



Introduction to Java Programming

Sheet # 6: Abstract Classes and Interfaces

- ▶ Textbook: Introduction to Java Programming and Data Structures, Comprehensive Version (12th Edition)
- ▶ This sheet covers chapter 13 “Abstract Classes and Interfaces”

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➤ Check Point Questions:

Review the questions at the following URL:

<https://liveexample.pearsoncmg.com/checkpoint12/Chapter13.html>

➤ Solve the following Programming Exercises from the textbook (pages 535-540)

13.2	13.3	13.5	13.6	13.9	13.11
13.14	13.15	13.19			

➤ Mini Project: Enabling GeometricObject comparable

(*Enabling GeometricObject comparable*) Modify the GeometricObject class to implement the Comparable interface, and define a static max method in the GeometricObject class for finding the larger of two GeometricObject objects.

Draw the UML diagram and implement the new GeometricObject class.

Write a test program that uses the max method to find the larger of two circles and the larger of two rectangles.

With our best wishes;