

PRACTICAL IN CLASS

Question 1:

Do not pay attention to real meaning of objects, variables and their values in the questions below.

Write a class named **Engine** with the following information:

Engine
-designer:String -power:int
+Engine() +Engine(designer:String, power:int) +getDesigner():String +getPower():int +setPower(power:int):void

Where:

- Engine() - default constructor.
- Engine(designer:String, power:int) - constructor, which sets values to designer and power.
- getDesigner():String – returns a string s, which is obtained by taking the 3 first characters of string and lowercase the first character in the s string.
- getPower():int – return power.
- setPower(power:int):void – update power.

Do not format the result.

The program output might look something like:

Enter designer: Tom123	Enter designer: Tom123
Enter power: 10	Enter power: 10
1. Test getDesigner()	1. Test getDesigner()
2. Test setPower()	2. Test setPower()
Enter TC (1 or 2): 1	Enter TC (1 or 2): 2
OUTPUT:	Enter new power: 12
tom	OUTPUT:
	12

Question 2:

Write a class **Robot** and a class **SpecRobot** extending from **Robot** (i.e. Robot is a superclass and SpecRobot is a subclass) with the following information:

Robot
-label:String -type:int
+Robot() +Robot(label:String, type:int) +getLabel():String +getType():int +setLabel(label:String):void +toString():String

Where:

- getLabel():String – return label.
- getType():int – return type.
- setLabel(label:String):void – update label.
- toString():String – return the string of format:
label, type

SpecRobot
-step:int
+SpecRobot() +SpecRobot(label:String, type:int, step:int) +toString():String +setData():void +getValue():int

Where:

- toString():String – return the string of format:
label, type, step
- setData():void – Insert step into the 2nd character of the label.
- getValue():int – Check if the type < 3 and the label contains 'A' character then return step, otherwise return step + 2.

The program output might look something like:

Enter label: asimo	Enter label: asimo	Enter label: Asimo	Enter label: Asimo
Enter type: 1	Enter type: 1	Enter type: 1	Enter type: 3
Enter step: 2	Enter step: 2	Enter step: 3	Enter step: 3
1. Test toString()	1. Test toString()	1. Test toString()	1. Test toString()
2. Test setData()	2. Test setData()	2. Test setData()	2. Test setData()
3. Test getValue()	3. Test getValue()	3. Test getValue()	3. Test getValue()
Enter TC (1,2,3): 1	Enter TC (1,2,3): 2	Enter TC (1,2,3): 3	Enter TC (1,2,3): 3
OUTPUT:	OUTPUT:	OUTPUT:	OUTPUT:
asimo, 1	a2simo, 1	3	5
asimo, 1, 2			