



Aror University of Art, Architecture, Design & Heritage Sukkur.

Department of Artificial Intelligence and Multimedia Gaming

Object Oriented Programming(Spring-2024)

LAB No. 5

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Objective of Lab No. 5:

After performing lab5, students will be able to:

- Implement Polymorphism in java using Method Overloading
- Implement constructor overloading
- Implement Encapsulation in java

Lab Exercises:

1. **Create a class called Circle with a private instance variable radius.**
 - a. **Provide public getter and setter methods for radius, but ensure that the setter method validates that the radius is always positive.**
 - b. **Create objects of Circle class and show the usage of setter and getter methods.**
2. **Create a class called BankAccount with private instance variables accountNumber and balance.**
 - a. **Ensure that accountNumber is a read-only variable and balance can be accessed and modified using getter and setter methods.**
 - b. **Create two objects of this class, if the user does not provide any information during creation of the object, then make accountNumber as -1 and let balance remain 0, but if the user provides complete information then set the accountNumber and balance with the information provided by user.**
3. **Create a class called Employee with private instance variables id, name, and salary. Make this class as a read-only class**
 - a. **Include a method called raiseSalary that takes a double amount as a parameter and increases the salary by that amount. Ensure that the raiseSalary method cannot be accessed from outside the class.**
 - b. **Create objects of this class to show it's functionality.**



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4. Create a class called StringUtils with overloaded methods: to concatenate two strings, concatenate three strings, and concatenate an array of strings. The methods should return the concatenated string.
5. Create a class called DateUtils with overloaded methods to format a date in three different ways (e.g., dd/mm/yyyy, mm/dd/yyyy, yyyy/mm/dd). The methods should return the formatted date as a string.
6. Create a class called MathUtils with overloaded methods to calculate the square root of an integer, double, and float. The methods should return the square root.