Exercises: Inheritance

This document defines the exercises for "Java OOP Basics" course @ Software University. Please submit your solutions (source code) of all below described problems in https://judge.softuni.bg/Contests/226/Inheritance-Exercises .

Problem 1. Person

You are asked to model an application for storing data about people. You should be able to have a **person** and a **child**. The child is derived of the person. Your task is to model the application. The only constraints are:

- **Person** – represents the base class by which all others are implemented
  - People should **not** be able to have **negative age**
- **Child** - represents a class which is derived by the class **Person.**
  - Children should **not** be able to have age **greater than 15**

Constraints

- If the age of a person is **negative** – exception's message is: **"Age must be positive!"**
- If the age of a child is **bigger** than 15 – exception's message is: **"Child's age must be lesser than 15!"**
- If the name of a child or a person is less than 3 symbols – exception's message is: **"Name's length should not be less than 3 symbols!"**

Note

Your class's names **must** be the same as the names shown above

Sample Main()

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

    Scanner scanner = new Scanner(System.in);
    String name = scanner.nextLine();
    int age = Integer.valueOf(scanner.nextLine());

    try {
        Child child = new Child(name, age);
        System.out.println(child.toString());
     String personClassName = Person.class.getSimpleName();
     String childClassName = Child.class.getSimpleName();
    } catch (IllegalArgumentException error) {
        System.out.println(error.getMessage());
    }
}
```

Create a new empty class and name it **Person**. Set its access modifier to **public** so it can be instantiated from any project. Every person has a name, and age.

Sample Code

```
public class Person {

   // 1. Add the Fields
   // 2. Add the Constructor
   // 3. Add the Properties
   // 4. Add the Methods
}
```

Step 1. Define the fields

Define a **field** for each property the class should have (e.g. **name**, **age**)

Step 2. Define the Properties of a Person

Define the **name** and **age** properties of a Person. Ensure that they can only be **changed by the class itself or its descendants** (pick the most appropriate access modifier).

Sample Code

```
(modifier) String getName() {
    // TODO
}

(modifier) void setName(String name) {
    // TODO
}

(modifier) Integer getAge() {
    // TODO
}

(modifier) void setAge(int age) {
    // TODO
}
```

Step 3. Define a Constructor

Define a constructor that accepts **name, age** and **address** arguments.

Sample Code

```
public Person(String name, int age){
    this.setName(name);
    this.setAge(age);
}
```

Step 4. Perform Validations

After you have created a **field** for each property (e.g. **name** and **age**). Next step is to **perform validations** for each one. The **getter should return the corresponding field's value** and the **setter should validate** the input data before setting it. Do this for each property.

Sample Code

```
protected void setAge(int age) throws IllegalArgumentException {
    if (age < 1) {
        throw new IllegalArgumentException("Age must be positive!");
    }

    // TODO: Set the age
}
```

Step 5. Override `toString()`

As you probably already know, all classes in Java inherit the **`Object`** class and therefore have all its **`public`** members (**`toString()`**, **`equals()`** and **`getHashCode()`** methods). **`toString()`** serves to return information about an instance as string. Let's **`override`** (change) its behavior for our **`Person`** class.

Sample Code

```
@Override
public String toString() {

    return String.format("Name: %s, Age: %d",
                    this.getName(),
                    this.getAge()));

}
```

If everything is correct, we can now create **Person objects** and display information about them.

Step 6. Create a Child

Create a **Child** class that inherits **Person** and has the same constructor definition. However, do not copy the code from the Person class - **reuse the Person class's constructor**.

Sample Code

```
public Child(String name, int age){
    super(name, age);
}
```

There is **no need** to rewrite the Name and Age properties since **Child** inherits **Person** and by default has them.

Step 7. Validate the Child's setter

Sample Code

```
@Override
protected void setAge(int age) throws IllegalArgumentException {
    //TODO: Validate the age


    super.setAge(age);
}
```

Problem 2. Book Shop

Your program should have two classes – one for the ordinary books – **Book**, and another for the special ones – **GoldenEditionBook.**

- **Book** - represents a book that holds **title**, **author** and **price**. A book should offer **information** about itself in the format shown in the output below.
- **GoldenEditionBook** - represents a special book holds the same properties as any **Book**, but its **price** is always **30% higher**.

Constraints

- If the author has two names and the second name is starting with a digit– exception's message is: **"Author not valid!"**
- If the title's length is less than 3 symbols – exception's message is: **"Title not valid!"**
- If the price is zero or it is negative – exception's message is: **"Price not valid!"**

Sample Main()

