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<b>Status</b>	Finished
<b>Started</b>	Thursday, 3 October 2024, 8:48 AM
<b>Completed</b>	Thursday, 3 October 2024, 10:03 AM
<b>Duration</b>	1 hour 15 mins

## Question 1

Not answered

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 =  $\pi r^2$**

**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 class Circle
3 {
4     private double radius;
5     public Circle(double radius){
6         // set the instance variable radius
7
8
9     }
10    public void setRadius(double radius){
11        // set the radius
12
13
14    }
15    public double getRadius()    {
16        // return the radius
17
18
19    }
20    public double calculateArea() { // complete the below statement
21        return
22
23    }
24    public double calculateCircumference()    {
25        // complete the statement
26        return
27    }
28 }
29 class prog{
30     public static void main(String[] args) {
31         int r;
32         Scanner sc= new Scanner(System.in);
33         r=sc.nextInt();
34         Circle c= new Circle(r);
35         System.out.println("Area = "+String.format("%.2f", c.calculateArea()));
36         // invoke the calculatecircumference method
37
38
39     }
40 }
41

```

Question **2**

Not answered

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 ||

## Question 3

Not answered

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 ||

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