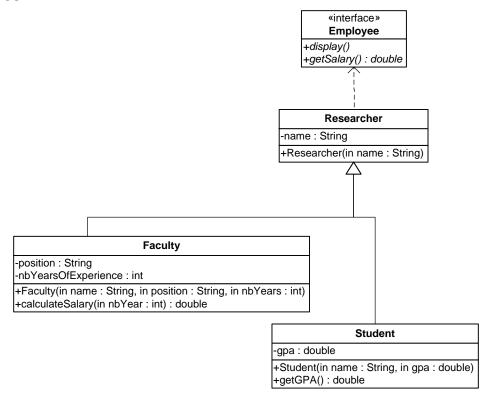
King Saud University College of Computer and Information Sciences Department of Computer Science

CSC113 – Computer Programming II – Midterm 2 Exam – Fall 2017

Exercise1:



Employee interface:

- o Methods:
 - *Display()*: displays all attributes of the researcher.
 - *getSalary()*: this method does the following:
 - o *For Faculty*: it returns the he salary which is computed by the method *calculateSalary* using the number of years of experience.
 - For Student: it calculates as returns the salary which is computed as follows: salary = 1000 * gpa.

Researcher class:

- o Attributes:
 - *name*: the name of the researcher.
- o Methods:
 - Researcher (name: String): constructor

Faculty class

- o Attributes:
 - *position*: the position of the faculty.
 - *nbYearsOfExperience*: the number of years of experience of the faculty.
- o Methods:
 - Faculty (name: String, position: String, nbYears: int): constructor.
 - *calculateSalary* (*nbYears: int*): it calculates and returns the salary of the faculty as follows:
 - For those without any experience (nbYears is equal to 0), then the salary is 5600 SAR.
 - For those who have 10 years of experience or less, then the salary of the current year = 1.05 * salary of the past year.
 - For those who have more than 10 years of experience, then the salary of the current year = salary of the past year.

Student class:

- o Attributes:
 - gpa: the gpa of the student.
- o Methods:
 - Student (name: String, gpa: double): constructor.
 - *getGPA():* returns the gpa of the student.

QUESTION: Translate into Java code the following interface and classes:

- Employee
- Researcher.
- Faculty.

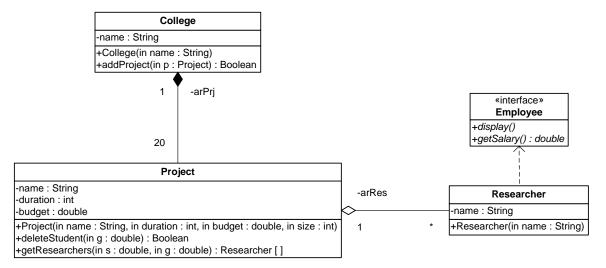
Notice: The method calculateSalary should be implemented in a recursive way.

Answer of Exercise1: _______/ 16

```
public void
                 display();...../ 1
    public double
                 getSalary();....../ 1
}
public abstract class Researcher implements Employee { ...... / 1 + 1
    private String name;
    name = s;
    }
    public void display() { ................................/ 1
         System.out.println(name);
}
public class Faculty extends Researcher { ............../ 1
    private String position;
    private int
                 nbYearsOfExperience;
    position = p;
        nbYearsOfExperience = nbE;
    }
    public void display() { ................................/ 2
         super.display();....../ 1
        System.out.println(position + "---" + nbYearsOfExperience );..../ 1
    return 5600; ....../ 1
        else {
             if (n <= 10) ....../ 1
                 return (1.05 * calculateSalary(n - 1)); ................/ 1
             else
                 return calculateSalary(n - 1); ....../ 1
         }
    }
    }
```

Exercise 2:

Let's consider the same Researcher class and its subclasses described in exercise 1.



Project class:

- o Attributes:
 - *name*: the name of the project.
 - *duration*: the duration of the project.
 - Budget: the budget of the project
- o Methods:
 - Project(name: String, duration: int, budget: double, size: int): constructor
 - deleteStudent (g: double): this method deletes the first Student having a gpa less than g.
 - *getResearchers* (): this method returns an array containing all Faculty members having a salary greater than s, and all Students having a gpa less than g.

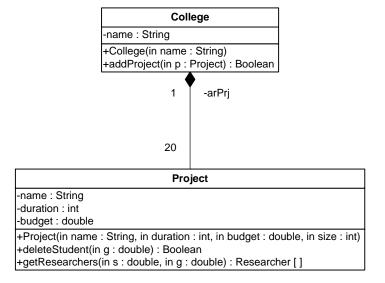
QUESTION: Translate into Java code the class Project.

Answer of Exercise2: ______/ 25

```
public class Project { ................................./ 25
     private String name;
     private int duration;
     private double budget;
     private Researcher arRes[];....../ 1
     private int nbRes;
                      name = s;
          duration = d;
          budget = b;
          arRes = new Researcher[size]; ........................../ 1
          }
     name = p.name;
          duration = p.duration;
          budget = p.budget;
          arRes = new Researcher[p.arRes.length]; ................/ 1
          for (int i = 0 ; i < p.nbRes; i ++) ..................../ 1</pre>
               arRes[i] = p.arRes[i]; ....../ 1
          }
     public boolean deleteStudent(double g) {
          for (int i = 0; i < nbRes; i++) { ....................../ 1</pre>
               if ( arRes[i] instanceof Student && ....../ 1
                     ((Student)arRes[i]).getGpa() < g ) { ......................../ 1
                    arRes[i] = arRes[nbRes -1]; ....../ 1
                    nbRes --; ...../ 1
                    }
          }
```

Exercise 3:

Let's consider the same Project class described in exercise 2.



College class:

- o Attributes:
 - *name*: the name of the project.
- o Methods:
 - College(name: String): constructor
 - *addProject* (*p: Project*): this method adds the project *p* to the college. It returns true if the p is added correctly. It returns false otherwise.

QUESTION: Translate into Java code the class College.


```
public class College { ................................./ 9
     private String name;
     private Project arPhases[];....../ 1
     name = s;
           arPhases = new Project[20]; ............................/ 1
           }
     public boolean addProject(Project p) { ................./ 5
           if (nbPrj < arPhases.length) {........................../ 1</pre>
                 arPhases[nbPrj] = new Project(p); ....................../ 1 + 1
                 nbPrj ++; ....../ 1
                 return false; ....../ 0.5
}
```