ASSIGNMENT-2

1. Create a class named **Venue** with the following member variables / attributes (Default access)

|  |  |
| --- | --- |
| **Data Type** | **Variable Name** |
| String | name |
| String | city |

Create another class called Main and write a main method to test the above class.   
  
**Input and Output Format:**   
 Refer sample input and output for formatting specifications.   
All text in bold corresponds to input and the rest corresponds to output.   
  
**Sample Input and Output :**   
Enter the venue name   
**M. A. Chidambaram Stadium**   
Enter the city name   
**Chennai**   
Venue Details :   
Venue Name : M. A. Chidambaram Stadium   
City Name : Chennai

**PROGRAM:**

**package** assignment;

**import** java.util.Scanner;

**public** **class** sample {

**public** **static** **void** main(String[] args)

{

Venue ven = **new** Venue();

Scanner in = **new** Scanner(System.***in***);

System.***out***.println("Enter the venue name:");

String name = in.nextLine();

ven.setName(name);

System.***out***.println("Enter the city name:");

String city = in.nextLine();

ven.setCity(city);

System.***out***.println("Venue Details:");

System.***out***.println("Venue Name:" +ven.name);

System.***out***.println("City Name:" +ven.city);

}

}

**package** assignment;

**public** **class** Venue {

**public** String name;

**public** String city;

**public** String getName() {

**return** name;

}

**public** **void** setName(String name) {

**this**.name = name;

}

**public** String getCity() {

**return** city;

}

**public** **void** setCity(String city) {

**this**.city = city;

}

}

**OUTPUT:**

Enter the venue name   
**M. A. Chidambaram Stadium**   
Enter the city name   
**Chennai**   
Venue Details :   
Venue Name : M. A. Chidambaram Stadium   
City Name : Chennai

2. Create a class named **Player** with the following  member variables / attributes  (Default access)

|  |  |
| --- | --- |
| **Data Type** | **Variable Name** |
| String | name |
| String | country |
| String | skill |

Create another class named Main and write a main method to test the above class.   
  
  **Input and Output Format:**   
 Refer sample input and output for formatting specifications.   
All text in bold corresponds to input and the rest corresponds to output.   
  
**Sample Input and Output :**   
Enter the player name   
**MS Dhoni**   
Enter the country name   
**India**   
Enter the skill   
**All Rounder**   
Player Details :   
Player Name : MS Dhoni   
Country Name : India   
Skill : All Rounder

 PROGRAM:

**package** assignment;

**import** java.util.Scanner;

**public** **class** sample {

**public** **static** **void** main(String[] args)

{

Player ply = **new** Player();

Scanner in = **new** Scanner(System.***in***);

System.***out***.println("Enter the Player name:");

String name = in.nextLine();

ply.setName(name);

System.***out***.println("Enter the Country name:");

String country = in.nextLine();

ply.setCountry(country);

System.***out***.println("Enter the skill:");

String skill = in.nextLine();

ply.setSkill(skill);

System.***out***.println("Player Details:");

System.***out***.println("Player Name:" +ply.name);

System.***out***.println("Country Name:" +ply.country);

System.***out***.println("Skill:" +ply.skill);

}

}

**package** assignment;

**public** **class** Player {

**public** String name;

**public** String country;

**public** String skill;

**public** String getName() {

**return** name;

}

**public** **void** setName(String name) {

**this**.name = name;

}

**public** String getCountry() {

**return** country;

}

**public** **void** setCountry(String country) {

**this**.country = country;

}

**public** String getSkill() {

**return** skill;

}

**public** **void** setSkill(String skill) {

**this**.skill = skill;

}

}

**OUTPUT:**

Enter the player name   
**MS Dhoni**   
Enter the country name   
**India**   
Enter the skill   
**All Rounder**   
Player Details :   
Player Name : MS Dhoni   
Country Name : India   
Skill : All Rounder

3. Create a class named **Delivery** with the following public member variables / attributes

|  |  |
| --- | --- |
| **Data Type** | **Variable Name** |
| Long | over |
| Long | ball |
| Long | runs |
| String | batsman |
| String | bowler |
| String | nonStriker |

    
Include a method in the class named **displayDeliveryDetails()**. In this method, display the details of the delivery in the format shown in the sample output. This method does not accept any arguments and its return type is void.   
  
Create another class called Main  and write a main method to test the above class.   
  
  **Input and Output Format:**   
 Refer sample input and output for formatting specifications.   
All text in bold corresponds to input and the rest corresponds to output.   
  
**Sample Input and Output :**   
Enter the over   
**1**   
Enter the ball   
**1**   
Enter the runs   
**4**   
Enter the batsman name   
**MS Dhoni**   
Enter the bowler name   
**Dale steyn**   
Enter the nonStriker name   
**Suresh Raina**   
Delivery Details :   
Over : 1   
Ball : 1   
Runs : 4   
Batsman : MS Dhoni   
Bowler : Dale steyn   
NonStriker : Suresh Raina

