General Sir John Kotelawala Defence University Faculty of Computing
Department of Computer Science
OOP –Lab2- Classes and Objects 1

1. Create a class “Student” with following methods
    - print();
    - input()
2. Create a class “Length” with following methods
    - Print()
    - input()
    - Add(Length1, Length2)
3. Create a class Name with 3 attribute (First name, middle name and last name) and include following methods:
    - Print();
    - input();
4. Create a class name Date with 3 attribute (Day, Month and year) and include following methods:
    - print();
    - Input();
    - printFormat1() ; // 23.5.2015
    - printFormat2(); // 23rd may 2015

5. Design a class named Stock that contains:
    - A string data field named symbol for the stock’s symbol.
    - A string data field named name for the stock’s name.
    - A double data field named previousClosingPrice that stores the stock price for the previous day.

- A double data field named currentPrice that stores the stock price for the current time.
- A constructor that creates a stock with the specified symbol and name.
- A method named getChangePercent() that returns the percentage changed from previousClosingPrice to currentPrice.

Draw the UML diagram for the class and then implement the class. Write a test program that creates a Stock object with the stock symbol ORCL, the name Oracle Corporation, and the previous closing price of 34.5. Set a new current price to 34.35 and display the price-change percentage.