```
public static void main(String[] args) throws IllegalClassFormatException {
    try {
        Scanner scanner = new Scanner(System.in);
        String author = scanner.nextLine();
        String title = scanner.nextLine();
        double price = Double.valueOf(scanner.nextLine());

        Book book = new Book(author,
                title,
                price);

        GoldenEditionBook goldenEditionBook =
            new GoldenEditionBook(author,
                title,
                price);

        Method[] goldenBookDeclaredMethods =
            GoldenEditionBook.class.getDeclaredMethods();

        if (goldenBookDeclaredMethods.length > 1) {
            throw new IllegalClassFormatException(
                 "Code duplication in GoldenEditionBook!");
        }
```

```
        System.out.println(book.toString());
        System.out.println(goldenEditionBook.toString());

    } catch (IllegalArgumentException | IllegalClassFormatException error) {
        System.out.println(error.getMessage());
    }
}
```

Example

Input	Output
Ivo 4ndonov Under Cover 9999999999999999999	Author not valid!

Step 1. Create a Book Class

Create a new class and name it **Book**. Set its access modifier to **`public`** so it can be instantiated from any project.

Sample Code

```
public class Book {

    // 1. Add the Fields
    // 2. Add the Constructor
    // 3. Add the Properties
    // 4. Add the Methods
}
```

Step 2. Define the Properties of a Book

Define the **`title`**, **`author`** and **`price`** properties of a Book. Ensure that they can only be **changed by the class itself or its descendants** (pick the most appropriate access modifier).

Step 3. Define a Constructor

Define a constructor that accepts **author, title** and **price** arguments.

Sample Code

```
public Book(String author, String title, double price) {
    this.setAuthor(author);
    this.setTitle(title);
    this.setPrice(price);
}
```

Step 4. Perform Validations

Create a **field** for each property (**price**, **title** and **author**) and **perform validations** for each one. The **getter should return the corresponding field** and the **setter should validate** the input data before setting it. Do this for every property.

Sample Code

```
(modifier) String getAuthor() {
    return this.author;
}

(modifier) void setAuthor(String author) {
    //TODO: Validate as it is written in Constraints
    this.author = author;
}

(modifier) String getTitle() {
    return this.title;
}

(modifier) void setTitle(String title) {
    if (title.length() < 3) {
        throw new IllegalArgumentException("Title not valid!");
    }

    this.title = title;
}

(modifier) double getPrice() {
    return this.price;
}

(modifier) void setPrice(double price) {
    if (price < 1) {
        throw new IllegalArgumentException("Price not valid!");
    }

    this.price = price;
}
```

Step 5. Override `toString()`

As you probably already know, all classes in JAVA inherit the **`System.Object`** class and therefore have all its **`public`** members (**`toString()`**, **`equals()`** and **`getHashCode()`** methods). **`toString()`** serves to return information about an instance as string. Let's **`override`** (change) its behavior for our **Book** class.

Sample Code

```
@Override
public String toString() {
    final StringBuilder sb = new StringBuilder();
    sb.append("Type: ").append(this.getClass().getSimpleName())
            .append(System.lineSeparator())
            .append("Title: ").append(this.getTitle())
            .append(System.lineSeparator())
            .append("Author: ").append(this.getAuthor())
            .append(System.lineSeparator())
            .append("Price: ").append(this.getPrice())
            .append(System.lineSeparator());
    return sb.toString();
```

If everything is correct, we can now create **Book objects** and display information about them.

Step 6. Create a GoldenEditionBook

Create a **GoldenEditionBook** class that inherits **Book** and has the same constructor definition. However, do not copy the code from the Book class - **reuse the Book class constructor**.

