

CSC113

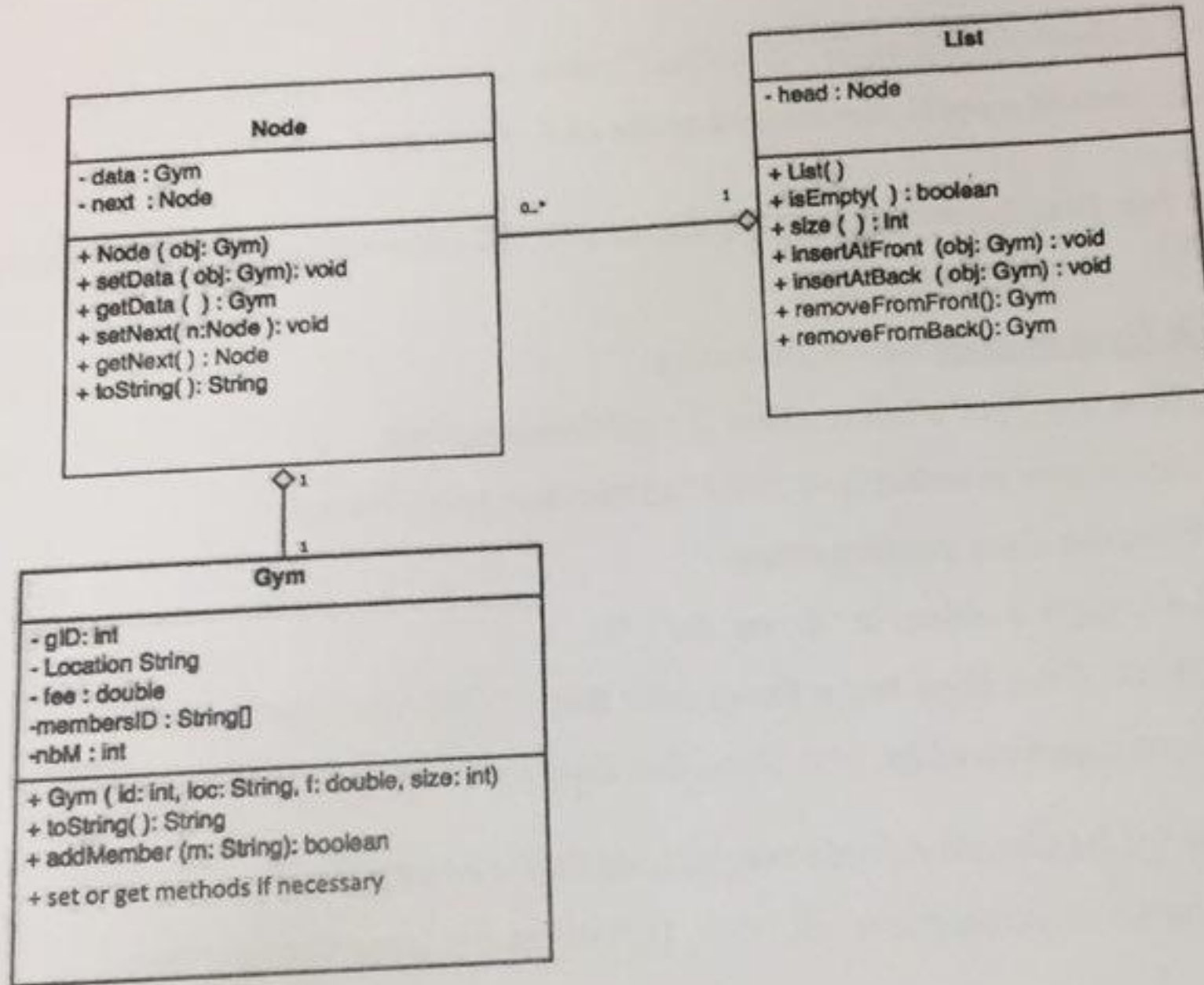
Final Lab

Serial#:

Name:  
Lab#:

ID#:  
PC#:

Important: Create Folder in the desktop with your name (FirstName\_LastName) and save all your work on it.



Consider the previous UML Diagram

The classes List and Node have already been implemented for you, you need to use them properly. you can find them in the folder CSC113 final lab in the desktop.

- 1 . Define a new checked exception of type *InvalidFeeException*.
- 2 . Implement Class Gym

Attributes

- *gID: int*: The id of the Gym.
- *location: String*: The location of the gym.
- *fee: double*: gym's fee.
- *membersID: String[]*: An array containing id of a gym's members.
- *nbM: int*: An integer referring to the first empty entry in the membersID.



#### Methods

- **Gym(id: int, loc: String, f: double, size: int):** Constructor to initialize the Gym information.  
*Hint: size is the length of the array.*
  - An *InvalidFeeException* should be generated and caught in the same environment if the fee is less than zero or more than 5000 allowing the user to re-enter the fee.
- **toString(): String** Returns the Gym's information (including all membersID) in a string.
- **addMember(m: String): boolean:** Adds the received member's ID to memberID array. Return true if member id is added successfully, false otherwise.

### 3. Create a new Application class with main method to perform the following:

- a. Using the class List, create a stack of Gym named *gList*.

*Hint: In Stack, the order is Last In First Out (LIFO).*

- b. Add three Gyms to the list. Ask the user to enter their information. You need to use the appropriate methods.

- c. check if there exists a gym in "Alnakheel", then print an appropriate message.

*Hint: gList should remain unchanged at the end of this part*

- d. Create two files for writing: a text file named "All Gyms.txt" and an object file named "Gyms.dat".

- e. For each Gym in gList do the following:

- i. Save the Gym's information in "All Gyms.txt" file.
- ii. Add a new member's id "555" to the *membersID* array.
- iii. Print the Gym's information.
- iv. Save Gym's object in "Gyms.dat" file.
- v. Check if the Gym has a fee greater than 2000SAR, insert it in new list name *expensiveList*, else store that Gym in an array called *cheapArray*.

*Hint: gList should remain unchanged at the end of this part.*

- f. Then, print the information of all Gyms that are in the array *cheapArray*.

#### Note:

- Your *main()* should catch the possible exceptions that may occur during processing the files.