Assignment no.6

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```
public class Assignment{
 int tasks:
 String difficulty;
 boolean submission;
 public void printDetails(){
  System.out.println("Number of tasks: "+tasks);
  System.out.println("Difficulty level: "+difficulty);
  System.out.println("Submission required:
"+submission);
 public void makeOptional(){
  if(this.submission == false){
    System.out.println("Submission is already not
required");
  else{
   this.submission = false;
    System.out.println("Assignment will not require
submission");
```

```
public class AssignmentTester{
 public static void main(String [] args){
  Assignment as1 = new Assignment();
  as1.printDetails();
  System.out.println("1----");
  as1.tasks = 11:
  as1.difficulty = "Moderate";
  as1.submission = true;
  as1.printDetails();
  System.out.println("2----");
  as1.makeOptional();
  System.out.println("3----");
  as1.printDetails();
  System.out.println("4----");
  Assignment as2 = new Assignment();
  as2.tasks = 12;
  as2.difficulty = "Hard";
  as2.submission = false:
  as2.printDetails();
  System.out.println("5----");
  as2.makeOptional();
```

```
//Task no.2
```

```
public class Shelf{
  int capacity;
  int books;
  public void showDetails(){
    System.out.println("Self capacity :"+capacity);
    System.out.println("Number of books :"+books);
  }
  public void addBooks(int add){
    if(capacity <= 0){
        System.out.println("Zero capacity. Cannot add books.");
    }
    else if(capacity < books+add){
        System.out.println("Exceeds capacity");
    }
</pre>
```

```
}
else{
  books += add;
  System.out.println(books+" books added to shelf");
}
}
```

```
public class ShelfTester{
  public static void main(String [] args){
    Shelf shelf = new Shelf();
    shelf.showDetails();
    System.out.println("1-----");
    shelf.addBooks(3);
    System.out.println("2-----");
    shelf.capacity = 7;
    shelf.addBooks(3);
    System.out.println("3-----");
    shelf.showDetails();
    System.out.println("4-----");
```

```
shelf.addBooks(5);
shelf.showDetails();
shelf.capacity += 4;
System.out.println("6-----");
shelf.addBooks(5);
shelf.showDetails();
}
```

```
public class LightController{
 boolean off = true;
 int level = 0;
 public void showLightStatus(){
  if(off){
    System.out.println("Light status: OFF");
  } else {
    System.out.println("Light status: ON");
  System.out.println("Brightness Level: " + level);
 public void adjustBrightness(int adjust){
  if(off){
    System.out.println("Please turn on the light first!");
    return;
  int newlevel = level + adjust;
  if (newlevel < 0 || newlevel > 10) {
    System.out.println("Brightness out of range. Set
between 0 to 10.");
  else{
    level = newlevel;
    System.out.println("Brightness adjusted.");
  }
 public void switchLight(){
```

```
if(off){
    off = false;
    level = 1;
    System.out.println("Lights are now ON.");
}
else{
    off = true;
    level = 0;
    System.out.println("Lights are now OFF.");
}
public String resetSettings() {
    level = 1;
    return "Light settings have been reset.";
}
```

```
public static void main(String args []){
 LightController c1 = new LightController();
 c1.showLightStatus();
 System.out.println("1----");
 c1.adjustBrightness(4);
 c1.switchLight();
 System.out.println("2----");
 c1.showLightStatus();
 System.out.println("3----");
 c1.adjustBrightness(4);
 System.out.println("4----");
 c1.showLightStatus();
 System.out.println("5----");
 c1.adjustBrightness(-2);
 c1.adjustBrightness(9);
 System.out.println("6----");
 c1.showLightStatus();
 System.out.println("7----");
 System.out.println(c1.resetSettings());
 c1.showLightStatus();
 System.out.println("8----");
 c1.switchLight();
 System.out.println("9----");
 c1.showLightStatus();
```

```
public class ChickenBurger{
  public String bun = "Sesame";
  public int price = 200;
  public String sauceOption = "Less";
  public String spiceLevel = "Not Set";
  public String[] spiceLevels =
  {"Mild", "Spicy", "Naga", "Extreme"};
  public String serveBurger(){
    if(spiceLevel.equals("Not Set")){
```