```
public GoldenEditionBook(String author, String title, double price) {
    //TODO : Reuse base constructor
}
```

There is **no need** to rewrite the price, title and author properties since **GoldenEditionBook** inherits **Book** and by default has them.

Step 7. Override the Price Property

Golden edition books should return a **30%** higher **price** than the original price. In order for the getter to return a different value, we need to override the Price property.

Back to the **GoldenEditionBook** class, let's override the Price property and change the getter body.

Sample Code

```
@Override
public double getPrice() {
    return super.getPrice() + super.getPrice() * 0.3;
}
```

Problem 3. Mankind

Your task is to model an application. It is very simple. The mandatory **models** of our application are **3**:

- **Human**
- **Worker**
- **Student**

The parent class – **Human** should have **first name** and **last name**. Every student has a **faculty number**. Every worker has a **week salary (7days)** and **work hours per day**. It should be able to calculate the money he earns by hour. You can see the constraints below.

Input

On the first input line, you will be given info about a single student - a **name** and **faculty number**.

On the second input line, you will be given info about a single worker - **first name**, **last name**, **salary** and **working hours**.

Output

You should first print the info about the student and the info about the worker in the given formats:

- Print the student info in the following format:
  - `First Name: {student's first name}`
  - `Last Name: {student's last name}`
  - `Faculty number: {student's faculty number}`

- Print the worker info in the following format:
  - `First Name: {worker's first name}`
  - `Last Name: {worker's second name}`
  - `Week Salary: {worker's salary}`
  - `Hours per day: {worker's working hours}`
  - `Salary per hour: {worker's salary per hour}`

Print exactly **two digits** after every double value's decimal separator (e.g. 10.00)

Constraints

Parameter	Constraint	Exception Message
Human first name	Should start with a capital letter	"Expected upper case letter!Argument: firstName"
Human first name	Should be 4 or more than 4 symbols	"Expected length at least 4 symbols!Argument: firstName"
Human last name	Should start with a capital letter	"Expected upper case letter!Argument: lastName"
Human last name	Should be 3 or more than 3 symbols	"Expected length at least 3 symbols!Argument: lastName"
Faculty number	Should be in range [5..10] symbols	"Invalid faculty number!"
Worker last name	Should be more than 3 symbols	"Expected length more than 3 symbols!Argument: lastName"
Week salary	Should be more than 10	"Expected value mismatch!Argument: weekSalary"

Working hours	Should be in the range [1..12]	"Expected value mismatch!Argument: workHoursPerDay"

Example

Input	Output
Ivan Ivanov 08 Pesho Kirov 1590 10	Invalid faculty number!
Stefo Mk321 0812111 Ivcho Ivancov 1590 10	First Name: Stefo Last Name: Mk321 Faculty number: 0812111 First Name: Ivcho Last Name: Ivancov Week Salary: 1590.00 Hours per day: 10.00 Salary per hour: 22.71

Problem 4. *Mordor's Cruelty Plan

Gandalf the Gray is a great wizard but he also loves to eat. The food, however, makes him loose his capability of fighting the dark. Mordor's orcs have asked you to design them a program which is **calculating Gandalf's mood**. This way they could **predict the battles** between them and try to beat The Gray Wizard.

When Gandalf is **hungry** he **cannot fight well**. Because the orcs have spies, they know the **foods** that Gandalf is eating and the **result** on his mood after he consumed a **food**:

- **`Cram`**: 2 points of happiness;
- **`Lembas`**: 3 points of happiness;
- **`Apple`**: 1 point of happiness;
- **`Melon`**: 1 point of happiness;
- **`HoneyCake`**: 5 points of happiness;
- **`Mushrooms`**: -10 points of happiness;
- **`Everything else`**: -1 point of happiness;

Gandalf **moods** are:

- **`Angry`** - below -5 points of happiness;
- **`Sad`** - from -5 to 0 points of happiness;
- **`Happy`** - from 0 to 15 points of happiness;
- **`JavaScript`** - when happiness points are more than 15;

Model an application which is calculating his **happiness points**.

Input

The input comes from the console. It will hold **single** line: all the foods Gandalf has eaten.

Output

On the first line, print the total happiness points Gandalf currently has.

On the second line – print his mood.

Constraints

- The characters in the input string will be no more than: **1000.**
- The food count would be in the range **[1…100]**.
- Time limit: 0.3 sec. Memory limit: 16 MB.

Examples

Input	Output
`Cram melon honeyCake Cake`	`7` `Happy`
`gosho pesho meze gosho pesho meze`	`-6` `Angry`

