

# Lighting the Way

**Grade settings:** Maximum grade: 100

**Disable external file upload, paste and drop external content:** Yes

**Based on:** [Lighting the Way](#)

**Run:** Yes **Evaluate:** Yes

**Automatic grade:** Yes

As the keeper of the lighthouse, Jack's job was to ensure that the light was operating properly and emitting the correct number of flashes. The light was set to flash every 72 seconds, and Jack needed to calculate the number of flashes for the given hours. Jack decided to automate the process. As a software developer, help Jack calculate the number of flashes for the given hours.

## Component Specification: LightHouse

Type(Class)	Attributes	Responsibilities
<b>LightHouse</b>	String location  int height  String lightType  int hours	Necessary getters, setters and four argument constructor are provided as part of the code skeleton.

## Functional Requirement 1: Extract the details of LightHouse and create an object of the LightHouse class

Type(Class)	Methods	Responsibilities
<b>UseInterface</b>	public static lightHouse <b>extractDetails</b> (String lightHouseDetails)	This method accepts <b>lightHouseDetails</b> separated by colon as an argument and should extract the properties of the <b>LightHouse</b> from the argument by parsing the <b>lightHouseDetails</b> . Set these values to the <b>LightHouse</b> object and return this object.

## Functional Requirement 2: Calculate flashes for a given hours and return the result.

Type(Class)	Methods	Responsibilities
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<b>LightHouse</b>	<pre>public int calculateFlashesForGivenHours ()</pre>	<p>This method is used to calculate the flashes and return the result.</p> <p>Calculate flashes if the hours and heights are greater than zero.</p> <p>Else return -1 and display "<b>Invalid light house details</b>".</p> <p><b>Condition:</b></p> <ul style="list-style-type: none"> <li>• <i>Hours should be positive.</i></li> <li>• <i>Height should be positive.</i></li> </ul>
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### Formula to calculate flashes for given hours

$$\text{Flashes} = (\text{hours} * 60 * 60) / 72$$

For example, Let hour = 10

$$\text{Flashes} = (10 * 60 * 60) / 72$$

$$\text{Flashes} = 500$$

**The main method in the UserInterface class is excluded from evaluation. You are free to write your own code in the main method to invoke the business methods to check its correctness.**

### Note:

- In the Sample Input / Output provided, the highlighted text in bold corresponds to the input given by the user and the rest of the text represents the output.
- Ensure to follow the object-oriented specifications provided in the question
- Ensure to provide the names for classes, attributes, and methods as specified in the question.
- Adhere to the code template, if provided.

### Sample Input/Output -1

Enter the details

**Genoa:247:SpecialBeam:10**

LightHouse Location: Genoa

Height: 247

Light Type: SpecialBeam

Hour: 10

Flashes: 500

## Sample Input/Output -2

Enter the details

**Vasto:307:StrongIntensity:-15**

Invalid light house details

## Sample Input/Output -3

Enter the details

**Paris:-89:StrongIntensity:15**

Invalid light house details

```
1 public class LightHouse {
2     private String location;
3     private int height;
4     private String lightType;
5     private int hours;
6
7     public String getLocation() {
8         return location;
9     }
10    public void setLocation(String location) {
11        this.location = location;
12    }
13    public int getHeight() {
14        return height;
15    }
16    public void setHeight(int height) {
17        this.height = height;
18    }
19    public String getLightType() {
20        return lightType;
21    }
22    public void setLightType(String lightType) {
23        this.lightType = lightType;
24    }
25
26    public int getHours() {
27        return hours;
28    }
29    public void setHours(int hours) {
30        this.hours = hours;
31    }
32
33    public LightHouse(String location, int height, String lightType, int hours) {
34        super();
35        this.location = location;
36        this.height = height;
37        this.lightType = lightType;
38    }
39 }
```

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File List Save All Compile & Run Evaluate Reset Restore Description

File list  
LightingTheWay  
src  
LightHouse.  
UserInterface

LightHouse.java  
19 }  
20 public String getLightType() {  
21 return lightType;  
22 }  
23 public void setLightType(String lightType) {  
24 this.lightType = lightType;  
25 }  
26  
27 public int getHours() {  
28 return hours;  
29 }  
30 public void setHours(int hours) {  
31 this.hours = hours;  
32 }  
33 public LightHouse(String location, int height, String lightType, int hours) {  
34 super();  
35 this.location = location;  
36 this.height = height;  
37 this.lightType = lightType;  
38 this.hours = hours;  
39 }  
40  
41 public LightHouse()  
42 {  
43 super();  
44 }  
45  
46 public int calculateFlashesForGivenHours()  
47 {  
48 //Fill the code here  
49  
50 return 0;  
51 }  
52 }  
53  
54 }  
55 }

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https://cognizant.tekstac.com/mod/vpl/forms/edit.php?id=111052&userid=137159#

File List Save All Compile & Run Evaluate Reset Restore Description

File list  
LightingTheWay  
src  
LightHouse.  
UserInterface

LightHouse.java  
1 import java.util.Scanner;  
2  
3 public class UserInterface {  
4  
5 public static LightHouse extractDetails(String lightHouseDetails) {  
6 //Fill the code here  
7  
8  
9 return null;  
10 }  
11  
12  
13 public static void main(String[] args) {  
14  
15 Scanner sc= new Scanner(System.in);  
16 //Fill the code here  
17  
18 }  
19  
20 }  
21  
22 }  
23 }  
24 }