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Status	Finished
Started	Tuesday, 8 October 2024, 6:55 PM
Completed	Tuesday, 8 October 2024, 7:20 PM
Duration	25 mins 13 secs

Question 1

Correct

Marked out of 5.00

Create a class called "Circle" with a radius attribute. You can access and modify this attribute using getter and setter methods. Calculate the area and circumference of the circle.

Area of Circle = πr^2

Circumference = $2\pi r$

Input:

2

Output:

Area = 12.57

Circumference = 12.57

For example:

Test	Input	Result
1	4	Area = 50.27 Circumference = 25.13

Answer: (penalty regime: 0 %)

Reset answer

```

1 import java.io.*;
2 import java.util.*;
3 class Circle
4 {
5     private double radius;
6     public Circle(double radius){
7         this.radius=radius;
8     }
9
10    }
11    public void setRadius(double radius){
12        this.radius=radius;
13    }
14
15    }
16    public double getRadius()    {
17        return radius;
18    }
19
20    }
21    public double calculateArea() { // complete the below statement
22        return Math.PI * radius*radius;
23    }
24
25    }
26    public double calculateCircumference()    {
27        // complete the statement
28        return 2*Math.PI*radius;
29    }
30
31    }
32
33    }
34
35    }
36
37    }
38
39    }
40
41    }
42
43    }

```

	Test	Input	Expected	Got	
✓	1	4	Area = 50.27 Circumference = 25.13	Area = 50.27 Circumference = 25.13	✓
✓	2	6	Area = 113.10 Circumference = 37.70	Area = 113.10 Circumference = 37.70	✓
✓	3	2	Area = 12.57 Circumference = 12.57	Area = 12.57 Circumference = 12.57	✓

Passed all tests! ✓

Question 2

Correct

Marked out of 5.00

Create a class Student with two private attributes, name and roll number. Create three objects by invoking different constructors available in the class Student.

Student()

Student(String name)

Student(String name, int rollno)

Input:

No input

Output:

No-arg constructor is invoked

1 arg constructor is invoked

2 arg constructor is invoked

Name =null , Roll no = 0

Name =Rajalakshmi , Roll no = 0

Name =Lakshmi , Roll no = 101

For example:

Test	Result
1	No-arg constructor is invoked 1 arg constructor is invoked 2 arg constructor is invoked Name =null , Roll no = 0 Name =Rajalakshmi , Roll no = 0 Name =Lakshmi , Roll no = 101

Answer: (penalty regime: 0 %)

```

1 class student{
2     String name;
3     int roll;
4     student(){
5         this.name=null;
6         this.roll=0;
7         System.out.println("No-arg constructor is invoked");
8     }
9     student(String name){
10        this.name=name;
11        this.roll=0;
12        System.out.println("1 arg constructor is invoked");
13    }
14    student(String name,int roll){
15        this.name=name;
16        this.roll=roll;
17        System.out.println("2 arg constructor is invoked");
18    }
19    void printString(){
20        System.out.println("Name =" +name+" , Roll no = "+roll);
21    }
22 }
23
24 class prog{
25     public static void main(String args[]){
26         student s1 = new student();
27         student s2 = new student("Rajalakshmi");
28         student s3 = new student("Lakshmi",101);
29         s1.printString();
30         s2.printString();
31         s3.printString();
32     }
33 }
34

```

	Test	Expected	Got	
✓	1	No-arg constructor is invoked 1 arg constructor is invoked 2 arg constructor is invoked Name =null , Roll no = 0 Name =Rajalakshmi , Roll no = 0 Name =Lakshmi , Roll no = 101	No-arg constructor is invoked 1 arg constructor is invoked 2 arg constructor is invoked Name =null , Roll no = 0 Name =Rajalakshmi , Roll no = 0 Name =Lakshmi , Roll no = 101	✓

Passed all tests! ✓

Question 3

Correct

Marked out of 5.00

Create a Class Mobile with the attributes listed below,

```
private String manufacturer;
private String operating_system;
public String color;
private int cost;
```

Define a Parameterized constructor to initialize the above instance variables.

Define getter and setter methods for the attributes above.

for example : setter method for manufacturer is

```
void setManufacturer(String manufacturer){
    this.manufacturer= manufacturer;
}
```

```
String getManufacturer(){
    return manufacturer;}

```

Display the object details by overriding the toString() method.

For example:

Test	Result
1	manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000

Answer: (penalty regime: 0 %)

```
1 class mobile{
2     String man;
3     String os;
4     String color;
5     int cost;
6     mobile(String man,String os,String color,int cost){
7         this.man=man;
8         this.os=os;
9         this.color=color;
10        this.cost=cost;
11    }
12    void printString(){
13        System.out.println("manufacturer = "+ man);
14        System.out.println("operating_system = "+os);
15        System.out.println("color = "+color);
16        System.out.println("cost = "+cost);
17    }
18 }
19
20 class prog{
21     public static void main(String args[]){
22         mobile m = new mobile("Redmi","Andriod","Blue",34000);
23         m.printString();
24     }
25 }
```

	Test	Expected	Got	
✓	1	manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000	manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000	✓

Passed all tests! ✓

◀ Lab-04-MCQ

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