CSE 110: Principles of Programming

Lab 11: OOP

5. `Month` Class

Write a class named `Month`. The class should have an `int` field named `monthNumber` that holds the number of the month. For example, January would be 1, February would be 2, and so forth. In addition, provide the following methods:

- A no-arg constructor that sets the `monthNumber` field to 1.
- A constructor that accepts the number of the month as an argument. It should set the `monthNumber` field to the value passed as the argument. If a value less than 1 or greater than 12 is passed, the constructor should set `monthNumber` to 1.
- A constructor that accepts the name of the month, such as "January" or "February" as an argument. It should set the `monthNumber` field to the correct corresponding value.
- A `setMonthNumber` method that accepts an `int` argument, which is assigned to the `monthNumber` field. If a value less than 1 or greater than 12 is passed, the method should set `monthNumber` to 1.
- A `getMonthNumber` method that returns the value in the `monthNumber` field.
- A `getMonthName` method that returns the name of the month. For example, if the `monthNumber` field contains 1, then this method should return "January".
- A `toString` method that returns the same value as the `getMonthName` method.
- An `equals` method that accepts a `Month` object as an argument. If the argument object holds the same data as the calling object, this method should return `true`. Otherwise, it should return `false`.

6. `CashRegister` Class

Write a `CashRegister` class that can be used with the `RetailItem` class that you wrote in Chapter 6's Programming Challenge 4. The `CashRegister` class should simulate the sale of a retail item. It should have a constructor that accepts a `RetailItem` object as an argument. The constructor should also accept an integer that represents the quantity of items being purchased. In addition, the class should have the following methods:

- The `getSubtotal` method should return the subtotal of the sale, which is the quantity multiplied by the price. This method must get the price from the `RetailItem` object that was passed as an argument to the constructor.
- The `getTax` method should return the amount of sales tax on the purchase. The sales tax rate is 6 percent of a retail sale.
- The `getTotal` method should return the total of the sale, which is the subtotal plus the sales tax.

Demonstrate the class in a program that asks the user for the quantity of items being purchased, and then displays the sale's subtotal, amount of sales tax, and total.

7. `Person` and `Customer` Classes

Design a class named `Person` with fields for holding a person's name, address, and telephone number. Write one or more constructors and the appropriate mutator and accessor methods for the class's fields.

Next, design a class named `Customer`, which extends the `Person` class. The `Customer` class should have a field for a customer number and a `boolean` field indicating whether the customer wishes to be on a mailing list. Write one or more constructors and the appropriate mutator and accessor methods for the class's fields. Demonstrate an object of the `Customer` class in a simple program.

9. Geometry Calculator

Design a `Geometry` class with the following methods:

- A static method that accepts the radius of a circle and returns the area of the circle. Use the following formula:

  $Area = \pi r^2$

  Use `Math.PI` for π and the radius of the circle for r.
- A static method that accepts the length and width of a rectangle and returns the area of the rectangle. Use the following formula:

  $Area = Length \times Width$
- A static method that accepts the length of a triangle's base and the triangle's height. The method should return the area of the triangle. Use the following formula:

  $Area = Base \times Height \times 0.5$

The methods should display an error message if negative values are used for the circle's radius, the rectangle's length or width, or the triangle's base or height.

Next, write a program to test the class, which displays the following menu and responds to the user's selection:

```
Geometry Calculator
1. Calculate the Area of a Circle
2. Calculate the Area of a Rectangle
3. Calculate the Area of a Triangle
4. Quit

Enter your choice (1-4):
```

Display an error message if the user enters a number outside the range of 1 through 4 when selecting an item from the menu.

5. Course Grades

In a course, a teacher gives the following tests and assignments:

- A **lab activity** that is observed by the teacher and assigned a numeric score.
- A **pass/fail exam** that has 10 questions. The minimum passing score is 70.
- An **essay** that is assigned a numeric score.
- A **final exam** that has 50 questions.

Write a class named `CourseGrades`. The class should have a `GradedActivity` array named `grades` as a field. The array should have four elements, one for each of the assignments previously described. The class should have the following methods:

`setLab`:	This method should accept a `GradedActivity` object as its argument. This object should already hold the student's score for the lab activity. Element 0 of the `grades` field should reference this object.
`setPassFailExam`:	This method should accept a `PassFailExam` object as its argument. This object should already hold the student's score for the pass/fail exam. Element 1 of the `grades` field should reference this object.
`setEssay`:	This method should accept an `Essay` object as its argument. (See Programming Challenge 4 for the `Essay` class. If you have not completed Programming Challenge 4, use a `GradedActivity` object instead.) This object should already hold the student's score for the essay. Element 2 of the `grades` field should reference this object.
`setFinalExam`:	This method should accept a `FinalExam` object as its argument. This object should already hold the student's score for the final exam. Element 3 of the `grades` field should reference this object.
`toString`:	This method should return a string that contains the numeric scores and grades for each element in the `grades` array.

Demonstrate the class in a program.