OOPS

Week 8

1)

```
As a logic building learner you are given the task to extract the string which has vowel as the first and last characters from the given array of Strings.
Step1: Scan through the array of Strings, extract the Strings with first and last characters as vowels; these strings should be concatenated.
Step2: Convert the concatenated string to lowercase and return it.
If none of the strings in the array has first and last character as vowel, then return no matches found
input1: an integer representing the number of elements in the array.
input2: String array.
Example 1:
input1: 3
input2: {"oreo", "sirish", "apple"}
output: oreoapple
Example 2:
input1: 2
input2: {"Mango", "banana"}
output: no matches found
None of the strings has first and last character as vowel.
Hence the output is no matches found.
Example 3:
input1: 3
input2: {"Ate", "Ace", "Girl"}
output: ateace
```

```
1 | import java.util.Scanner;
2 | public class Main{
3 | public static void main(String[] args){
4 | Scanner scanner Scanner(System.in);
5 | int a=sc.nextInt(),c=0;
6 | sc.nextLine();
7 | String []arr=sc.nextLine().split(" ");
8 | for(int i=0;1c;1++){
9 | String []arr=sc.nextLine();
10 | char sl=w.charAt(ar[i].length()-1);
11 | char sl=w.charAt(ar[i].length()-1);
12 | intfl=0;f2=0;
13 | if(sl=='a' || sl=='e' || sl=='i' || sl=='o' || sl=='u') f1=1;
14 | if(sl=-'a' || sl=='e' || sl=='i' || sl=='o' || sl=='u') f2=1;
15 | if(f1==1 && f2==1)System.out.print(w);
16 | else c++;
17 | }
18 | if(c==a)System.out.println("no matches found");
19 | }
20 |}
```

	Input	Expected	Got		
~	3 oreo sirish apple	oreoapple	oreoapple	~	
~	2 Mango banana	no matches found	no matches found	~	
~	3 Ate Ace Girl	ateace	ateace	~	
Pass	Passed all tests! ✓				

```
Create a base class Shape with a method called calculateArea(). Create three subclasses: Circle, Rectangle, and Triangle. Override the calculateArea() method in each subclass to calculate and return the
   In the given exercise, here is a simple diagram illustrating polymorphism implementation:
                     Shape
        Circle
                    Rectangle )
     public abstract double calculateArea()
   System.out.printf("Area of a Triangle :%.2f%n",((0.5)*base*height)); // use this statement
   4 // radius of the circle to calculate area PI*r*r
   5 // length of the rectangle
   6 // breadth of the rectangle to calculate the area of a rectangle
   4 // base of the triangle
  3 // height of the triangle
import java.util.*;
abstract class Shape {
   abstract double calculateArea();
}
class Circle extends Shape {
   private double radius;
   Circle(double r) {
       radius = r;
   }
   double calculateArea() {
       return Math.PI * radius * radius;
   }
}
class Rectangle extends Shape {
   private double length;
   private double breadth;
   Rectangle(double I, double b) {
       length = I;
       breadth = b;
```

```
}
  double calculateArea() {
    return length * breadth;
  }
}
class Triangle extends Shape {
  private double base;
  private double height;
  Triangle(double b, double h) {
    base = b;
    height = h;
  }
  double calculateArea() {
    return 0.5 * base * height;
  }
}
public class Prog {
  public static void main(String[] args) {
    Scanner sc = new Scanner(System.in);
    double r = sc.nextDouble();
    Shape circle = new Circle(r);
    System.out.println("Area of a circle: "+String.format("%.2f",circle.calculateArea()));
    double length = sc.nextDouble();
    double breadth = sc.nextDouble();
    Shape rectangle = new Rectangle(length, breadth);
    System.out.println("Area of a Rectangle: " + String.format("%.2f",rectangle.calculateArea()));
    double base = sc.nextDouble();
    double height = sc.nextDouble();
    Shape triangle = new Triangle(base, height);
```

```
System.out.println("Area of a Triangle: " + String.format("%.2f",triangle.calculateArea()));
```

	Test	Input	Expected	Got	
~	1	4 5 6 4 3	Area of a circle: 50.27 Area of a Rectangle: 30.00 Area of a Triangle: 6.00	Area of a circle: 50.27 Area of a Rectangle: 30.00 Area of a Triangle: 6.00	~
~	2	7 4.5 6.5 2.4 3.6	Area of a circle: 153.94 Area of a Rectangle: 29.25 Area of a Triangle: 4.32	Area of a circle: 153.94 Area of a Rectangle: 29.25 Area of a Triangle: 4.32	~

3)

}

}

1. Final Variable:

- Once a variable is declared final, its value cannot be changed after it is initialized.
- It must be initialized when it is declared or in the constructor if it's not initialized at declaration.
- It can be used to define constants

final int MAX_SPEED = 120; // Constant value, cannot be changed

2. Final Method:

- A method declared final cannot be overridden by subclasses.
- It is used to prevent modification of the method's behavior in derived classes.

public final void display() {
 System.out.println("This is a final method.");
}

3. Final Class:

- A class declared as final cannot be subclassed (i.e., no other class can inherit from it).
- It is used to prevent a class from being extended and modified.
- public final class Vehicle {
 // class code

```
1 - class FinalExample {
              // Final variable
 4
5
6
              final int maxSpeed = 120;
             public final void displayMaxSpeed() {
    System.out.println("The maximum speed is: " + maxSpeed + " km/h");
10
        class SubClass extends FinalExample {
             /*public void displayMaxSpeed() {
    System.out.println("Cannot override a final method");
}*/
// You can create new methods here
12 +
13
14
15
             public void showDetails() {
    System.out.println("This is a subclass of FinalExample.");
16
17
19
20
      class prog {
   public static void main(String[] args) {
        FinalExample obj = new FinalExample();
        obj.displayMaxSpeed();
}
21
22
23
24
                   SubClass subObj = new SubClass();
subObj.showDetails();
25
26
27
28
29
```

	Test	Expected	Got	
~		The maximum speed is: 120 km/h This is a subclass of FinalExample.	The maximum speed is: 120 km/h This is a subclass of FinalExample.	~

Passed all tests! 🗸