ASSIGNMENT 3

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```
public class Employee {
    // Fields
   private String name;
   private int idNumber;
   private String department;
   private String position;
    // Constructor that accepts all fields
    public Employee (String name, int idNumber, String department,
String position) {
        this.name = name;
        this.idNumber = idNumber;
        this.department = department;
        this.position = position;
    // Constructor that accepts name and idNumber, with default
values for department and position
   public Employee(String name, int idNumber) {
        this (name, idNumber, "", ""); // Calls the full
constructor with empty strings for department and position
   // No-arg constructor that sets default values
   public Employee() {
        this("", 0, "", ""); // Calls the full constructor with
default values
    // Mutator methods (setters)
   public void setName(String name) {
        this.name = name;
```

```
public void setIdNumber(int idNumber) {
    this.idNumber = idNumber;
public void setDepartment(String department) {
    this.department = department;
public void setPosition(String position) {
    this.position = position;
// Accessor methods (getters)
public String getName() {
    return name;
public int getIdNumber() {
    return idNumber;
public String getDepartment() {
    return department;
public String getPosition() {
    return position;
// Method to display employee information
public void displayEmployeeInfo() {
    System.out.println("Name: " + name);
    System.out.println("ID Number: " + idNumber);
    System.out.println("Department: " + department);
    System.out.println("Position: " + position);
    System.out.println();
// Main program to create and display Employee objects
public static void main(String[] args) {
    // Creating Employee objects
```

```
ANUCODES\OOPS> cd "c:\Users\ANUSHKA\ANUCODES\OOPS\Assignment 3\" ; if ($?) { javac Employee.java } ; if ($?) { java Employee } Name: Susan Meyers
ID Number: 47899
Department: Accounting
Position: Vice President

Name: Mark Jones
ID Number: 39119
Department: IT
Position: Programmer

Name: Joy Rogers
ID Number: 81774
Department: Manufacturing
Position: Engineer
```

```
public class Car {
    // Fields
    private int yearModel;
    private String make;
    private int speed;

    // Constructor that accepts the car's year model and make, and
initializes speed to 0
    public Car(int yearModel, String make) {
        this.yearModel = yearModel;
}
```

```
this.make = make;
       this.speed = 0; // Speed is initially set to 0
   // Accessor methods (getters)
   public int getYearModel() {
       return yearModel;
   public String getMake() {
       return make;
   public int getSpeed() {
       return speed;
   // Method to increase the speed by 5
   public void accelerate() {
       speed += 5;
   // Method to decrease the speed by 5
   public void brake() {
       speed -= 5;
   // Main program to demonstrate the Car class
   public static void main(String[] args) {
       // Create a Car object
       Car myCar = new Car(2024, "Toyota");
       // Accelerate the car five times and display the speed
       System.out.println("Accelerating...");
       for (int i = 0; i < 5; i++) {
           myCar.accelerate();
           System.out.println("Current speed: " + myCar.getSpeed() + "
mph");
       }
       // Brake the car five times and display the speed
       System.out.println("\nBraking...");
       for (int i = 0; i < 5; i++) {
```

```
PS C:\Users\ANUSHKA\ANUCODES\OOPS\Assignment 3> gcc car.java
gcc.exe: error: car.java: Java compiler not installed on this system
PS C:\Users\ANUSHKA\ANUCODES\OOPS\Assignment 3> javac car.java
PS C:\Users\ANUSHKA\ANUCODES\OOPS\Assignment 3> java car
Error: Could not find or load main class car
Caused by: java.lang.NoClassDefFoundError: Car (wrong name: car)
PS C:\Users\ANUSHKA\ANUCODES\OOPS\Assignment 3> java Car
Accelerating...
Current speed: 5 mph
Current speed: 10 mph
Current speed: 15 mph
Current speed: 20 mph
Current speed: 25 mph
Braking...
Current speed: 20 mph
Current speed: 15 mph
Current speed: 10 mph
Current speed: 5 mph
Current speed: 0 mph
PS C:\Users\ANUSHKA\ANUCODES\OOPS\Assignment 3>
```

```
public class PersonalInformation {
    // Fields
    private String name;
    private String address;
    private int age;
    private String phoneNumber;

    // Constructor that accepts all fields
    public PersonalInformation(String name, String address, int age,
String phoneNumber) {
        this.name = name;
    }
}
```

```
this.address = address;
    this.age = age;
    this.phoneNumber = phoneNumber;
// Mutator methods (setters)
public void setName(String name) {
    this.name = name;
public void setAddress(String address) {
    this.address = address;
public void setAge(int age) {
    this.age = age;
public void setPhoneNumber(String phoneNumber) {
    this.phoneNumber = phoneNumber;
// Accessor methods (getters)
public String getName() {
    return name;
public String getAddress() {
   return address;
public int getAge() {
   return age;
public String getPhoneNumber() {
    return phoneNumber;
// Method to display personal information
public void displayInfo() {
    System.out.println("Name: " + name);
    System.out.println("Address: " + address);
```