Problem 5. Online Radio Database

Create an online radio station database. It should keep **information** about all added songs. On the first line you are going to get the **number of songs** you are going to try adding. On the next lines you will get the songs to be added in the format **`<artist name>;<song name>;<minutes:seconds>`**. To be valid, every song should have an **artist name**, a **song name** and **length**.

Design a custom exception hierarchy for invalid songs:

- **`InvalidSongException`**
  - **`InvalidArtistNameException`**
  - **`InvalidSongNameException`**
  - **`InvalidSongLengthException`**
    - **`InvalidSongMinutesException`**
    - **`InvalidSongSecondsException`**

Validation

- **`Artist name`** should be between **3** and **20** symbols.
- **`Song name`** should be between **3** and **30** symbols.
- **`Song length`** should be between **0** second and **14** minutes and **59** seconds.
- **`Song minutes`** should be between **0** and **14**.
- **`Song seconds`** should be between **0** and **59**.

Exception Messages

Exception	Message
`InvalidArtistNameException`	`"Artist name should be between 3 and 20 symbols."`
`InvalidSongNameException`	`"Song name should be between 3 and 30 symbols."`
`InvalidSongLengthException`	`"Invalid song length."`
`InvalidSongMinutesException`	`"Song minutes should be between 0 and 14."`
`InvalidSongSecondsException`	`"Song seconds should be between 0 and 59."`

Note: Check validity in the order artist **name** -> **song name** -> **song length**

Output

If the song is added, print "**Song added.**".

If you **can't add a song**, print an **appropriate exception message**.

On the last two lines print the **number of songs added** and the **total length of the playlist** in format:

"Playlist length: 0h 7m 47s"

Examples

Exception	Message
3 ABBA;Mamma Mia;3:35 Nasko Mentata;Shopskata salata;4:123 Nasko Mentata;Shopskata salata;4:12	Song added. Song seconds should be between 0 and 59. Song added. Songs added: 2 Playlist length: 0h 7m 47s
5 Nasko Mentata;Shopskata salata;14:59 Nasko Mentata;Shopskata salata;14:59 Nasko Mentata;Shopskata salata;14:59 Nasko Mentata;Shopskata salata;14:59 Nasko Mentata;Shopskata salata;0:5	Song added. Song added. Song added. Song added. Song added. Songs added: 5 Playlist length: 1h 0m 1s

Note: you can create another class **Playlist** to store songs with public method for calculating total **playlist length.**

Problem 6. *Animals

Create a hierarchy of **Animals**. Your task is simple: there should be a base class **Animal** which all others derive from. Your program should have 3 different animals – **Dog**, **Frog** and **Cat**.

Let's go deeper in the hierarchy and create two additional classes – **`Kitten`** and **`Tomcat`**. **`Kittens`** are female and **`Tomcats`** are male!

We are ready now, but the task is not complete. Along with the animals, there should be and a class which classifies its derived classes as sound producible. You may guess that all animals are sound producible. The only one mandatory functionality of all sound producible objects is to **`produceSound()`**. For instance, the dog should bark.

Your task is to model the hierarchy and test its functionality. Create an animal of all kinds and make them produce sound.

On the console, you will be given some lines of code. Each **two lines** of code, represents **animals** and their **names**, **age** and **gender**. On the first line, there will be the kind of animal, you should instantiate. And on the next line, you will be given the name, the age and the gender. Stop the process of gathering input, when the command **"Beast!"** is given.

Output

- On the console, print for each animal you've instantiated, its info on three lines. On the first line, print: **`{Kind of animal}`**
- On the second line, print: **`{name} {age} {gender}`**
- On the third line, print: **`{produceSound()}`**

Constraints

- Each **Animal** should have **name**, **age** and **gender**
- **All properties**' values should **not be blank** (e.g. name, age and so on…)
- If you enter invalid input for one of the properties' values, throw exception with message: **"Invalid input!"**
- Each animal should have a functionality to **`produceSound()`**
- Here is example of what each kind of animal should produce when, **`produceSound()`** is called
  - **Dog: "BauBau"**
  - **Cat: "MiauMiau"**
  - **Frog: "Frogggg"**
  - **Kitten: "Miau"**
  - **Tomcat: "Give me one million b***h"**
  - **Message from the Animal class: "Not implemented!"**

Examples

Input	Output
Cat Macka 12 Female Dog Sharo 132 Male Beast!	Cat Macka 12 Female MiauMiau Dog Sharo 132 Male BauBau
Frog Sashky 12 Male Beast!	Frog Sashky 12 Male Frogggg
Frog Sashky -2 Male Beast!	Invalid input!