```
return "Cannot serve now. Customize Spice Level
first.";
  else{
   return "The burger is being served:-\nBun Type:
"+bun+"\nPrice: "+price+"\nSauce Option:
"+sauceOption+"\nSpice Level: "+spiceLevel;
 public void customizeSpiceLevel(String level){
  boolean valid = false;
  for(int i = 0; i < spiceLevels.length; i++){</pre>
   if(spiceLevels[i].equals(level)){
     spiceLevel = level;
     valid = true;
     break;
  if(valid){
    System.out.println("Spice level set to " + spiceLevel +
  else{
    System.out.println("This spice level is unavailable.");
   spiceLevel = "Spicy";
 }
```

```
}
```

```
public class BurgerMaker{
  public static void main(String [] args){
    ChickenBurger b1 = new ChickenBurger();
    System.out.println(b1.bun);
    System.out.println(b1.price);
    System.out.println(b1.sauceOption);
    System.out.println(b1.spiceLevel);
    System.out.println("------");
    System.out.println(b1.serveBurger());
    System.out.println("------");
    b1.customizeSpiceLevel("Extreme Jhaal");
    b1.customizeSpiceLevel("Spicy");
    System.out.println("------");
    System.out.println(b1.serveBurger());
    System.out.println(b1.serveBurger());
    System.out.println("------");
```

```
ChickenBurger b2 = new ChickenBurger();
b2.bun = "Brioche";
b2.price += 50;
b2.sauceOption = "Regular";
b2.customizeSpiceLevel("Naga");
System.out.println("------");
System.out.println(b2.serveBurger());
}
```

```
public class MobilePhone{
 int contactCapacity;
 String[] contactNames;
 int[] contactNumbers;
 int contactCount;
 MobilePhone(){
  this.contactCount = 0;
 public void setContactCapacity(int capacity){
  this.contactCapacity = capacity;
  this.contactNames = new String[capacity];
  this.contactNumbers = new int[capacity];
 public void addContact(String name, int number){
  if (contactCount < contactCapacity) {</pre>
   contactNames[contactCount] = name;
   contactNumbers[contactCount] = number;
   contactCount++;
   System.out.println("The contact of " + name + " is
added.");
  else{
   System.out.println("Storage Full!!");
  }
 public void makeCall(int number){
```

```
boolean found = false;
  for(int i=0;i<contactCount;i++){</pre>
    if(contactNumbers[i] == number){
     System.out.println("Calling " + contactNames[i] + " . .
.");
     found = true;
     break;
  if(!found){
    System.out.println("Calling " + number + " . . . ");
  }
 public void details(){
  System.out.println("Total Contacts: " + contactCount);
  System.out.println("Contact List:");
  for(int i=0;i<contactCount;i++){</pre>
    System.out.println(contactNames[i] + ":" +
contactNumbers[i]);
```

```
public class MobilePhoneTester{
 public static void main(String args []){
  MobilePhone m1 = new MobilePhone();
  MobilePhone m2 = new MobilePhone();
  m1.setContactCapacity(5);
  m2.setContactCapacity(100);
  m1.details();
  System.out.println("1-----");
  m1.addContact("John", 9866);
  m1.addContact("Maria", 7865);
  System.out.println("2----");
  m1.makeCall(9866);
  System.out.println("3-----");
  m1.addContact("Henry", 2365);
  System.out.println("4-----");
  m1.makeCall(7552);
  m1.makeCall(2365);
  System.out.println("5----");
  m1.addContact("Gomes", 4589);
  m1.addContact("Antony", 8421);
  m1.addContact("Tony", 5789);
  System.out.println("6----");
  m1.details();
```

```
//Task no.6
public class Course {
  String courseName;
  String courseCode;
  String[] syllabus;
```

// Constructor initializes the syllabus array

int contentCount;

```
public Course() {
     this.syllabus = new String[4];
     this.contentCount = 0;
  }
  // Method to create a course
  public void createCourse(String name, String code) {
     courseName = name:
     courseCode = code;
  }
  // Method to add a single content
  public void addOneContent(String content) {
     if (contentCount < syllabus.length) {</pre>
       syllabus[contentCount] = content;
       contentCount++:
       System.out.println(content + " was added.");
     } else {
       System.out.println("Cannot add more content");
  }
  // Method to add two contents
  public void addTwoContent(String content1, String
content2) {
     if (contentCount + 2 <= syllabus.length) {
       syllabus[contentCount] = content1;
```