```
System.out.println("Age: " + age);
        System.out.println("Phone Number: " + phoneNumber);
        System.out.println();
    // Main program to demonstrate the PersonalInformation class
   public static void main(String[] args) {
        // Creating three instances of PersonalInformation
        PersonalInformation myInfo = new PersonalInformation("John
Doe", "123 Main St", 30, "555-1234");
        PersonalInformation friendInfo = new PersonalInformation("Jane
Smith", "456 Elm St", 28, "555-5678");
        PersonalInformation familyInfo = new PersonalInformation("Bob
Johnson", "789 Maple St", 35, "555-9876");
        // Displaying information for each instance
        System.out.println("My Information:");
       myInfo.displayInfo();
        System.out.println("Friend's Information:");
        friendInfo.displayInfo();
        System.out.println("Family Member's Information:");
        familyInfo.displayInfo();
    }
```

```
PS C:\Users\ANUSHKA\ANUCODES\OOPS\Assignment 3> cd "c:\Users\ANUSHKA\ANUCODES\OOPS\Assignment 3\" ; if ($?) { javac PersonalInf
}; if ($?) { java PersonalInformation }
My Information:
Name: John Doe
Address: 123 Main St
Age: 30
Phone Number: 555-1234
Friend's Information:
Name: Jane Smith
Address: 456 Elm St
Age: 28
Phone Number: 555-5678
Family Member's Information:
Name: Bob Johnson
Address: 789 Maple St
Age: 35
Phone Number: 555-9876
```

```
import java.util.Scanner;
public class Payroll {
   // Fields
   private String employeeName;
   private int idNumber;
   private double hourlyPayRate;
    private double hoursWorked;
    // Constructor that accepts employee's name and ID number
   public Payroll(String employeeName, int idNumber) {
        this.employeeName = employeeName;
        this.idNumber = idNumber;
        this.hourlyPayRate = 0.0;
        this.hoursWorked = 0.0;
    // Mutator methods (setters)
    public void setHourlyPayRate(double hourlyPayRate) {
        this.hourlyPayRate = hourlyPayRate;
    }
   public void setHoursWorked(double hoursWorked) {
        this.hoursWorked = hoursWorked;
    // Accessor methods (getters)
   public String getEmployeeName() {
       return employeeName;
   public int getIdNumber() {
        return idNumber;
    }
   public double getHourlyPayRate() {
        return hourlyPayRate;
    public double getHoursWorked() {
       return hoursWorked;
    }
```

```
// Method to calculate and return gross pay
   public double getGrossPay() {
        return hoursWorked * hourlyPayRate;
    // Main program to demonstrate the Payroll class
   public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
       // Input employee's name and ID number
       System.out.print("Enter employee's name: ");
       String name = scanner.nextLine();
       System.out.print("Enter employee's ID number: ");
        int id = scanner.nextInt();
        // Create a Payroll object
        Payroll payroll = new Payroll(name, id);
       // Input hourly pay rate and hours worked
       System.out.print("Enter hourly pay rate: ");
       double hourlyRate = scanner.nextDouble();
        System.out.print("Enter number of hours worked: ");
        double hours = scanner.nextDouble();
       // Set hourly pay rate and hours worked in the Payroll object
       payroll.setHourlyPayRate(hourlyRate);
       payroll.setHoursWorked(hours);
       // Display the gross pay
        System.out.println("Employee's Gross Pay: $" +
payroll.getGrossPay());
```

```
PS C:\Users\ANUSHKA\ANUCODES\OOPS\Assignment 3> cd "c:\Users\ANUSHKA\ANUCODES\OOPS\Assignment 3\"; if ($?) { javac Payroll. { java Payroll } Enter employee's name: Anushka P Enter employee's ID number: 3074 Enter hourly pay rate: 20 Enter number of hours worked: 10 Employee's Gross Pay: $200.0 PS C:\Users\ANUSHKA\ANUCODES\OOPS\Assignment 3>
```

```
import java.util.Scanner;
public class TestScores {
    // Fields to hold three test scores
   private double score1;
   private double score2;
   private double score3;
    // Constructor that accepts three test scores
   public TestScores(double score1, double score2, double score3) {
        this.score1 = score1;
        this.score2 = score2;
        this.score3 = score3;
    // Mutator methods (setters)
    public void setScore1(double score1) {
        this.score1 = score1;
   public void setScore2(double score2) {
       this.score2 = score2;
   public void setScore3(double score3) {
        this.score3 = score3;
    // Accessor methods (getters)
   public double getScore1() {
       return score1;
    }
```

