

OOP LAB 5

Lab Exercises

1. Design an interface called Series with the following methods
 1. getNext (returns the next number in the series)
 2. reset(to restart the series)
 3. setStart (to set the value from which the series should start)

Design two classes named **ByTwos** and **ByFives** to implement the methods of the interface Series such that it generates a series of numbers, each two/five greater than the previous one. Also design a class which will include the main method for referencing the interface.

Solution:

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

```
interface Series{  
    void reset();  
    void setStart(int x);  
    int getNext();  
}
```

```
class byTwos implements Series{  
    int start=0;  
    public void reset(){  
        start=0;  
    }  
    public void setStart(int x){
```

```
        start=x;
    }
    public int getNext(){
        start+=2;
        return start;
    }
}
```

```
class byFives implements Series{
    int start=0;
    public void reset(){
        start=0;
    }
    public void setStart(int x){
        start=x;
    }
    public int getNext(){
        start+=5;
        return start;
    }
}
```

```
public class l5e1
{
```

```
public static void main(String[] args) {  
    Scanner sc=new Scanner(System.in);  
    //illustrating the byTwos class methods  
    byTwos t=new byTwos();  
    System.out.println("The byTwos series: ");  
    for(int i=0;i<3;i++)  
        System.out.print(t.getNext()+" ");  
    System.out.println();  
    t.reset();    //illustrating the reset method  
    System.out.println("The byTwos series after reset: ");  
    for(int i=0;i<3;i++)  
        System.out.print(t.getNext()+" ");    //illustrating the getNext method  
    System.out.println();  
    t.setStart(24);    //illustrating the setStart method  
    System.out.println("The byTwos series with start set to 24 now: ");  
    for(int i=0;i<3;i++)  
        System.out.print(t.getNext()+" ");  
    System.out.println();  
  
    //illustrating the byFives class methods  
    byFives f=new byFives();  
    System.out.println("The byFives series: ");  
    for(int i=0;i<3;i++)  
        System.out.print(f.getNext()+" ");    //illustrating the getNext method  
    System.out.println();  
    f.reset();    //illustrating the reset method  
    System.out.println("The byFives series after reset: ");  
    for(int i=0;i<3;i++)
```

```

        System.out.print(f.getNext()+" ");

        System.out.println();

        f.setStart(24);        //illustrating the setStart method

        System.out.println("The byFives series with start set to 24 : ");

        for(int i=0;i<3;i++)

        System.out.print(f.getNext()+" ");

        System.out.println();

    }

}

```

```

29 34 39
student@lplab-Lenovo-Product:~/Documents/200905132/lab5$ javac l5e1.java
student@lplab-Lenovo-Product:~/Documents/200905132/lab5$ java l5e1
The byTwos series:
2 4 6
The byTwos series after reset:
2 4 6
The byTwos series with start set to 24 now:
26 28 30
The byFives series:
5 10 15
The byFives series after reset:
5 10 15
The byFives series with start set to 24 :
29 34 39
student@lplab-Lenovo-Product:~/Documents/200905132/lab5$

```

2. Define a class `CurrentDate` with data members `day`, `month` and `year`. Define a method `createDate()` to create date object by reading values from keyboard. Throw a user defined exception by name `InvalidDayException` if the day is invalid and `InvalidMonthException` if month is found invalid and display current date if the date is valid. Write a test program to illustrate the functionality.

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

```

class CurrentDate{
    int day,month,year;
    Scanner sc=new Scanner(System.in);
    void createDate(){
        day=sc.nextInt();
        month=sc.nextInt();
        year=sc.nextInt();
    }
    void display(){
        System.out.println("Current date is "+day+"/"+month+"/"+year);
    }
}

```

```
}
```

```
class InvalidDayException extends Exception{  
    public String toString(){  
        return ("Invalid day!");  
    }  
}
```

```
class InvalidMonthException extends Exception{  
    public String toString(){  
        return ("Invalid month!");  
    }  
}
```

```
public class Main  
{  
    public static void main(String[] args) {  
        CurrentDate c=new CurrentDate();  
        System.out.println("Enter a date in day/month/year format");  
        c.createDate();  
        try{  
            if(c.day<1)  
                throw new InvalidDayException();  
            switch(c.month){  
                case 2:if(c.day>28)  
                    throw new InvalidDayException();  
                    break;  
                case 4:  
                case 6:  
                case 9:  
                case 11: if(c.day>30)  
                    throw new InvalidDayException();  
                    break;  
                default : if(c.day>31)  
                    throw new InvalidDayException();  
            }  
            if(c.month>12||c.month<1)  
                throw new InvalidMonthException();  
            c.display();  
        }  
        catch(InvalidDayException err){  
            System.out.println(err.toString());  
        }  
        catch(InvalidMonthException err){  
            System.out.println(err.toString());  
        }  
    }  
}
```

```
}
```

```
Enter a date in day/month/year format  
4 12 2022  
Current date is 4/12/2022
```

```
Enter a date in day/month/year format  
-3 4 2003  
Invalid day!
```

```
Enter a date in day/month/year format  
31 2 2005  
Invalid day!
```

```
Enter a date in day/month/year format  
3 13 2012  
Invalid month!
```

