5COSC001W - Solutions to Tutorial 3 Exercises

1 Implementing Constructors

```
class VendingMachine {
    private int numCans;
    private int tokens;
    public VendingMachine() {
        numCans = 10;
       tokens = 0;
    }
    public VendingMachine(int cans) {
        numCans = cans;
        tokens = 0;
    }
    public void fillUp(int cans) {
        numCans = numCans + cans;
    }
    public void insertToken() {
       numCans = numCans - 1;
       tokens = tokens + 1;
    }
    public int getCanCount() {
        return numCans;
    public int getTokenCount() {
        return tokens;
    }
}
```

2 Implementing a Class

```
class Employee {
```

```
String name;
    double salary;
   public Employee() {
    public Employee(String n, double sal) {
        name = n;
        salary = sal;
    }
    public String getName() {
        return name;
    }
    public double getSalary() {
        return salary;
    }
}
public class EmployeeTest {
    public static void main(String[] args) {
        Employee e1 = new Employee();
        Employee e2 = new Employee("John Jones", 35000);
        Employee e3 = new Employee("Ian Smith", 20000);
        System.out.println("e1: " + e1.getName() + ", salary: " + e1.getSalary());
        System.out.println("e2: " + e2.getName() + ", salary: " + e2.getSalary());
        System.out.println("e3: " + e3.getName() + ", salary: " + e3.getSalary());
   }
}
When the program is run, it displays:
e1: null, salary: 0.0
e2: John Jones, salary: 35000.0
e3: Ian Smith, salary: 20000.0
```

3 Designing and Implementing a Class

```
1. public class VotingMachine {
    private int labourVotes; // number of votes for Labour party
    private int conservativeVotes; // number of votes for Conservatives party

public void voteLabour() {
    ++labourVotes;
}
```

```
public void voteConservatives() {
          ++conservativeVotes;
      public int getLabourVotes() {
          return labourVotes;
      }
      public int getConservativeVotes() {
          return conservativeVotes;
      }
      // clear the state of the voting machine
      public void clear() {
          labourVotes = 0;
          conservativeVotes = 0;
      }
  The implemented class can be tested using the following test class:
  public class VotingMachineTest {
      public static void main(String[] args) {
          VotingMachine vMachine = new VotingMachine();
          for (int i=1; i <= 1000; i++) {
              /* flip a coin what to vote for - vote for each party
                 with 50% probability */
              double flip = Math.random();
              if (flip <= 0.5)
                   vMachine.voteLabour();
              else
                   vMachine.voteConservatives();
          }
          // print results
          System.out.println("Election results");
          System.out.println("----");
          System.out.println("Labour received: " + vMachine.getLabourVotes());
          System.out.println("Conservatives received: " +
                                              vMachine.getConservativeVotes());
      }
  }
2. The biased version of the VotingMachine (biased towards Labour) is:
  // Biased (unfair) version of voting machine
  public class VotingMachine {
      private int labourVotes; // number of votes for Labour party
```

```
private int conservativeVotes; // number of votes for Conservatives party
   public void voteLabour() {
       ++labourVotes;
       labourVotes += (int) 3*Math.random();
   public void voteConservatives() {
       ++conservativeVotes;
   public int getLabourVotes() {
       return labourVotes;
   public int getConservativeVotes() {
       return conservativeVotes;
   // clear the state of the voting machine
   public void clear() {
       labourVotes = 0;
       conservativeVotes = 0;
   }
}
```

4 Objects are Copied by Reference

The output of the program is:

```
After mutate() is called, colour of cat c1 is: Pink
After creation of cat c2
Memory address of object c1 is: Cat@923e30
Memory address of object c2 is: Cat@130c19b

After assignment c2 = c1;
Memory address of object c1 is: Cat@923e30
Memory address of object c2 is: Cat@923e30

After c2.setColour("Yellow")
Colour of c1 is: Yellow
Colour of c2 is: Yellow

Inside Cat.create(), address of created cat object is: Cat@1f6a7b9
Address of c3 is: Cat@1f6a7b9
```

5 Object Comparison

When the new keyword is not used to create a String object then Java is using a pool of constant strings to optimise space. This means a new object will not be re-created but it will be reused from the pool of Java strings.

6 The null keyword

During execution an exception occurs:

```
Exception in thread "main" java.lang.NullPointerException at NullObjectsTest.main(NullObjectsTest.java:4)
```

A reference variable must point to an object before attempting to access fields or call methods on the object. Since s contains the value null, method toUpperCase() cannot be called on null and an exception will be generated during running the program.

7 Overloading Methods

```
1. public Car(String licensePlate1, double maxSpeed1, double speed1) {
          this.licensePlate = licensePlate1;
          this.speed = 0.0;
          if (\max Speed1 >= 0.0) {
              maxSpeed = maxSpeed1;
          }
          else {
              maxSpeed = 0.0;
          }
          // set speed according to the value of passed argument
          if (speed1 < 0)
              speed = 0;
          else if (speed1 > maxSpeed)
               speed = maxSpeed;
          else
              speed = speed1;
  }
2.
      // print the details of the car
      public void print() {
          System.out.println("Current speed: " + speed + "\nMax speed: " + maxSpeed +
3. public class CarTest {
      public static void main(String[] args) {
          Car car1 = new Car("K123WMI", 150.0);
          car1.print();
```

8 Challenge: Designing and Implementing Classes - The US Postal Service

This is an optional challenge exercise. If you attempt this and if you have any doubts about your solution, you could show this to your tutor.