

Fish.java

⋮

```

1 //Harini.R 192324108
2 //practice pdf 7.2 questions 1 - 9 combined final codes
3 public class Fish {
4     private String typeOfFish;
5     private int friendliness;
6
7     public Fish() {
8         this.typeOfFish = "Unknown";
9         this.friendliness = 3;
10    }
11    public Fish(String t, int f) {
12        this.typeOfFish = t;
13        this.friendliness = f;
14    }
15    public int getFriendliness() {
16        return this.friendliness;
17    }
18    public static Fish nicestFish(Fish fish1, Fish fish2) {
19        return (fish1.getFriendliness() > fish2.getFriendliness()) ? fish1 : fish2;
20    }
21    public static Fish nicestFish(Fish... fishArray) {
22        if (fishArray.length == 0) return null;
23
24        Fish temp = fishArray[0];
25        for (Fish fish : fishArray) {
26            if (fish.getFriendliness() > temp.getFriendliness()) {
27                temp = fish;
28            }
29        }
30        return temp;
31    }
32    @Override
33    public String toString() {
34        return typeOfFish + " (Friendliness: " + friendliness + ")";
35    }
36    public static void main(String[] args) {
37
38        Fish fish1 = new Fish("AngelFish", 5);
39        Fish fish2 = new Fish("Guppy", 3);
40        Fish fish3 = new Fish("ClownFish", 4);
41
42        Fish nicestTwo = Fish.nicestFish(fish1, fish2);
43        System.out.println("Nicest Fish between two: " + nicestTwo);
44
45        Fish nicestMultiple = Fish.nicestFish(fish1, fish2, fish3);
46        System.out.println("Nicest Fish among multiple: " + nicestMultiple);
47    }
48 }

```

```

Nicest Fish between two: AngelFish (Friendliness: 5)
Nicest Fish among multiple: AngelFish (Friendliness: 5)

...Program finished with exit code 0
Press ENTER to exit console.

```

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Employee.java ⋮

```
1 //Harini.R 192324108
2 //Determine the best access modifier for each of the following situations:A class Employee records the name, address, salary, and phone number.
3 public class Employee {
4     private String name;
5     private String address;
6     private double salary;
7     private String phoneNumber;
8
9     public Employee(String name, String address, double salary, String phoneNumber) {
10         this.name = name;
11         this.address = address;
12         this.salary = salary;
13         this.phoneNumber = phoneNumber;
14     }
15     public String getName() {
16         return name;
17     }
18     public void setName(String name) {
19         this.name = name;
20     }
21     public String getAddress() {
22         return address;
23     }
24     public void setAddress(String address) {
25         this.address = address;
26     }
27     public double getSalary() {
28         return salary;
29     }
30     public void setSalary(double salary) {
31         this.salary = salary;
32     }
33     public String getPhoneNumber() {
34         return phoneNumber;
35     }
36     public void setPhoneNumber(String phoneNumber) {
37         this.phoneNumber = phoneNumber;
38     }
39 }
```

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Language

Java

BasicMath.java

1 *// Harini.R 192324108*

2 *//Determine the best access modifier for each of the following situations:An adding method inside of a class BasicMath that is also used in the Algebra*

3 **public class** BasicMath {

4 **protected int** adding(**int** a, **int** b) {

5 **return** a + b;

6 }

7 }

8

input

Command line arguments:

Standard Input: ☒ Interactive Console ☐ Text

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