

CSC435 – Object Oriented Programming
Academic Session October 2023 – February 2024
Lab Assignment 3 – Classes and Array of Object

Course Outcomes (CO)	LO1	LO2	LO3
CO1			
CO2	√	√	√
CO3			

3.1 Class `Salesperson` has the following attributes and methods:

Attributes:

- Name
- Id
- Sales

Methods:

- Default constructor
- Normal constructor
- Copy Constructor
- Setter methods
- Getter methods
- Processor method – calculate commission

The calculation of the commission is based on the rate in the following table:

Sales	Commission rate
Less than 500.00	10%
500.00 and less than 1000.00	15%
1000.00 and less than 2000.00	20%
2000.00 and above	25%

- Method `toString()` to print object information

Application:

Write a program that will read the name, id and sales for a group of salespersons in a company. The number of salespersons is entered by the user. Use an array of `Salesperson` objects to store the data. Print a slip for each the salesperson that displays the details of the salesperson including commission.

At the end of the process, print a report that displays the following information:

- The total sales for all salespersons, the maximum sales, and the minimum sales.
- The total commission and average commission for all salespersons.

3.2 Given the following class `Cloth` consists of the following attributes:

- Name //customer's name. e.g: Siti Salwa Ahmad
- Price //price of the cloth per meter. e.g: 15.50
- Length //length of the cloth in meter: e.g: 2.5

a) Write a complete class for the following methods:

- A default/normal/copy constructor.
- Mutator for each attribute.
- Accessor for each attribute.
- A printer method named `toString()` to display information of the object.
- A processor method named `calcPayment()` to calculate and return the price to be paid by the customer based on price per meter and length of the cloth. The 6% of GST will be imposed from the price paid.

b) Write an application program that performs the following:

- Declare an array of the object for `cloth` object.
- Input some data in the array of the object.
- Display all customer information, including the payment price.
- Calculate and display the total payment paid by customers.

3.3 Given the following class `AlumniSTJ` represents alumni of STJ School. It has the following attributes:

- Name of the member
- IC number
- Gender : 'f' – female, 'm' – male
- Batch: SPM year such as 1995, 1996, etc
- Employment: `true` if employed. Otherwise `false`
- Education level: Secondary, Diploma, Degree, etc.

a) Write a complete class definition in Java with the following methods:

- Normal and default constructors.
- Mutator for each attribute.
- Accessor for each attribute.
- A printer method `toString()` to display information of the object.
- Processor method named `calculateAge()` to calculate age based on the first two characters of IC number. Assume the current year is 2015.
- Processor method named `calculateFees()` to determine the registration fee based on the employment status. Registration fees are

RM30 a year for employed members and RM15 for unemployed members.

- a) Write an application program that performs the following:
- i) Declare an array of the object for `AlumniSTJ` object
 - ii) Input some data onto the array of object
 - iii) Count and display the number of male and female members.
 - iv) Count and display the number of employed and unemployed members.
 - v) Display the member information from SPM batch year 1995.
 - vi) Display the member information who age ≥ 50 years old.
 - vii) Calculate and display the total of fee paid by the members.
 - viii) Find the oldest member and display the information.

3.4 By referring to the **Final Examination Paper (December 2016), PART B, QUESTION 2**. Write a complete Java program. For each class, consider the following method:

- Constructor (Default/Normal/Copy)
- Setter/Mutator
- Getter/Accessor/Retriever
- Processor
- Printer

3.5 By referring to the **Final Examination Paper (December 2019), PART B, QUESTION 2**. Write a complete Java program. For each class, consider the following method:

- Constructor (Default/Normal/Copy)
- Setter/Mutator
- Getter/Accessor/Retriever
- Processor
- Printer

3.6 By referring to the **Final Examination Paper (June 2013), PART B, QUESTION 3**. Write a complete Java program. For each class, consider the following method:

- Constructor (Default/Normal/Copy)
- Setter/Mutator
- Getter/Accessor/Retriever
- Processor
- Printer

