Assignment-2

Submission Link : [Click Here](#)

Total Marks : 8x5=40

No negative marks. No plagiarism should be taken.

Constructor must be used in every questions.

1. Write a Java program to create a class called "Rectangle" with width and height attributes. Calculate the area and perimeter, diagonal of the rectangle.
2. Write a Java program to create a class called "Circle" with a radius attribute. You can access and modify this attribute. Calculate the area and circumference of the circle.
3. Write a Java program to create a class called "Bank" with a collection of accounts and methods to add and remove accounts, and to deposit and withdraw money. Also define a class called "Account" to maintain account details of a particular customer.
4. Write a Java program to create a class called "Airplane" with a flight number, destination, and departure time attributes, and methods to check flight status and delay.
5. Write a Java program to create a class called "School" with attributes for students, teachers, and classes, and methods to add and remove students and teachers, and to create classes.
6. Write a Java program to create a class called "Movie" with attributes for title, director, actors, and reviews, and methods for adding and retrieving reviews.
7. Write a Java program to create a class called "Restaurant" with attributes for menu items, prices, and ratings, and methods to add and remove items, and to calculate average rating.
8. Write a Java program to create a class called "Book" with attributes for title, author, and ISBN, and methods to add and remove books from a collection.