Lab Assignment 06



Inspiring Excellence

Course Code:	CSE111
Course Title:	Programming Language II
Topic:	Instance Variable, and Instance Method (Review Lab)
Number of Tasks:	11

[Submit all the Coding Tasks in the Google Form shared on buX before the next lab. Submit the Tracing Tasks handwritten to your Lab Instructors at the beginning of the lab]

<u>Task 1</u>

Implement the "Assignment" class with necessary properties, so that the given output is produced for the provided driver code.

Driver Class	Output
<pre>public class AssignmentTester{</pre>	Number of tasks: 0
<pre>public static void main(String [] args){</pre>	Difficulty level: null
Assignment as1 = new Assignment();	Submission required: false
as1.printDetails();	1
System.out.println("1");	Number of tasks: 11
as1.tasks = 11;	Difficulty level: Moderate
as1.difficulty = "Moderate";	Submission required: true
as1.submission = true;	2
as1.printDetails();	Assignment will not require
System.out.println("2");	submission
as1.makeOptional();	3
System.out.println("3");	Number of tasks: 11
as1.printDetails();	Difficulty level: Moderate
System.out.println("4");	Submission required: false
Assignment as2 = new Assignment();	4
as2.tasks = 12;	Number of tasks: 12
<pre>as2.difficulty = "Hard";</pre>	Difficulty level: Hard
as2.submission = false;	Submission required: false
<pre>as2.printDetails();</pre>	5
<pre>System.out.println("5");</pre>	Submission is already not required
as2.makeOptional();	
}	
}	

Task 2

Implement the "Shelf" class with necessary properties, so that the given output is produced for the provided driver code.

Driver Class	Output
<pre>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.capacity += 4; System.out.println("6"); shelf.addBooks(5); shelf.addBooks(5); shelf.showDetails(); } </pre>	Shelf capacity: 0 Number of books: 0 1 Zero capacity. Cannot add books. 2 3 books added to shelf 3 Shelf capacity: 7 Number of books: 3 4 Exceeds capacity Shelf capacity: 7 Number of books: 3 6 5 books added to shelf Shelf capacity: 11 Number of books: 8

Task 3

Implement the "LightController" class with necessary properties to produce the given output for the provided driver code.

Driver Class	Output
<pre>public class LightControllerTester{ 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("7"); System.out.println(c1.resetSettings()); c1.showLightStatus(); System.out.println("8"); c1.switchLight();</pre>	Light status: OFF Brightness Level: 0 1 Please turn on the light first! Lights are now ON. 2 Light status: ON Brightness Level: 1 3 Brightness adjusted. 4 Light status: ON Brightness Level: 5 5 Brightness djusted. Brightness adjusted. Brightness out of range. Set between 0 to 10. 6 Light status: ON Brightness Level: 3 7 Light settings have been reset. Light status: ON
<pre>c1.showLightStatus(); } </pre>	8 Lights are now OFF.
J	Light status: OFF Brightness Level: 0

Implement the "ChickenBurger" class with necessary properties, so that the given output is produced for the provided driver code.

[Note:

- 1. There are four available spice levels: Mild, Spicy, Naga and Extreme. You can store these values in a String array.
- 2. You might need to use the .equals() method to compare two string values.]

<pre>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(b1.serveBurger()); System.out.println("</pre>	Driver Class	Output
} }	<pre>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(""); ChickenBurger b2 = new ChickenBurger(); b2.bun = "Brioche"; b2.price += 50; b2.sauceOption = "Regular"; b2.customizeSpiceLevel("Naga"); System.out.println(""); System.out.println(""); System.out.println(""); System.out.println(b2.serveBurger()); }</pre>	Less Not Set

<u>Task 5</u>

Implement the "MobilePhone" class with necessary properties to produce the given output for the provided driver code.

