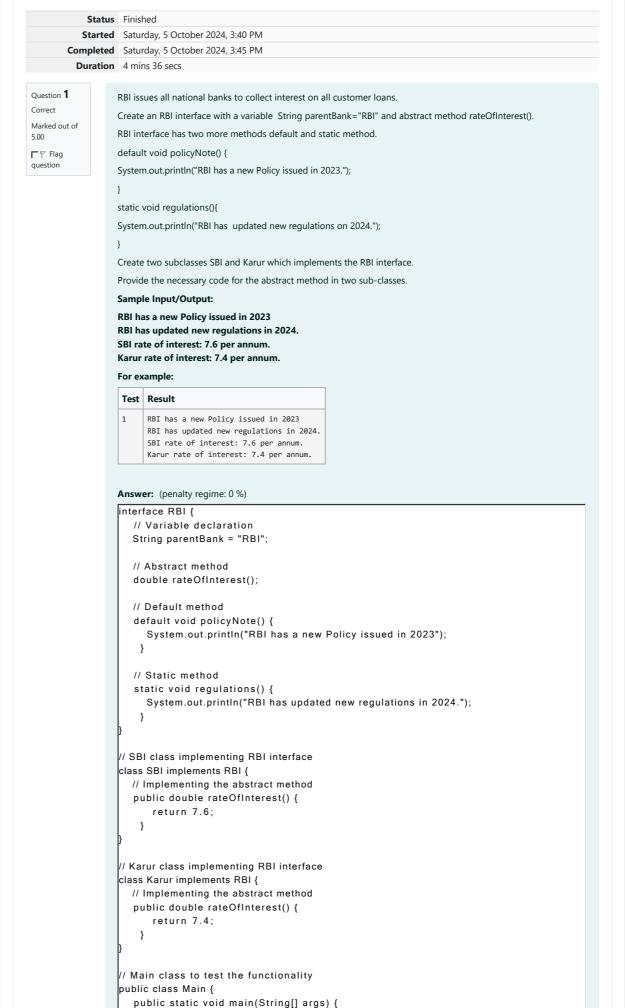
## CS23333-Object Oriented Programming Using Java-2023





```
// RBI policies and regulations
RBI rbi = new SBI(); // Can be any class implementing RBI
rbi.policyNote(); // Default method
RBI.regulations(); // Static method

// SBI bank details
SBI sbi = new SBI();
System.out.println("SBI rate of interest: " + sbi.rateOfInterest() + " per annum.");

// Karur bank details
Karur karur = new Karur();
System.out.println("Karur rate of interest: " + karur.rateOfInterest() + " per annum.");
}
```

Test	Expected	Got
1	RBI has a new Policy issued in 2023 RBI has updated new regulations in 2024. SBI rate of interest: 7.6 per annum. Karur rate of interest: 7.4 per annum.	RBI has a new Policy issued in 2023 RBI has updated new regulations in 2024. SBI rate of interest: 7.6 per annum. Karur rate of interest: 7.4 per annum.

Passed all tests!

Question  ${f 2}$ 

Correct Marked out of

5.00

5.00 ☐ ♥ Flag question create an interface Playable with a method play() that takes no arguments and returns void. Create three classes Football, Volleyball, and Basketball that implement the Playable interface and override the play() method to play the respective sports.

```
interface Playable {
    void play();
}
class Football implements Playable {
    String name;
    public Football(String name){
        this.name=name;
    }
    public void play() {
        System.out.println(name+" is Playing football");
    }
}
```

Similarly, create Volleyball and Basketball classes.

## Sample output:

Sadhvin is Playing football Sanjay is Playing volleyball Sruthi is Playing basketball

## For example:

Те	st	Input	Result
1		Sadhvin Sanjay Sruthi	Sadhvin is Playing football Sanjay is Playing volleyball Sruthi is Playing basketball
2		Vijay Arun Balaji	Vijay is Playing football Arun is Playing volleyball Balaji is Playing basketball