**PROGRAM:**

**package** assignment;

**public** **class** Delivery{

**public** Long over;

**public** Long ball;

**public** Long runs;

**public** String batsman;

**public** String bowler;

**public** String nonStriker;

**public** Long getOver() {

**return** over;

}

**public** **void** setOver(Long over) {

**this**.over = over;

}

**public** Long getball() {

**return** ball;

}

**public** **void** setBall(Long ball) {

**this**.ball = ball;

}

**public** Long getRuns() {

**return** runs;

}

**public** **void** setRuns(Long runs) {

**this**.runs = runs;

}

**public** String getBatsman() {

**return** batsman;

}

**public** **void** setBatsman(String batsman) {

**this**.batsman = batsman;

}

**public** String getBowler() {

**return** bowler;

}

**public** **void** setBowler(String bowler) {

**this**.bowler = bowler;

}

**public** String getNonStriker() {

**return** nonStriker;

}

**public** **void** setNonStriker(String nonStriker) {

**this**.nonStriker = nonStriker;

}

}

**package** assignment;

**import** java.util.Scanner;

**public** **class** sample {

**public** **static** **void** main(String[] args)

{

Delivery del = **new** Delivery();

Scanner in = **new** Scanner(System.***in***);

System.***out***.println("Enter the over:");

Long over = (**long**) in.nextInt();

del.setOver(over);

System.***out***.println("Enter the ball");

Long ball = (**long**) in.nextInt();

del.setBall(ball);

System.***out***.println("Enter the Runs");

Long runs = (**long**) in.nextInt();

del.setRuns(runs);

System.***out***.println("Enter the batsman name:");

String batsman = in.nextLine();

del.setBatsman(batsman);

System.***out***.println("Enter the bowler name");

String bowler = in.nextLine();

del.setBowler(bowler);

System.***out***.println("Enter the nonStriker name:");

String nonStriker = in.nextLine();

del.setNonStriker(nonStriker);

System.***out***.println("Delivery Details:");

System.***out***.println("Over:" +del.over);

System.***out***.println("Ball:" +del.ball);

System.***out***.println("Runs:" +del.runs);

System.***out***.println("Batsman:" +del.batsman);

System.***out***.println("Bowler:" +del.bowler);

System.***out***.println("NonStriker" +del.nonStriker);

}

}

**OUTPUT:**

Enter the over   
**1**   
Enter the ball   
**1**   
Enter the Runs   
**4**   
Enter the batsman name   
**MS Dhoni**   
Enter the bowler name   
**Dale steyn**   
Enter the nonStriker name   
**Suresh Raina**   
Delivery Details :   
Over : 1   
Ball : 1   
Runs : 4   
Batsman : MS Dhoni   
Bowler : Dale steyn   
NonStriker : Suresh Raina

4. Create a class named **Player** with the following member variables / attributes (default access)

|  |  |
| --- | --- |
| **Data Type** | **Variable Name** |
| String | name |
| String | country |
| String | skill |

Create another class called Main and write a main method to get the player details in a string seperated by comma.Use String. **split()**function to display the details.   
  
**Input and Output Format:**   
Refer sample input and output for formatting specifications.   
All text in bold corresponds to input and the rest corresponds to output.   
  
**Sample Input and Output :**   
Enter the player details   
**MS Dhoni,India,All Rounder**   
Player Details   
Player Name : MS Dhoni   
Country Name : India   
Skill : All Rounder

**PROGRAM:**

**package** assignment;

**import** java.util.Scanner;

**import** java.io.BufferedReader;

**import** java.io.IOException;

**import** java.io.InputStreamReader;

**public** **class** sample {

**public** **static** **void** main(String[] args) **throws** IOException

{

BufferedReader in = **new** BufferedReader(

**new** InputStreamReader(

System.***in***));

String[] input = **new** String[2];

String name;

String country;

String skill;

System.***out***.print("Enter the player details ");

input = in.readLine().split(",");

name = input[0];

country = input[1];

skill = input[2];

System.***out***.println("Player Details: " );

System.***out***.println("Player name:"+ name);

System.***out***.println("Country name:"+ country);

System.***out***.println("Skill:"+ skill);

}

}

**OUTPUT:**

Enter the player details   
**MS Dhoni,India,All Rounder**   
Player Details :  
Player name : MS Dhoni   
Country name : India   
Skill : All Rounder

2.Create a class named ExtraType with the following member variables / attributes   
String name   
long runs   
  
Include appropriate getters and setters.   
[Naming Convention:   
getters : getName getRuns..   
setters : setName, setRuns...]   
  
Create another class and write a main method to get the extratype details in a string seperated by #. Use String.split() function to display the details.   
  
**Input and Output Format:**   
 Refer sample input and output for formatting specifications.   
All text in bold corresponds to input and the rest corresponds to output.   
  
**Sample Input and Output :**   
Enter the extratype details   
**Wide#1**   
ExtraType Details   
Extra Type:Wide   
Runs:1

**PROGRAM:**

package assignment;

import java.io.BufferedReader;

import java.io.IOException;

import java.io.InputStreamReader;

public class ExtraType {

public static void main(String[] args) throws IOException

{

BufferedReader in = new BufferedReader(

new InputStreamReader(

System.in));

String[] input = new String[2];

String name;

Long Runs;

System.out.print("Enter the extratype details: ");

input = in.readLine().split("#");

name = input[0];

Runs = Long.parseLong(input[1]);

System.out.println("ExtraType Details: " );

System.out.println("ExtraType:"+ name);

System.out.println("Runs:"+ Runs);

}

**OUTPUT:**

Enter the extratype details: Wide#1

ExtraType Details:

ExtraType:Wide

Runs:1