. Objects

Object is a member (also called an instance) of a Java class. Each object has an identity, a behavior and a state. The state of an object is stored in fields (variables), while methods (functions) display the object's behavior. Objects are created at runtime from templates, which are also known as classes.

c. OOP Concepts

1. Abstraction

In Java, Data Abstraction is defined as the process of reducing the object to its essence so that only the necessary characteristics are exposed to the users.

2. Encapsulation

It describes the idea of bundling data and methods that work on that data within one unit,. This concept is also often used to hide the internal representation, or state, of an object from the outside.

3. Inheritance

Inheritance is a concept that acquires the properties from one class to other classes; for example, the relationship between father and son. A class can inherit attributes and methods from another class. The class that inherits the properties is known as the subclass or the child class

4. Polymorphism

Polymorphism in Java is the ability of an object to take many forms. To simply put, polymorphism in java allows us to perform the same action in many different ways

5. Abstract classes and abstract method

Abstract class: is a restricted class that cannot be used to create objects .To access it, it must be inherited from another class

Abstract method: can only be used in an abstract class, and it does not have a body. The body is provided by the subclass

6. Interface

It is an abstract type that is used to specify a behavior that classes must implement. They are similar to protocols.

Question 02

- 1. Different types of relationships between classes in the UML class diagram
 - Association Association is a broad term that encompasses just about any logical connection or relationship between classes
 - **Directed Association** Directed Association refers to a directional relationship represented by a line with an arrowhead
 - Reflexive Association This occurs when a class may have multiple functions or responsibilities.
 - **Multiplicity** Multiplicity is the active logical association when the cardinality of a class in relation to another is being depicted.
 - **Aggregation** It refers to the formation of a particular class as a result of one class being aggregated or built as a collection.
 - **Composition** The composition relationship is very similar to the aggregation relationship. With only difference being its key purpose of emphasizing the dependence of the contained class to the life cycle of the container class.
 - Inheritance/Generalization It refers to a type relationship wherein one associated class is a child of another by virtue of assuming the same functionalities of the parent class
 - **Realization** denotes the implementation of the functionality defined in one class by another class. To show the relationship in UML, a broken line with an unfilled solid arrowhead is drawn from the class that defines the functionality of the class that implements the function

Question 03

1. Different types of relationships between classes in the UML class diagram

1.

Creational design pattern

creational design patterns are design patterns that deal with object creation mechanisms, trying to create objects in a manner suitable to the situation. The basic form of object creation could result in design problems or in added complexity to the design

2.

Structural design pattern

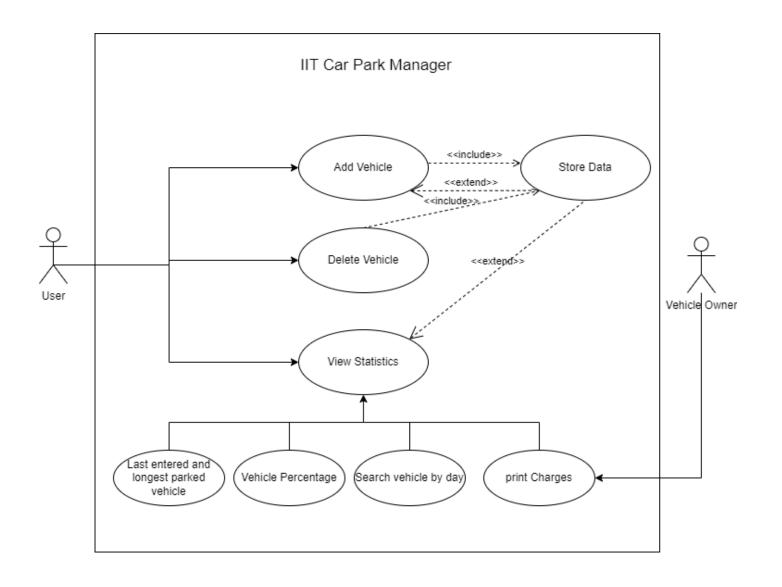
Structural design patterns are those that simplify the design of large object structures by identifying relationships between them. They describe common ways of composing classes and objects so that they become repeatable as solutions.

3.

