

Software Construction and Development

Lab 2

Objectives

- Classes, Abstract Classes, Interfaces
- Inheritance & Polymorphism
- Arrays & Strings

Instructions

- **A very important lab for your rest of the course, work hard on it!**
- **Deadline for submission: 11:45 AM**

Code Style

- Meaningful variable names
- **Camel case** for variable & function names, e.g. **calculateTotalBill**
- **Pascal case** for Class, Interface, Enum names e.g. **PromotionCalculator**
- Interfaces can be named like e.g. interface: **IPromotionCalculator**
- Proper indentation and formatting, use auto formatter of IDE
- No random comments, multiple empty lines or commented code
- Define proper constructor, getter/setter and access modifiers (public, private etc)

An Example Java Class is attached:

```
11 package entity.product;
12
13
14 import java.io.Serializable;
15
16 public class Product implements Serializable
17 {
18     private int productId;
19     private String productName;
20     private String category;
21     private float price;
22     private int quantity;
23
24     public Product(int productId, String productName, String category, float price, int quantity)
25     {
26         this.productId = productId;
27         this.productName = productName;
28         this.category = category;
29         this.price = price;
30         this.quantity = quantity;
31     }
32
33     public void setProductId(int productId)
34     {
35         this.productId = productId;
36     }
37
38     public String getProductName()
39     {
40         return productName;
41     }
42
43     public void setProductName(String productName)
44     {
45         this.productName = productName;
46     }
47
48     public String getCategory()
49     {
50         return category;
51     }
52
53     public void setCategory(String category)
54     {
55         this.category = category;
56     }
57
58     public void setPrice(float price)
59     {
60         this.price = price;
61     }
62
63     public void setQuantity(int quantity)
64     {
65         this.quantity = quantity;
66     }
67
68     public int getProductId() {
69         return productId;
```

Project Format

- Create an empty project on **Eclipse IDE**, named: **Lab2Tasks**
- Try to separate your classes in meaningful packages
- Have a Main class in root package of the project, this should be your driver class

Submission

- Create a submission folder named as RollNumber_Lab2
- Create a folder for each problem (if it has multiple parts separate those as e.g. Problem2_Part1)
- Place all the code (.java) files for each problem in it folder
- Zip your the submission folder RollNumber_Lab2, submit the Zip file on Google Classroom

Problem 1: Inheritance

Imagine a publishing company that markets both **book** and **audiocassette** versions of its works. Create an abstract class **Publication** that stores the **title** (a string) and **price** (type float) of a **publication**.

In **Publication** class add a public method as:

```
public void displayDetails();  
// This method should properly display attributes of the publication i.e. Title & price
```

From this class derive two classes: **Book**, which adds a **pageCount** (type int), and **Tape**, which adds a duration **timeInMinutes** (type float).

Book & Tape both should override the public **void displayDetails()** method of **Publication** class, and do following:

- call the super method in it like **super()**; super() method calls the parent class (Publication class) displayDetails() method.
- Display the attribute added in **Book & Tape** classes respectively

Create a **Main** class that would be your driver class, implement the following methods (prototypes given):

```
private Book createABookFromUserInput();
```

Take input from user for the fields needed to create a **Book**, set the fields using setters

return: return a new Book object created from the user input

```
private Tape createATapeFromUserInput();
```

Take input from user for the fields needed to create a **Tape**, set the fields using setters

return: return a new Tape object created from the user input

```
public static void main(String[] args);
```

- Create a Main class object here, and call the method created above using this instance; as `main(String[] args)` is static function we cannot call non-static functions from here
- Create a **Book** type publication using the `createABookFromUserInput()` method
- Create a **Tape** type publication using the `createATapeFromUserInput()` method
- e.g. `Book myBook = driver.createABookFromUserInput();`
- Finally, use the `displayDetails()` method of the created publications to display data

Second Part (Polymorphism):

Change the above program to create a **Book** and **Tape** as following:

```
Publication myBook = driver.createABookFromUserInput();
```

Similarly, do it for tape. Does it give the same output? Do you understand this?

If it gives error, try this:

```
Publication myBook = (Book) driver.createABookFromUserInput(); // casting, similarly do it for  
Tape, it casting the child object to parent class reference
```

Does it work? Output should be the same in both cases. Attach output of both cases.