

Project A:

Purpose:

The purpose of this project is to practice class inheritance, and other Object-Oriented Programming concepts such as constructors, access rights, method overriding, etc. The project would also allow you to practice the notion of package creation. This project contains two parts. You need to complete Part I to be able to do Part II. You should however handle each part as if it was a separate project (i.e. you should not modify Part I after finishing with it; rather create a copy of that part and use it to create Part II. This is needed so that you can finally submit both parts!

IMPORTANT NOTE: IN THIS PROJECT YOU ARE NOT PERMITTED TO USE ANY OF THE JAVA BUILT-IN CLASSES, SUCH AS ArrayLists, Hash Maps, etc. Using any of these will result in zero marks! In other words, you need to code whatever is needed by yourself!!!

The Classes!

Various flying objects can be described as follows:

- An **Airplane** class, which has the following attributes: a *brand* (String type), *price* (double type) and *horsepower* (int type).
- A **Helicopter** is an **Airplane** that additionally has the following: a *number of cylinders* (int type), a *creation year* (int type), and a *passenger capacity* (int type).
- A **Quadcopter**, is a **Helicopter** that additionally has the following: *max flying speed* (int type), which indicates its maximum moving speed.
- A **Multicopter** is a **Helicopter** that additionally has the following: *number of rotors* (int type), which indicates its number of rotors/blades that it has.
- A **UAV (Unmanned aerial vehicle / Drone)** class has the following attributes: *weight* (double type), and *price* (double type).
- An **AgriculturalDrone** (which is used for crop production) is **UAV** that additionally has the following: *brand* (String type), and *carry capacity* (int type).
- A **MAV (Micro Air Vehicle)**, is a miniature **UAV** that has a size restriction (and can be as small as few centimeters. It has the following: *model* (String type) and *size* (double type).

Part I:

1. Draw a UML representation for the hierarchy of the above-mentioned classes. Your representation must also be accurate in terms of UML representation of the different entities and the relation between them. You must use software to draw your UML diagrams (no hand-writing/drawing is allowed like draw.io). In case additional classes are needed to reflect how the above classes are related in real-life, you can add these classes.

2. Write the implementation of the above-mentioned classes using inheritance and according to the specifications and requirements given below:

- You must have 5 different Java packages for the classes. The first package will include the **Airplane** class. The second package will include the **Helicopter**, and the **Quadcopter** classes. The third package will include the **Multicopter** class. The fourth package will include **UAV** class, and the last package will include the **AgriculturalDrone** and **MAV** classes.
- For each of the classes, you must have at least three constructors, a default constructor, and a copy constructor. The default constructor should initialize the object with any values (that make sense though). The parameterized constructor will accept enough parameters to initialize ALL the attributes of the created object from this class. For instance, the parameterized constructor of the **Quadcopter** class must accept 7 parameters to initialize the *brand*, the *price*, the *horse power*, the *number of cylinders*, the *creation year*, the *passenger capacity*, and the *maximum flying speed*. The copy constructor creates a new object that is an exact copy of the passed object.
- An object creation using the default constructor must trigger the default constructor of its ancestor classes, while creation using parameterized constructors must trigger the parameterized constructors of the ancestors.
- For each of the classes, you must include at least the following methods: accessors, mutators, *toString()* and *equals()* methods (notice that you are always overriding the last two methods).
 - The *toString()* method must return clear description and information of the object, including its exact type (i.e. “*This Agricultural Drone is manufactured by Agridrones. It weighs 340 pounds, and costs 98000\$. It can carry up to 25 Kg...._*”).
 - The *equals()* method must first verify if the passed object (to compare to) is null and if it is of a different type than the calling object. The method would clearly return false if any of these conditions is true; otherwise the comparison of the attributes is conducted to see if the two objects are actually equal. Two objects are equal if the values of all their attributes are equal.
- For all classes you **must** use the appropriate access rights, which allow most ease of use/access **without compromising security**. Do not use most restrictive rights unless they make sense!
- When accessing attributes from a base class, you must take full advantage of the permitted rights. For instance, if you can directly access an attribute by name from a base class, then you must do so instead of calling a public method from that base class to access the attribute.

