Assignment 3

1.Given a class named **Patient,** identify what instance methods could be written in this class.

* A method is a block of code which only runs when it is called.

Using class as a patient

Below are the methods of the class patient

* createPatientProfile();
* askPatientId();
* checkDisease();
* getMedicines();

2. Given a class named **CPU,** identify the public & private instance members.

**Private**: The access level of a private modifier is only within the class. It cannot be accessed from outside the class.

Class CPU

{

Private control\_unit;

Private Arithmetic logic \_unit;

Private Registers;

Private Cache;

Private Buses;

Private Clock;

private motherbroad;

**Public**: The access level of a public modifier is everywhere. It can be accessed from within the class, outside the class, within the package and outside the package.

public CD;

public pendrive;

public mouse;

public keyboard;

public powersupply;

}

3.Given a class named **Media,** assume there are 3 objects of this class. Identify the static members of this class.

static members are those which belongs to the class and you can access these members without instantiating the class.

Class Media{

Static newspaper;

Static radio;

Static television;

Media news=new Media();

Media ra=new Media();

Media tel=new Media()

}

Here newspaper, radio, television are the static members which are belonging to the class Media

4.Given a class named **Calculator** & its derived classes named **Standard** and **Scientific,** identify the method which can be overridden by the derived classes.

Overriding is the process in which methods in different classes have same name but different implementation.

Class calculator{

Void sum( int a, int b){

int c=a+b;

system.out.println(c);

}

}

Class standard extends calculator{

Void sum(){

int a=20; int b=10;

System.out.println(a+b);

}

}

Class scientific extends calculator{

Void sum(){

int a=20; int b=10;

int c=a+b;

system.out.println(c);

}

}

Class assignment

{

Public static void main(string[] args){

Calculator c=new calculator();

Calculator stand=new standard();

Calculator scient=new scientific();

}}

Here calculator is the parent class and the standard and scientific are the child class which child class inherit features of parent class by using the extends keyword and printing the value of sum here methods name is same but the implementation is used different .

5.Given the classes **Bird, Superman, Aeroplane** and **Missile,** identify the usage of interfaces here.

The classes bird, superman, aeroplane and missile all these classes have the features like flying in the air with different height and with the different food they have. Here fly is the interface and the bird, superman, aeroplane and missile are the classes