Министерство образования и молодежной политики Свердловской области



ГАПОУ СО «Екатеринбургский колледж транспортного строительства»

Отчёт по программе «**Практика 11** »

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2024

**Входные данные: DayName – String, numday – Int,**

**DayJob() – Boolean, Chet() – Boolean**

**Выходные данные: DayName – String, numday – Int,**

**DayJob() – Boolean, Chet() – Boolean**

enum *class* DaysWeek {  
 Monday{  
 override *fun* DayName() = "Понедельник"  
 override *val* numberdays = 1  
 override *fun* dayjob() = *true* override *fun* Chet() = *false* },  
 Tuesday{  
 override *fun* DayName() = "Вторник"  
 override *val* numberdays = 2  
 override *fun* dayjob() = *true* override *fun* Chet() = *true* },  
 Wednesday{  
 override *fun* DayName() = "Среда"  
 override *val* numberdays = 3  
 override *fun* dayjob() = *true* override *fun* Chet() = *false* },  
 Thursday{  
 override *fun* DayName() = "Четверг"  
 override *val* numberdays = 4  
 override *fun* dayjob() = *true* override *fun* Chet() = *true* },  
 Friday{  
 override *fun* DayName() = "Пятница"  
 override *val* numberdays = 5  
 override *fun* dayjob() = *true* override *fun* Chet() = *false* },  
 Saturday{  
 override *fun* DayName() = "Суббота"  
 override *val* numberdays = 6  
 override *fun* dayjob() = *false* override *fun* Chet() = *true* },  
 Sunday{  
 override *fun* DayName() = "Воскресенье"  
 override *val* numberdays = 7  
 override *fun* dayjob() = *false* override *fun* Chet() = *false* };  
  
 open *fun* DayName() = "Понедельник, Вторник, Среда, Четверг, Пятница, Суббота, Воскресенье"  
 open *val* numberdays = 0  
 abstract *fun* dayjob(): Boolean  
 abstract *fun* Chet(): Boolean  
  
}

**Входные данные: colorName – String, rgb– Int, NumColor() – Int**

**Выходные данные: colorName – String, rgb– Int, NumColor() - Int**

*enum class* Color  
{  
 *RED* {  
 *override fun* colorName() = "Красный"  
 *override val* rgb = "0xFF0000"  
 *override fun* NumColor() = 1  
 },  
 *GREEN*{  
 *override fun* colorName() = "Зеленый"  
 *override val* rgb = "0x00FF00"  
 *override fun* NumColor() = 2  
 },  
 *BLUE* {  
 *override fun* colorName() = "Синий"  
 *override val* rgb = "0x0000FF"  
 *override fun* NumColor() = 4  
 };  
 *abstract fun* colorName(): String  
 *abstract val* rgb: String  
 *abstract fun* NumColor(): Int  
}

*fun* main(){  
 *println*(Color.values().*asList*())  
 *println*(DaysWeek.values().*asList*())  
 *val* Monday = DaysWeek.*Monday  
 println*(Monday.DayName())  
 *println*(Monday.numberdays)  
 *if*(Monday.Chet()) *println*("Четный")  
 *else println*("Нечетный")  
 *if*(Monday. dayjob()) *println*("ержан, вставай")  
 *else println*("Спят усталые игрушки")  
 *val* Tuesday = DaysWeek.*Tuesday  
 println*(Tuesday.DayName())  
 *println*(Tuesday.numberdays)  
 *if*(Tuesday.Chet()) *println*("Четный")  
 *else println*("Нечетный")  
 *if*(Tuesday. dayjob()) *println*("ержан, вставай")  
 *else println*("Спят усталые игрушки")  
 *val* Wednesday = DaysWeek.*Wednesday  
 println*(Wednesday.DayName())  
 *println*(Wednesday.numberdays)  
 *if*(Wednesday.Chet()) *println*("Четный")  
 *else println*("Нечетный")  
 *if*(Wednesday. dayjob()) *println*("ержан, вставай")  
 *else println*("Спят усталые игрушки")  
 *val* Thursday = DaysWeek.*Thursday  
 println*(Thursday.DayName())  
 *println*(Thursday.numberdays)  
 *if*(Thursday.Chet()) *println*("Четный")  
 *else println*("Нечетный")  
 *if*(Thursday. dayjob()) *println*("ержан, вставай")  
 *else println*("Спят усталые игрушки")  
 *val* Friday = DaysWeek.*Friday  
 println*(Friday.DayName())  
 *println*(Friday.numberdays)  
 *if*(Friday.Chet()) *println*("Четный")  
 *else println*("Нечетный")  
 *if*(Friday. dayjob()) *println*("ержан, вставай")  
 *else println*("Спят усталые игрушки")  
 *val* Saturday = DaysWeek.*Saturday  
 println*(Saturday.DayName())  
 *println*(Saturday.numberdays)  
 *if*(Saturday.Chet()) *println*("Четный")  
 *else println*("Нечетный")  
 *if*(Saturday. dayjob()) *println*("ержан, вставай")  
 *else println*("Спят усталые игрушки")  
 *val* Sunday = DaysWeek.*Sunday  
 println*(Sunday.DayName())  
 *println*(Sunday.numberdays)  
 *if*(Sunday.Chet()) *println*("Четный")  
 *else println*("Нечетный")  
 *if*(Sunday. dayjob()) *println*("Иди работай!")  
 *else println*("Спят усталые игрушки")  
 *val* Red = Color.*RED  
 println*("\n${Red.colorName()}")  
 *println*(Red.rgb)  
 *if*(Red.NumColor() % 2 == 0) *println*("Желтый")  
 *val* Green = Color.*GREEN  
 println*(Green.colorName())  
 *println*(Green.rgb)  
 *if*(Green.NumColor() % 2 == 0) *println*("Желтый")  
 *val* Blue = Color.*BLUE  
 println*(Blue.colorName())  
 *println*(Blue.rgb)  
 *if*(Blue.NumColor() % 2 == 0) *println*("Желтый")  
}