## Examenvragen / opdrachten



Schooljaar:	
Datum:	
Afdeling:	

Jaar/module:

Naam cursist:	Evaluatie	
Geb. datum en -plaats:		

- 1. Create a class MoneyConvertor that performs the following:
  - > Is constructed with an amount representing the change rate from one money to another one (for example : 1 Eur = 40.3399 BEF)
  - > Take an amount in the first money and convert it to the second.
  - Take an amount in the second money and convert it to the first.
- 2. Create a class Employee that holds the following information:
  - foreName
  - name
  - employeeID: this number receives the employee when he enters the company.
  - An instance of the class must be able to give his full name, his employeeID and return a combination of the two (as a String, in a method named toString()).
  - > When a new employee is created,
  - the foreName and the name must be given.
  - the employeeID must be determined when the Employee is created AND each employee must have an unique ID. (The constructor of Employee MUST not take an employeeID as parameter)
  - A static variable should be usefull to determine the next employeeID.
- 3. We will represent a box in which an item can be put.
  - > Create a class Item. An item has a name and a weight (given as arguments in a constructor).
  - > Create a class Box.
  - > a box has also a name and a empty weight (given as arguments in a constructor).
  - a box can contain ONE item at time, or be empty.
  - It must have a method to place an item into it and another one to retrieve it.
  - > the weight of the box when it contains the item is : empty weight + item weight

Example: A standard box has a empty weight of 5 Kg. When we put into it a television which has a weight of 15 kg, te weight of the box becomes: 20 Kg.

- 4. Create a class IntArrayManipulator that:
  - > has a method sum that takes as parameter an array of int and returns the sum of the values.
  - has a method indexOf that takes as parameter a array of int an a int and returns the index of the first occurence of this int in the array (or -1 if it is not stored into it)
  - has a method findGreatest that takes as parameter an array of int (with a size greatest than
    0) and returns the greatest value stored in the array.