```
syllabus[contentCount + 1] = content2;
     contentCount += 2;
     System.out.println(content1 + " was added.");
     System.out.println(content2 + " was added.");
  } else {
     System.out.println("Cannot add more content");
}
// Method to print course details
public void printDetails() {
  System.out.println("Course details:");
  System.out.println("Course Name: " + courseName);
  System.out.println("Course Code: " + courseCode);
  System.out.println("Course Syllabus: ");
  if (contentCount == 0) {
     System.out.println("No content yet.");
  } else {
     for (int i = 0; i < contentCount; i++) {
       if (i > 0) {
          System.out.print(", ");
       System.out.print(syllabus[i]);
     System.out.println();
}
```

```
}
```

```
public class CourseTester{
  public static void main(String [] args){
    Course c1 = new Course();
    c1.createCourse("PL II", "CS11");
    System.out.println("------");
    c1.printDetails();
    System.out.println("------");
    c1.addOneContent("Overloading");
    c1.printDetails();
    System.out.println("-----");
    c1.addOneContent("Encapsulation");
    c1.addTwoContent("Static", "Polymorphism");
    c1.printDetails();
    System.out.println("------4------");
    c1.addOneContent("Inheritance");
```

```
System.out.println("-----5-----");
Course c2 = new Course();
c2.createCourse("DS", "CS22");
c2.addOneContent("Stack");
c2.addTwoContent("Recursion", "Tree");
c2.addTwoContent("Heap", "Hashing");
System.out.println("-----------");
c2.printDetails();
}
```

```
public class Course2{
 String courseName;
 String courseCode;
 String[] syllabus;
 int contentCount;
 public Course2(){
  this.syllabus = new String[4];
  this.contentCount = 0:
 public void createCourse(String name, String code){
  courseName = name:
  courseCode = code;
 public void addContent(String content){
  if (contentCount < syllabus.length){
   syllabus[contentCount] = content;
   contentCount++;
   System.out.println(content + " was added.");
  else{
   System.out.println("Cannot add more content");
  }
 public void addContent(String content1, String content2){
  if(contentCount + 2 <= syllabus.length){
```

```
syllabus[contentCount] = content1;
  syllabus[contentCount + 1] = content2;
  contentCount += 2;
  System.out.println(content1 + " was added.");
  System.out.println(content2 + " was added.");
 else{
  System.out.println("Cannot add more content");
public void printDetails(){
 System.out.println("Course details:");
 System.out.println("Course Name: " + courseName);
 System.out.println("Course Code: " + courseCode);
 System.out.println("Course Syllabus: ");
 if(contentCount == 0){
  System.out.println("No content yet.");
 else{
  for(int i=0;i<contentCount;i++){</pre>
   if(i>0){
     System.out.print(", ");
   System.out.print(syllabus[i]);
  System.out.println();
```

```
}
}
```

```
public class CourseTester2{
  public static void main(String [] args){
    Course2 c1 = new Course2();
    c1.createCourse("PL II", "CS11");
    System.out.println("------");
    c1.printDetails();
    System.out.println("------");
    c1.addContent("Overloading");
    c1.printDetails();
    System.out.println("-----");
    c1.addContent("Encapsulation");
    c1.addContent("Static", "Polymorphism");
    c1.printDetails();
    System.out.println("------4------");
    c1.addContent("Inheritance");
```

```
System.out.println("-----5-----");
Course2 c2 = new Course2();
c2.createCourse("DS", "CS22");
c2.addContent("Stack");
c2.addContent("Recursion", "Tree");
c2.addContent("Heap", "Hashing");
System.out.println("------6-----");
c2.printDetails();
}
```

```
public class Shape {
```

```
String shapeName;
  double area;
  public void setParameters(String shape, double radius){
     shapeName = shape;
    area = 3.1416 * radius * radius;
  public void setParameters(String shape, double base,
double height){
    shapeName = shape;
    area = 0.5 * base * height;
  }
  public void setParameters(String shape, double a,
double b, double height){
     shapeName = shape;
     area = 0.5 * (a + b) * height;
  public String details() {
     return "Shape Name: " + shapeName + "\nArea: " +
area;
```

```
public class ShapeTester{
 public static void main(String args []){
  Shape circle = new Shape();
  Shape triangle = new Shape();
  Shape trapezium = new Shape();
  circle.setParameters("Circle", 5);
  triangle.setParameters("Triangle", 4, 7);
  trapezium.setParameters("Trapezium", 2, 4, 9);
  System.out.println(circle.details());
  System.out.println("----");
  System.out.println(triangle.details());
  System.out.println("----");
  System.out.println(trapezium.details());
```