

Objectives:

- Write Programs that make uses abstract classes, interfaces and Exception Handling

Exercise 1

Compulsory

We will modify an existing program to convert it into an abstract class. The code is at

<https://goo.gl/gbMxU6>

// Lab Sheet on Abstract Classes

// Starter Code

```
class Animal {
    private String name;
    public Animal(String name) {
        this.name = name;
    }
    public String speak() {
        return "";
    }
    public void display() {
        System.out.println("My name is " + this.name + ". " + this.speak() + ".");
    }
}

class Dog extends Animal {
    public Dog(String name) {
        super(name);
    }
    public String speak() {
        return "Bow Wow";
    }
}

class Cat extends Animal {
    public Cat(String name) {
        super(name);
    }
    public String speak() {
        return "Meow Meow";
    }
}
```

```
}  
}  
  
class ToyCat extends Cat {  
    String manufacturer;  
    public ToyCat(String name, String manufacturer) {  
        super(name);  
        this.manufacturer = manufacturer;  
    }  
    public void display() {  
        super.display();  
        System.out.println("I am from " + manufacturer + ".");  
    }  
}  
  
class Main {  
    public static void main(String[] args) {  
        Animal animal1 = new Animal("test");  
        animal1.display();  
  
        Cat mycat = new Cat("Micky");  
        mycat.display();  
  
        Dog mydog = new Dog("Rover");  
        mydog.display();  
  
        ToyCat mytoy = new ToyCat("kittie", "Toysrus");  
        mytoy.display();  
    }  
}
```

- a) Make the Animal class an abstract class and make the speak method an abstract method. Modify the main function.

What needs to be removed and why?

- b) Add default constructors to each of the classes. Display a message giving details of the name of the constructor.

e.g.

```
public Animal() {  
    System.out.println("Animal constructor called");  
}
```

Create an object of the ToyCat class and call the default constructor. What will be the output? Can you explain how why the output appears as displayed?

Exercise 2

Compulsory

We will write two classes that implement a given interface. The code is at <https://goo.gl/7bXxem>

// Interface Lab Sheet

```
interface ICompute {  
    void calculate();  
    void display();  
}
```

```
class Person {  
    private String name;  
    private double basicSal;  
    private double otRate;  
    private double otHrs;  
    private double netSal;  
}
```

```
class Box {  
    private int length, width, height;  
    private int volume;  
}
```

```
class Main {  
    public static void main(String[] args) {  
        ICompute ob1 = new Person("Danushka", 40000, 1000, 5);  
        obj1.calculate();  
        obj1.display();  
  
        ICompute ob2 = new Box(10, 20, 30);  
        obj2.calculate();  
        obj2.display();  
    }  
}
```

- a) Implement the Person making use of the ICompute interface
 - i) Write a constructor
 - ii) implements the methods in ICompute. In the compute() method calculate netSal
- b) Implement the Box Class making use of the ICompute interface
 - i) Write a constructor.
 - ii) implements the methods in ICompute. In compute() calculate the volume
- c) Create variables of Box and Person Type and create objects calculate and display values.
- d) Describe any advantage you see in using interface type variables seen in the original main function code variables obj1, obj2 as opposed to using object type variables

Exercise 3

We will write a program that will allow us to enter a given number of marks and calculate the average. We will use a try catch block in the code. The code is at <https://goo.gl/i6F3Pq>

Complete the comments given in the code. See the following links for specific exceptions that you can use.

<https://docs.oracle.com/javase/8/docs/api/java/util/InputMismatchException.html>

<https://docs.oracle.com/javase/8/docs/api/java/lang/ArithmeticException.html>

<https://docs.oracle.com/javase/8/docs/api/java/lang/ArrayIndexOutOfBoundsException.html>

// Lab Sheet on Try Catch Blocks

```
class Main {
    public static void main(String[] args) {

        int maxSubjects;
        int [] marks = new int[5];
        int total;
        double avg;

        try {
            // 1. Input a value for maxSubjects
            //    from keyboard
            // 2. Using a for loop
            //    input marks
            // 3. Calculate the avg marks
            // 4. Use a try catch block to
            //    prevent the following
            //    run time errors
            //    (a) Input valid integers to the
            //        inputs
            //    (b) ArithmeticException division
            //        by zero
            //    (c) ArrayIndexOutOfBoundsException
            //        Exception
```

```
    } catch (Exception e) {  
  
    }  
  
    finally {  
        System.out.println("This code will be gurrentied to run");  
    }  
  
    System.out.println("The end");  
  
    }  
}
```