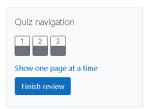
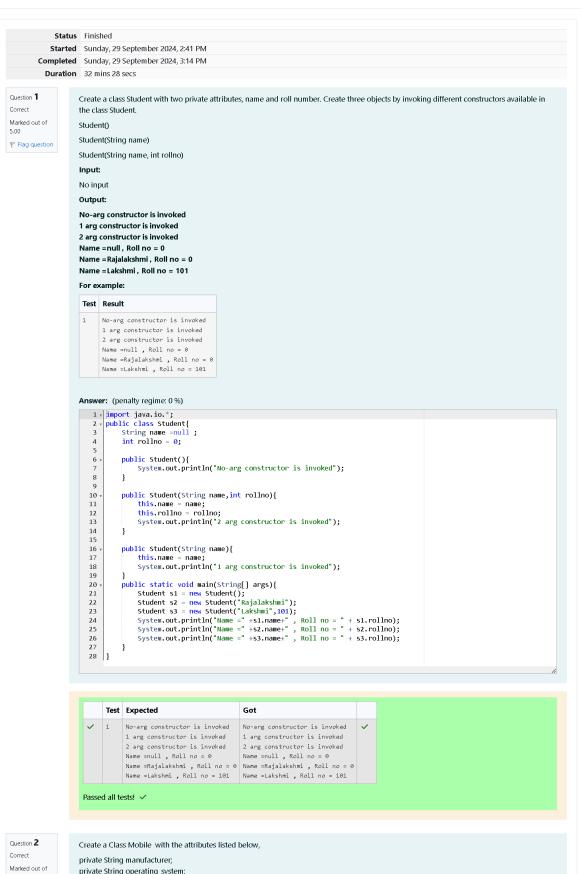
CS23333-Object Oriented Programming Using Java-2023





▼ Flag question

private String operating_system;

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 - public class Mobile{
              String mf;
String os;
String color;
  4
               int cost;
               public Mobile(String mf , String os, String color, int cost){
  8
                     this.mf = mf;
this.os = os;
                     this.color = color;
this.cost = cost;
10
11
12
              public void setmf(String mf){
    this.mf = mf;
13
14
15
              public void setos(String os){
   this.os = os;
16
17
18
               public void setcost( int cost){
19
20
                     this.cost = cost;
21
22
               public String getmf(){
                     return mf;
24
               public String getos(){
25
26
                    return os;
27
28
               public String getcolor(){
29
                     return color;
30
31
32
33
               public int getcost(){
                     return cost;
              public static void main(string args[]){
    Mobile product = new Mobile("Redmi", "Andriod", "Blue", 34000);
    System.out.println("manufacturer = "+ product.getmf());
    System.out.println("operating_system = "+ product.getcos());
    System.out.println("color = "+ product.getcolor());
    System.out.println("cost = "+ product.getcost());
34
35
36
37
38
39
40
41
```

```
Test Expected Got

1 manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000 cost = 34000

Passed all tests! ✓
```

Question **3**

Correct Marked out of 5.00

▼ Flag question

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 = πr^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 import java.util.*;
3 class Circle
```

```
4 * {
5
6 *
7
8
                     private double radius;
public Circle(double radius){
    // set the instance variable radius
    this.radius = radius;
 10
11
12
13
14
15
                     public void setRadius(double radius){
   // set the radius
                     public double getRadius() {
   // return the radius
   return radius;
 16
17
 18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
                     public double calculateArea() { // complete the below statement
    return Math.PI*radius*radius;
                     public double calculateCircumference() {
    // complete the statement
    return Math.PI*2*radius;
         }
}
class prog{
public static void main(String[] args) {
    int r;
    Scanner sc= new Scanner(System.in);
    r=sc.nextInt();
    inclo(r);
}
                              Scanner Sc= Trew Scanner(System.in),
r=sc.nextInt();
Circle c= new Circle(r);
System.out.println("Area = "+String.format("%.2f", c.calculateArea()));
// invoke the calculatecircumference method
System.out.println("Circumference = "+String.format ("%.2f",c.calculateCircumference()));
 38
39
40
41
42
43
                    }
            }
```

	Test	Input	Expected	Got	
~	1	4	Area = 50.27 Circumference = 25.13	Area = 50.27 Circumference = 25.13	~
~	2	6	Area = 113.10 Circumference = 37.70	Area = 113.10 Circumference = 37.70	~
~	3	2	Area = 12.57 Circumference = 12.57	Area = 12.57 Circumference = 12.57	~

Passed all tests! 🗸

Finish review