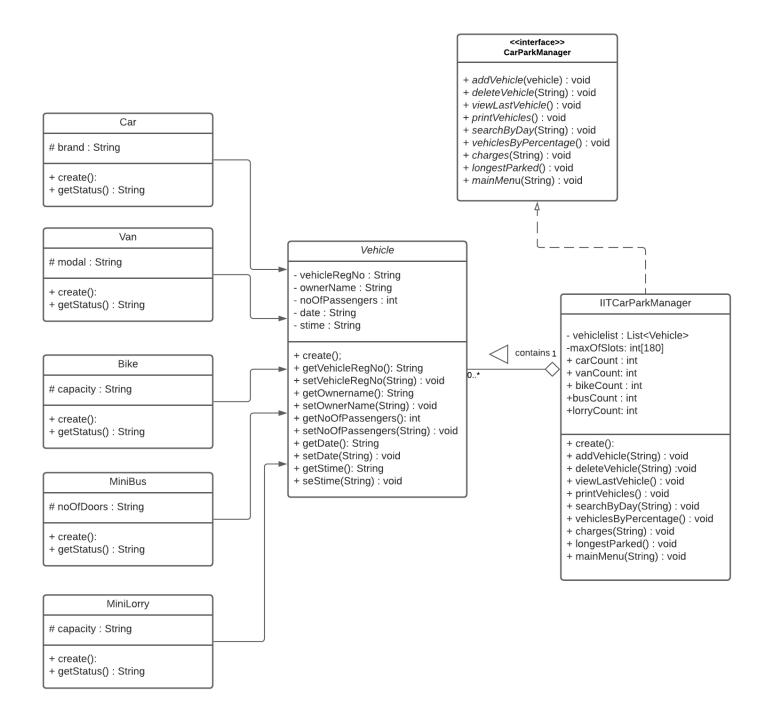
Behavior design pattern

Behavioral design patterns are design patterns that identify common communication patterns among objects. By doing so, these patterns increase flexibility in carrying out communication

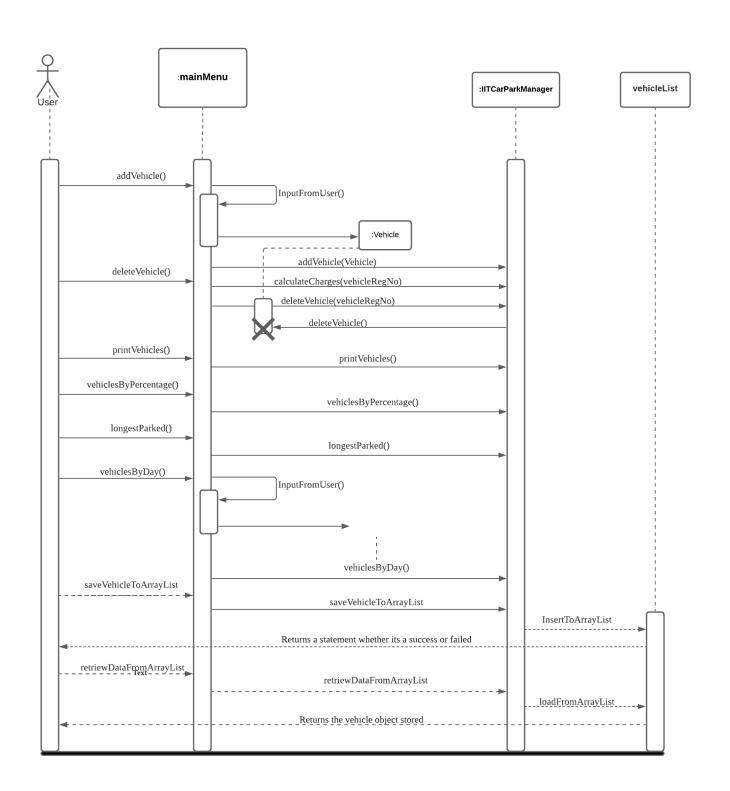
Use Case Diagram



Analysis Class Diagram



Sequence Diagram



Individual Implementation of Car park manager

Vehicle.java

```
public String getVehicleRegNo() {
public void setVehicleRegNo(String vehicleRegNo) {
public int getNoOfPassengers() {
public void setNoOfPassengers(int noOfPassengers) {
public String getDate() {
public String getStime() {
```

Car.java

}

Van.java

MiniBus.java

```
public class MiniBus extends Vehicle{
    protected String noOfDoors;

    public MiniBus() {
        super();
    }

    public MiniBus(String vehicleRegNo, int noOfPassengers, String ownerName, String date, String stime, String noOfDoors) {
        super();
        this.setVehicleRegNo(vehicleRegNo);
        this.setNoOfPassengers(noOfPassengers);
        this.setOwnerName(ownerName);
        this.setStime(ate);
        this.noOfDoors = noOfDoors;
    }

    @Override
```

MiniLorry.java

```
public MiniLorry (String vehicleRegNo, int noOfPassengers, String ownerName, String
    this.setDate(date);
    this.setStime(stime);
```

CarParkManager.java (interface)

```
public interface CarParkManager {
    void addVehicle(Vehicle vehicle);
    void deleteVehicle(String regNO);
    //void searchVehicle(String regNo);
    void viewLastVehicle();
    void printStatus();
    void searchByDay(String date);
    void vehiclesByPercentage();
    void charges(String regNo, String etime);
    void longestParked();
    boolean mainMenu();
}
```

IITCarParkManager.java

```
mport java.text.ParseException;
   public IITCarParkManager() {
   public void deleteVehicle(String regNo) {
               if (obj.getVehicleRegNo().equals(regNo)){
```

```
public void viewLastVehicle() {
public void charges(String regNo, String etime){
                        = TimeUnit
                        .toMinutes(difference In Time)
                long difference In Hours
                        = TimeUnit
```

```
}else if (difference In Hours >3) {
"+obj.getOwnerName());
       deleteVehicle(regNo);
   public void longestParked() {
```

```
public void searchByDay(String day) {
"+obj.getNoOfPassengers());
```

```
public void vehiclesByPercentage() {
   double Pvan = Vvan*100/total;
   System.out.println("Cars = "+Pcar+"%");
   System.out.println("========");
          Scanner d = new Scanner(System.in);
```

```
Bike (vehicleReqNo, noOfPassengers, name, date, stime, capacity);
Bike (vehicleReqNo, noOfPassengers, name, date, stime, tcapacity);
```

```
addVehicle(obj);
longestParked();
viewLastVehicle();
```

```
return exit;
}
```