Answer: (penalty regime: 0 %)

```
// Override the play method
   public void play() {
     System.out.println(name + " is Playing football");
// Volleyball class implementing Playable interface
class Volleyball implements Playable {
  String name;
  // Constructor
  public Volleyball(String name) {
     this.name = name;
  // Override the play method
   public void play() {
     System.out.println(name + " is Playing volleyball");
// Basketball class implementing Playable interface
class Basketball implements Playable {
  String name;
  // Constructor
  public Basketball(String name) {
     this.name = name;
  // Override the play method
   public void play() {
     System.out.println(name + " is Playing basketball");
// Main class to test the functionality
public class Main {
  public static void main(String[] args) {
     Scanner scanner = new Scanner(System.in);
// Input for Football player
     String footballPlayerName = scanner.nextLine();
     Football footballPlayer = new Football(footballPlayerName);
      // Input for Volleyball player
     String volleyballPlayerName = scanner.nextLine();
     Volleyball volleyballPlayer = new Volleyball(volleyballPlayerName);
     // Input for Basketball player
     String basketballPlayerName = scanner.nextLine();
     Basketball basketballPlayer = new Basketball(basketballPlayerName);
     // Call the play method for each player
      footballPlayer.play();
      volleyballPlayer.play();
     basketballPlayer.play();
      scanner.close();
    }
```

Test	Input	Expected	Got	
1	Sadhvin Sanjay Sruthi	Sadhvin is Playing football Sanjay is Playing volleyball Sruthi is Playing basketball	Sadhvin is Playing football Sanjay is Playing volleyball Sruthi is Playing basketball	
2	Vijay Arun Balaji	Vijay is Playing football Arun is Playing volleyball Balaji is Playing basketball	Vijay is Playing football Arun is Playing volleyball Balaji is Playing basketball	

Correct
Marked out of 5.00

Question 3

□ Flag question

```
Create interfaces shown below
interface Sports {
public void setHomeTeam(String name);
public void setVisitingTeam(String name);
interface Football extends Sports {
public void homeTeamScored(int points):
public void visitingTeamScored(int points);}
create a class College that implements the Football interface and provides the necessary functionality to the
abstract methods.
sample Input:
Rajalakshmi
Saveetha
22
21
Output:
Rajalakshmi 22 scored
Saveetha 21 scored
Rajalakshmi is the Winner!
```

## For example:

Test	Input	Result
1	Rajalakshmi Saveetha 22 21	Rajalakshmi 22 scored Saveetha 21 scored Rajalakshmi is the winner!

Answer: (penalty regime: 0 %)

Reset answer

```
import java.util.Scanner;
interface Sports {
  void setHomeTeam(String name);
  void setVisitingTeam(String name);
interface Football extends Sports {
  void homeTeamScored(int points);
  void visitingTeamScored(int points);
class College implements Football {
  private String homeTeam;
  private String visitingTeam;
  private int homeTeamPoints = 0;
  private int visitingTeamPoints = 0;
  public void setHomeTeam(String name) {
     this.homeTeam = name;
  public void setVisitingTeam(String name) {
     this.visitingTeam = name;
  public void homeTeamScored(int points) {
     homeTeamPoints += points;
     System.out.println(homeTeam + " " + points + " scored");
  public void visitingTeamScored(int points) {
     visitingTeamPoints += points;
     System.out.println(visitingTeam + " " + points + " scored");
  public void winningTeam() {
     if (homeTeamPoints > visitingTeamPoints) {
        System.out.println(homeTeam + " is the winner!");
     } else if (homeTeamPoints < visitingTeamPoints) {</pre>
        System.out.println(visitingTeam + " is the winner!");
      } else {
         System.out.println("It's a tie match.");
```

```
public class Main {
  public static void main(String[] args) {
     Scanner sc = new Scanner(System.in);
     // Get home team name
     String hname = sc.nextLine();
     // Get visiting team name
     String vteam = sc.nextLine();
     // Create College object
     College match = new College();
    match.setHomeTeam(hname);\\
     match.setVisitingTeam(vteam);
     // Get points scored by home team \,
     int htpoints = sc.nextInt();
     match.homeTeamScored(htpoints);
     /\!/ Get points scored by visiting team
     int vtpoints = sc.nextInt();
     match.visiting Team Scored (vtpoints);\\
     // Determine and print the winning team \,
     match.winningTeam();
      sc.close();
```

Test	Input	Expected	Got
1	Rajalakshmi Saveetha 22 21	Rajalakshmi 22 scored Saveetha 21 scored Rajalakshmi is the winner!	Rajalakshmi 22 scored Saveetha 21 scored Rajalakshmi is the winner!
2	Anna Balaji 21	Anna 21 scored Balaji 21 scored It's a tie match.	Anna 21 scored Balaji 21 scored It's a tie match.
3	SRM VIT 20 21	SRM 20 scored VIT 21 scored VIT is the winner!	SRM 20 scored VIT 21 scored VIT is the winner!

Passed all tests!

Save the state of the flags

Finish review