

# IT Workshop -I (CS202)

## Lab Assignment : 4

Q-1) Define a class *CarRental* with the following details :

class <u>CarRental</u>	
<ul style="list-style-type: none"><li>• int carID</li><li>• String carType</li><li>• Float rent</li></ul>	
<ul style="list-style-type: none"><li>+ constructCar (int carID, String carType)</li><li>+ computeRent()</li><li>+ void showCar()</li></ul>	

- Car Type can be either "Small Car", "Van", or "SUV".
- The constructCar() method accepts *carId* and *carType* from the Demo class (explained at end of question).
- The *computeRent()* method checks value of the instance variable *carType* and assigns value to the instance variable *rent* on the basis of car type, i.e. Small Car = 1000, Van = 800, SUV = 2500.
- *showCar()* method which allows user to view the contents of the car i.e. id, type and rent.

Create a *Demo* class where an object of the class *CarRental* will be created and its methods will be called in sequence: *constructCar()*, *computeRent()*, and *showCar()*. You have to take appropriate inputs from the keyboard before passing them to the method *constructCar()*.

Q-2) Define a class *Candidate* with the following description

class <u>Candidate</u>	
<ul style="list-style-type: none"><li>• int rollNo</li><li>• String name</li><li>• float score</li><li>• String remarks</li></ul>	
<ul style="list-style-type: none"><li>+ assignRem ()</li><li>+ enterDetails()</li><li>+ void displayRecord()</li></ul>	

- The method *assignRem()* assigns Remarks as per the score obtained by a candidate. Score range are given as: If the score value is  $\geq 50$  then remark should be "Selected", or else "Not Selected".
- The method *enterDetails()* to allows user to take values for *rollNo*, *name*, *score* from the keyboard and assign them to respective instance variables. Then it calls the method *assignRem()* to assign the remarks.
- The method *displayRecord()* allows a user to view the content of all instance variables.

Create a *Demo* class where an object of the class *Candidate* will be created and its methods will be called in the sequence: *enterDetails()* and then *displayRecord()*.