3. Design a class Student with the methods, getNumber and putNumber to read and display the Roll No. of each student and getMarks() and putMarks() to read and display their marks. Create an interface called Sports with a method putGrade() that will display the grade obtained by a student in Sports. Design a class called Result that will implement the method putGrade() and generate the final result based on the grade in sports and the marks obtained from the superclass Student. Include appropriate instance variables for the classes.

```
import java.util.Scanner;  
interface Sports{  
    void putGrade();  
}  
class Student {  
    int rno,marks;  
    char grade;  
    Scanner sc=new Scanner(System.in);  
    Student(char a){  
        grade=a;
```

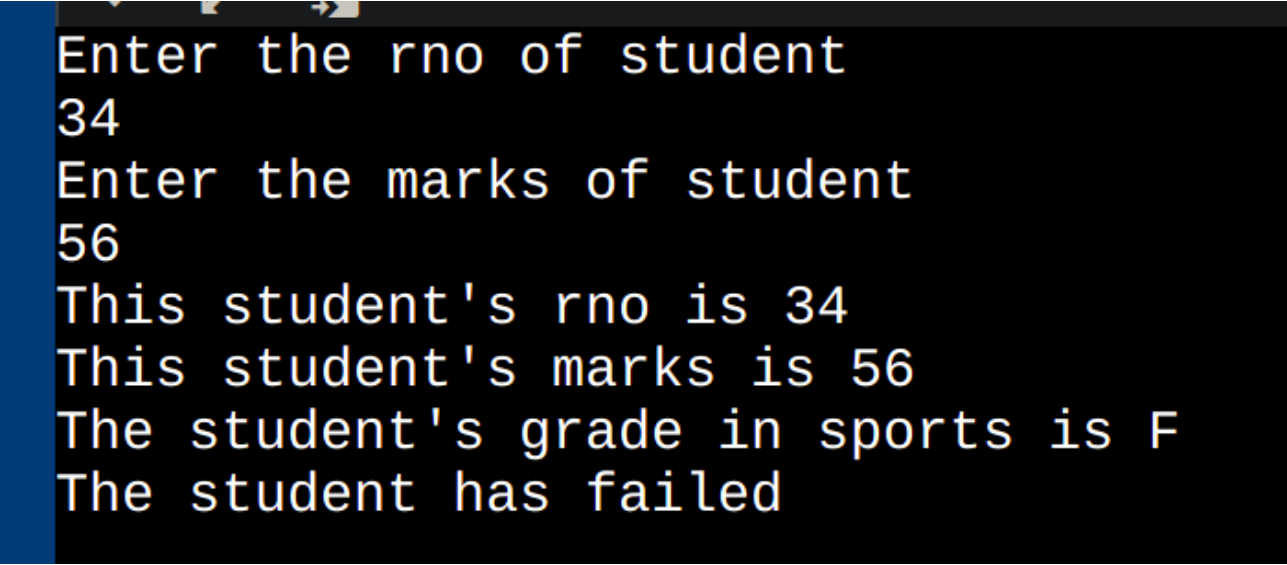
```

    }
    void getNumber(){
        System.out.println("Enter the rno of student");
        rno=sc.nextInt();
    }
    void putNumber(){
        System.out.println("This student's rno is "+rno);
    }
    void getMarks(){
        System.out.println("Enter the marks of student");
        marks=sc.nextInt();
    }
    void putMarks(){
        System.out.println("This student's marks is "+marks);
    }
}

class result extends Student implements Sports{
    char result;
    result(char ch){
        super(ch);
    }
    public void putGrade(){
        System.out.println("The student's grade in sports is "+grade);
    }
    //if a student scores F(fail) in sports, then he has failed, else he has passed with the
    grades
    //determined on the basis of marks.
    void showResult(){
        if(grade=='F')
            result='F';
        else if(marks>=90)
            result='A';
        else if(marks>=80)
            result='B';
        else if(marks>=70)
            result='C';
        else if(marks>=60)
            result='D';
        else if(marks>=40)
            result='E';
        else result='F';
        if(result=='F')
            System.out.println("The student has failed");
        else
            System.out.println("The student's final result is "+result);
    }
}

```

```
    }  
}  
public class Main  
{  
    public static void main(String[] args) {  
        result r=new result('C');  
        r.getNumber();  
        r.getMarks();  
        r.putNumber();  
        r.putMarks();  
        r.putGrade();  
        r.showResult();  
    }  
}
```



A screenshot of a Java program execution. The background is black with white text. On the left side, there is a vertical blue bar. The text shows the program prompting for student information and displaying the results.

```
Enter the rno of student  
34  
Enter the marks of student  
56  
This student's rno is 34  
This student's marks is 56  
The student's grade in sports is F  
The student has failed
```


Enter the rno of student

23

Enter the marks of student

89

This student's rno is 23

This student's marks is 89

The student's grade in sports is C

The student's final result is B