```
public double getScore2() {
       return score2;
   public double getScore3() {
       return score3;
   // Method to calculate and return the average of the three scores
   public double getAverage() {
       return (score1 + score2 + score3) / 3;
   // Main program to demonstrate the TestScores class
   public static void main(String[] args) {
       Scanner scanner = new Scanner(System.in);
       // Input three test scores from the user
       System.out.print("Enter the first test score: ");
       double score1 = scanner.nextDouble();
       System.out.print("Enter the second test score: ");
       double score2 = scanner.nextDouble();
       System.out.print("Enter the third test score: ");
       double score3 = scanner.nextDouble();
       // Create a TestScores object
       TestScores testScores = new TestScores(score1, score2, score3);
       // Display the average of the scores
       System.out.println("The average of the test scores is: " +
testScores.getAverage());
    }
```

```
PS C:\Users\ANUSHKA\ANUCODES\OOPS\Assignment 3> cd "c:\Users\ANUSHKA\ANUCODES\OOPS\Assignment 3\" ; if ($ ?) { java TestScores }
Enter the first test score: 49
Enter the second test score: 74
Enter the third test score: 80
The average of the test scores is: 67.666666666667
PS C:\Users\ANUSHKA\ANUCODES\OOPS\Assignment 3>
```

```
import java.util.Scanner;
public class Circle {
    // Fields
    private double radius;
    private final double PI = 3.14159;
    // Constructor that accepts the radius as an argument
    public Circle(double radius) {
        this.radius = radius;
    // No-arg constructor that sets the radius to 0.0
   public Circle() {
        this.radius = 0.0;
    // Mutator method for the radius field
    public void setRadius(double radius) {
        this.radius = radius;
    // Accessor method for the radius field
   public double getRadius() {
        return radius;
    // Method to calculate and return the area of the circle
   public double getArea() {
        return PI * radius * radius;
    }
    // Method to calculate and return the diameter of the circle
```

```
public double getDiameter() {
       return radius * 2;
    // Method to calculate and return the circumference of the circle
   public double getCircumference() {
        return 2 * PI * radius;
    // Main program to demonstrate the Circle class
   public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
       // Ask the user for the circle's radius
       System.out.print("Enter the radius of the circle: ");
        double radius = scanner.nextDouble();
       // Create a Circle object with the given radius
       Circle circle = new Circle(radius);
       // Display the area, diameter, and circumference of the circle
       System.out.println("Area of the circle: " + circle.getArea());
        System.out.println("Diameter of the circle: " +
circle.getDiameter());
        System.out.println("Circumference of the circle: " +
circle.getCircumference());
    }
```

```
PS C:\Users\ANUSHKA\ANUCODES\OOPS\Assignment 3> cd "c:\Users\ANUSHKA\ANUCODES\OOPS\Assignment 3\" ; if ($?) { java Circle }
Enter the radius of the circle: 22
Area of the circle: 1520.52956
Diameter of the circle: 44.0
Circumference of the circle: 138.22996
PS C:\Users\ANUSHKA\ANUCODES\OOPS\Assignment 3>
```

```
import java.util.Scanner;
```

```
public class MonthDays {
   private int month;
   private int year;
   // Constructor that accepts the month and year
   public MonthDays(int month, int year) {
        this.month = month;
       this.year = year;
    // Method to determine if the year is a leap year
   private boolean isLeapYear() {
        if (year % 100 == 0) {
            return year % 400 == 0;
        } else {
            return year % 4 == 0;
    // Method to get the number of days in the specified month
   public int getNumberOfDays() {
       int days;
       switch (month) {
            case 1: // January
            case 3: // March
            case 5: // May
            case 7: // July
            case 8: // August
            case 10: // October
            case 12: // December
                days = 31;
               break;
            case 4: // April
            case 6: // June
            case 9: // September
            case 11: // November
                days = 30;
                break;
            case 2: // February
                if (isLeapYear()) {
                    days = 29;
                } else {
```

```
days = 28;
                break;
            default:
                days = 0; // Invalid month, should not happen if input
is validated correctly
                break;
       return days;
   // Main program to demonstrate the MonthDays class
   public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
       // Ask the user for the month (1-12)
       System.out.print("Enter a month (1-12): ");
       int month = scanner.nextInt();
       // Ask the user for the year
       System.out.print("Enter a year: ");
       int year = scanner.nextInt();
        // Create a MonthDays object
       MonthDays monthDays = new MonthDays(month, year);
       // Get and display the number of days in the specified month
and year
       int days = monthDays.getNumberOfDays();
       System.out.println(days + " days");
```

PS C:\Users\ANUSHKA\ANUCODES\OOPS\Assignment 3> java MonthDays

Enter a month (1-12): 11

Enter a year: 2004

30 days

PS C:\Users\ANUSHKA\ANUCODES\OOPS\Assignment 3>