

BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY

IT235 –Introduction to Object Oriented Programming

Lab Sheet 01

1. There are students and teachers in a department of a university. The department conducts a course that consists of two subjects: IT and English. The students have to sit for two examinations at the end the course. The students are graded based on their average marks. The salary of a teacher is computed from the number of teaching hours. Suppose we have to develop an information system for this institute.

- i. Create *Student* class in *Student.java* file including the following attributes with their corresponding data types.

Attribute	Data Type
name	String
age	int
marksIT	double
marksEnglish	double
average	double

- ii. Create *Teacher* class in *Teacher.java* file including following attributes with their corresponding data types.

Attribute	Data Type
name	String
age	int
rate	double
salary	double

- iii. Create a class called *Test* that contains the main method in *Test.java* file. Create an object of *Student* class inside the main method of *Test* class. Print the values of the attributes of previously created *Student* object.
- iv. Assign following values to the above *Student* object and print the values of the attributes.

name	:	"Ana"
age	:	23
marksIT	:	67
marksEnglish	:	84

- v. Declare a static double type variable *avg* in *Student* class.

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- vi. Include the following lines inside the main method of *Test* class and see the output.

```
Student s1=new Student();  
Student s2=new Student();  
s1.avg=10;  
System.out.println(s2.avg);
```

- vii. Print the values of *s1.avg*, *s2.avg* and *Student.avg* and see the output.
- viii. Create a method inside the *Student* class to set the value to average attribute, in which the average of marksIT and marksEnglish is calculated.
- ix. Create a static method called *calAvg* that takes an array of *Student* objects as input array parameter, calculate the average of the *average* attributes of the objects in input *Student* array and set it to the static variable *avg*.
- x. Implement a method to return the grade of a student according to the criteria given in the following table. Test it in the main method.

Average marks range	Grade
$\text{average} \geq 70$	A
$40 \leq \text{average} < 70$	B
$30 \leq \text{average} < 40$	C
$\text{average} < 30$	F

- xi. In the *Student* class, implement a parameterized constructor that assigns values to the attributes of the object. Use this constructor to create *Student* objects whose attributes are assigned at the object creation.