Driver Class	Output
<pre>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(2365); System.out.println("5"); m1.addContact("Gomes", 4589); m1.addContact("Antony", 8421); m1.addContact("Tony", 5789); System.out.println("6"); m1.details(); } }</pre>	Total Contacts: 0 Contact List: 1 The contact of John is added. The contact of Maria is added. 2 Calling John 3 The contact of Henry is added. 4 Calling 7552 Calling Henry 5 The contact of Gomes is added. The contact of Antony is added. Storage Full!! 6 Total Contacts: 5 Contact List: John:9866 Maria:7865 Henry:2365 Gomes:4589 Antony:8421

Implement the "Course" class with necessary properties, so that the given output is produced for the provided driver code.
[Note: Each course can have at max 4 contents in its syllabus]

Driver Class	Output
<pre>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.addTwoContent("Stack"); c2.addTwoContent("Recursion", "Tree"); c2.addTwoContent("Heap", "Hashing"); System.out.println("6"); c2.printDetails(); } </pre>	Course details: Course Name: PL II Course Code: CS11 Course Syllabus: No content yet2 Overloading was added. Course details: Course Name: PL II Course Code: CS11 Course Syllabus: Overloading3 Encapsulation was added. Static was added. Polymorphism was added. Course details: Course Name: PL II Course Code: CS11 Course Syllabus: Overloading, Encapsulation, Static, Polymorphism Cannot add more content5 Stack was added. Recursion was added. Tree was added. Recursion was added. Cannot add more content Course details: Course Name: DS Course Code: CS22 Course Syllabus: Stack, Recursion, Tree, Heap

Task 7 looks very much similar to Task 6. But there are some slight differences. Can you figure those out? Once you figure those out, write the differences as a comment in your code and create "Course2" class.

Driver Class	Output
<pre>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"); c2.createCourse("DS", "CS22"); c2.createCourse("DS", "CS22"); c2.addContent("Recursion", "Tree"); c2.addContent("Recursion", "Tree"); c2.addContent("Heap", "Hashing"); System.out.println("6"); c2.printDetails(); } </pre>	Course details: Course Name: PL II Course Code: CS11 Course Syllabus: No content yet

 $\underline{\textbf{Task 8}}$ Implement the "Shape" class with necessary properties to produce the given output for the provided driver code.

Driver Class	Output
<pre>public class ShapeTester{</pre>	Shape Name: Circle
<pre>public static void main(String args []){ Shape circle = new Shape();</pre>	Area: 78.54
Shape triangle = new Shape();	Shape Name: Triangle
<pre>Shape trapezium = new Shape();</pre>	Area: 14.0
<pre>circle.setParameters("Circle", 5); triangle.setParameters("Triangle", 4, 7); trapezium.setParameters("Trapezium", 2, 4, 9);</pre>	Shape Name: Trapezium Area: 27.0
<pre>System.out.println(circle.details()); System.out.println("");</pre>	
<pre>System.out.println(triangle.details());</pre>	
<pre>System.out.println(""); System.out.println(trapezium.details());</pre>	
}	
}	

```
1
    public class Test1{
2
      public int sum;
3
      public int y;
4
      public void methodA(){
5
        int x=2, y=3;
6
        int [] msg ={3, 7};
7
        y = this.y + msg[0];
8
        methodB(msg[1]++, msg[0]);
9
        x = x + this.y + msg[1];
        sum = x + y + msg[0];
10
        System.out.println(x + " " + y + " " + sum);
11
12
      }
13
      public void methodB(int mg2, int mg1){
        int x = 0;
14
15
        y = this.y + mg2;
16
        x = x + 19 + mg1;
17
        sum = this.sum + x + y;
18
        mg2 = y + mg1;
19
        mg1 = mg2 + x + 2;
        System.out.println(x + " " + y + " " + sum);
20
21
      }
22
    }
```

```
public class Tester1{
  public static void main (String args[]){
    Test1 t1 = new Test1();
    t1.methodB(5,-8);
    Test1 t2 = new Test1();
    t2.methodA();
  }
}
```

```
1
   public class Test2 {
        int x = 3, y = 1, z = -4;
2
        double p = 2.5;
3
4
        public void methodA(int n, int x) {
5
            this.x = methodB(x, n);
            p = this.x + n % x * 2.0;
6
            y = (z++) + methodB(z, (int) p) + (++z);
7
            System.out.println(this.x + " " + (n + y) + " " + (x + z));
8
        }
9
10
        public int methodB(int q, int n) {
            int arr[] = \{2, -5, 6\};
11
12
            arr[0] = arr[2] - this.x + n;
13
            arr[1] = q - arr[1];
14
            arr[2] = arr[q % 3] + arr[n % 2];
            System.out.println(arr[0] + " " + arr[1] + " " + arr[2]);
15
16
            return arr[1] + arr[2] - arr[0];
17
        }
18
   }
```

```
public class Tester2{
   public static void main(String [] args){
     Test2 t = new Test2();
     t.methodA(3, 4);
}
```