3. Write a driver program (that contains the `main()` method), which will utilize all of your classes. The driver class can be in a separate package or in any of the already existing packages. Besides the `main()` method, the driver will also include another static method called ***findLeastAndMostExpensiveUAV()***. The description this is as follows:

The ***findLeastAndMostExpensiveUAV()*** should be able to accept any array of flying objects as a parameter. The method however must find both the least-expensive and the most-expensive UAV objects in that array (if any exists). If so, the method must find, then display (using ***toString()***), the information of these two UAV objects. If only one UAV object exists in the passed array, then it is considered as the least and the most expensive. If no UAV objects are found, the method must display something to that effect.

4. In the **main()** method you must:
 - Create at least 15 objects from the 7 classes, and display their information (you must take advantage of the ***toString()*** method).
 - Test the equality of some of the created objects using the ***equals()*** method. You should test at least the equality of two objects from different classes, two objects from the same class with different values and two objects with similar values. In other words, you should include enough test cases to test your implementation.
 - Create 2 arrays, *each* of 15 to 20 of these flying objects and fill these arrays with various objects from these classes. The first array must include at least one object from each of the classes; while the second array should not have any UAV objects.

(HINT: Again, do you need to add something else to the classes described above? If so; go ahead with that!)

- Finally call the ***findLeastAndMostExpensiveUAV()*** once with the first array as a parameter and once with the second array. This should display what is needed!

5. **Does my program work correctly, or does it misbehave! WHY?**

- Investigate the output of your program! You will need to produce a separate document (txt) along with your assignment indicating **whether or not the shown display from the *findLeastAndMostExpensiveUAV()* is correct. In either case, you need to explain the reason for the correctness or failure of your program's behavior/output.**

Part II :

In that part, you need to modify/expand the implementation from Part I as follows:

1. Create a new driver program (again, keep in mind that you should treat that as if it was a different Project. You can however copy/reuse any code from Part I). Besides the `main()` method, you need to add another static method (add it above the `main()` method), called ***copyFlyingObjects***. The method will take as input an array of these objects (the array can be of any size) and returns a copy of that array. That is to say, the method needs to create an array of the same length as the passed array, copy all objects from the passed array to a new array, then return the new array. Your copy of the objects **will automatically** depend on the copy constructors of the different listed classes. You **must** consider the following restrictions: **Do NOT attempt to explicitly find the exact type of the objects being copied, do NOT attempt to find the object type inside the copy constructors and Do NOT use `clone()`.**
2. In the driver program, create an array of 15 to 20 objects (must have at least one from each of the classes), then call the *`copyFlyingObjects()`* method to create a copy of that array.
3. **Does my program work correctly, or does it misbehave! WHY?**

Display the contents of both arrays, then produce a separate document (txt) along with your assignment indicating **whether or not the copying is correct. In either case, you need to explain the reason for the correctness or failure of your program's behavior/output.**

Project B:

A company want to keep a record of all its employees. So each time a new person is hired, the company add its information to a repertory.

1. Create a class “Date”, with the following attributes month(int), day(int), year(int). With constructor (take the 3 attributes) and check that the date is valid.

Create accessor, mutator and a method “dateOK(int month, int day, int year)” that check if :

- The year is between 1000 and 9999
- The day is between 1 and 31 (for simplicity every months can have 31 days,)
- The month is between 1 and 12

Before setting the date you should check if it is valid.

If not valid set to default values day=1, month=1,year=1900.

Create the class “Employee”, that has a constructor, accessor and mutators and four attributes: name (string), id (int), hiredDate(Date), position (string). Override the toString method to return information of an employee.

Use the driver in “Company.java”. Write a method that returns all employees hired after a particular Date.

Furthermore implement the method writeToFile and readFromFile that allow to write and read a list employees from a file.