KING SAUD UNIVERSITY COLLEGE OF COMPUTER AND INFORMATION SCIENCES INFORMATION TECHNOLOGY DEPARTMENT

CSC111:Introduction to Programming -1 Tutorial week 16, more in object

1st Semester 1435-1436

Assignment Policy:

- 1. Late assignments will NOT be accepted.
- 2. Students are encouraged to collaborate and work into **groups** of two.
- 3. **Cheating** is **forbidden** in this course, and will be considered a **zero** mark.
- 4. Your submitted work has to be **neat** and **clean**.
- 5. Please clearly write your name, section number, and student number.

Substantial departures from the above guidelines will NOT be graded.

Q1. What is the output of the following Java program? 2 marks

```
public class testmyClass {
public class myClass {
                                                          public static void main(String[] args) {
       private int num;
       private String str;
                                                            myClass ob1= new myClass(5,"hi");
       private static int id;
                                                            ob1.setId(12);
       public myClass(int x, String s){
               num=x;
                                                            myClass ob2= new myClass(6,"bye");
               str=s:
                                                            ob2.print();
       }
                                                            ob2.setId(100);
       public void setStr(String st){
                                                          ob1.print();
               str=st;
                                                            ob1=ob2;
       public static void setId(int i){
                                                            ob2.setStr("Hello");
               id=i;
                                                            myClass.setId(25);
                                                            ob1.print();
       public void print(){
       System.out.println(num+"-"+str+"-"+id);}}
                                                            }
```

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Q2. Find Error in the following code segments then rewrite it to produce the output (4 marks)

```
public class AA {
       private int x;
                                                           public class testAA {
       public double y;
       //constructor with no parameter
                                                                  public static void main(String[] args) {
public AA(){
                                                              AA a1, a2;
               x=0:
                                                              class AA a3,a4,a5;
               y=0;
                                                              a1=\text{new AA}();
                                                              a1.print();
       //constructor with two parameter
                                                                AA.y=10; //1
       public void AA(int x1, double y1 ){
                                                              a5=\text{new AA}(3, 5.5); //2
               x=x1;
                                                              a2=\text{new AA }(2.5); //3
               y=y1;
                                                              a3 = \text{new AA } (2*10);
//constructor with one parameter
                                                              a3.print();
public AA(int x1){
                                                              a4.print();
               y=x*1.0;
      // set method
 //Postcondition: x = x1, y=y1
       public void set( int x1, double y1 ){
         x1=x;
        y1=y;
       public void print(){
       System.out.println(x+"-"+y);}}
```

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- Q3. Consider the following definition of the class MyClass: 4 marks
- 1. Complete the method definition 0.5

```
//Postcondition: x = a
class MyClass{
private int x;
                                            public void setX(int a)
//count the number of objects
private static int count =0;
//default constructor
//Postcondition: x = 0
                                            public void printX()
public MyClass()
                                            public static void printCount()
//constructor with a parameter
//Postcondition: x = a
public MyClass(int a)
                                            //Method to increment count
                                            //Postcondition: count++
                                            public void incrementCount()
                                             {
}
                                            }
```

- 2. Write a Java statement that declares myObject1 to be a MyClass object and initializes its instance variable x to 5. 0.25
- 3. Write a Java statement that declares myObject2 to be a MyClass object and initializes its instance variable x to 7. 0.25

4. Write Java statements the declare **objectList** an array of 3 objects of MyClass and initialize the instance variable x with 0. 0.5

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5. Which of the following statements are valid? (Assume that myObject1 and myObject2 are as declared in 2 and 3 --> 1

myObject1.printCount();		
<pre>myObject1.printX();</pre>		
MyClass.printCount();		
MyClass.printX();		
MyClass.count++;		
myObject1.x;		
objectList.printX();		

6. What is the output (Assume that myObject1 and myObject2 and objectList are as declared in 2,3 and 4).--> 1

```
myObject1.printX();
myObject1.printCount();
myObject2.printCount();
MyClass. printCount();
myObject2.printX();
myObject1.setX(14);
myObject1.incrementCount();
myObject1.printX();
myObject1.printCount();
myObject2.printCount();
int x=10;
for (int i=0;i<3;i++)
    objectList[i].setX(++x*2);

objectList[2].printX();
Output:</pre>
```