OutPut

Menu

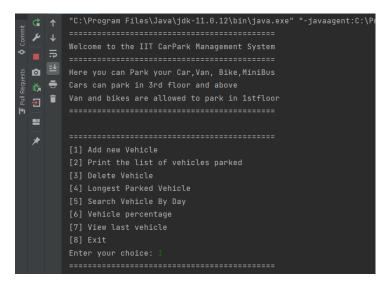


Figure 1

Adding Vehicles to the carpark

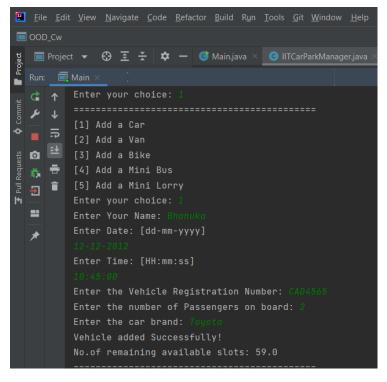


Figure 2

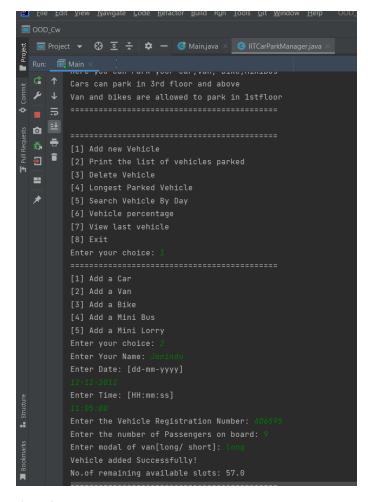


Figure 3

Printing List of vehicles - list of vehicles in carpark in descending order

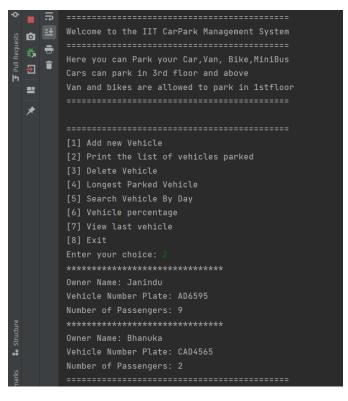


Figure 4

Longest time parked vehicle

Figure 5

Search Vehicle By day

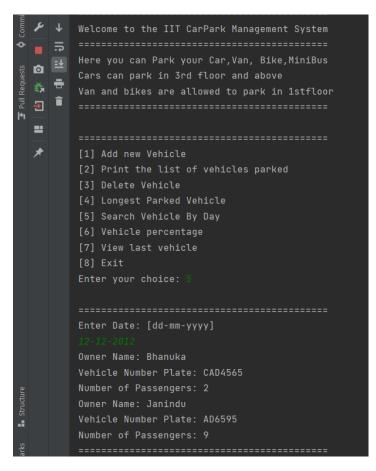


Figure 6

View Last vehicle entered the carpark

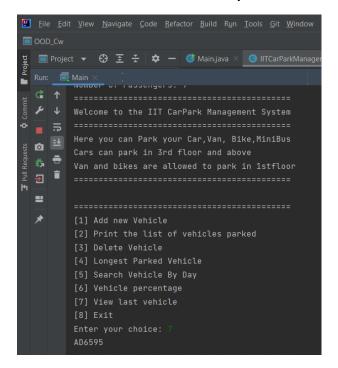


Figure 7

Charges

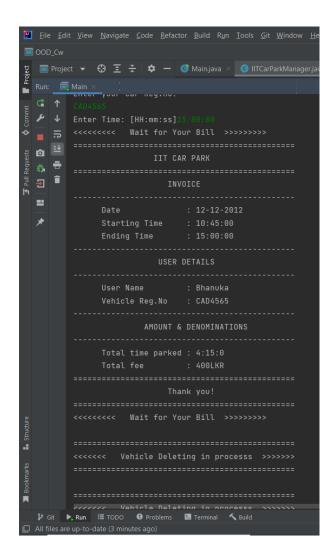


Figure 8

Delete Vehicle

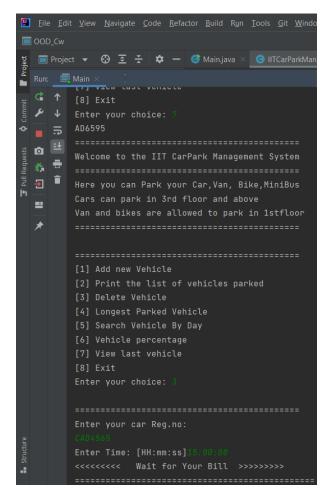


Figure 9