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Department of Computer Science
Object Oriented Programming I
Lab Sheet 4
Classes and Objects - Review

1. Create a Java class "Name" to represent the name of a person with three data fields "First_Name", "Middle_Name" and "Last_Name".

   - Three constructors (including default constructor)
   - A method name "input" that takes first, middle and last name from a keyboard.
   - A method name "toString" that returns the full name of the person.
   - A method name "myName" that return name with initials (Hint: Assume that, first name "Imalka" Middle name "Sadeesh" and last name "Perera" then "myName" method return "I.S. Perera")

2. Create a class called Invoice that a hardware store might use to represent an invoice for an item sold at the store. An Invoice should include four pieces of information as instance variables a part number (type String), a part description (type String), a quantity of the item being purchased (type int) and a price per item (double). Your class should have following constructors to initializes the four instance variables.

   - No-argument constructor (initializes part number to null, part description to null, quantity of the item to 0 and price per item to 0.0).
   - Constructor: part number supplied, part description, quantity of the item and price per item to default values.
   - Constructor: part number and part description are supplied, quantity of the item and price per item to default values.
   - Constructor: part number, part description, quantity of the item and price per item are supplied.
   - Constructor: another Invoice2 object supplied.

3. Create a class called Employee that includes three instance variables: a first name (type String), a last name (type String) and a monthly salary (double). Your class should have following constructors to initializes the three instance variables.

   - No-argument constructor (initializes first name to null, last name to null and monthly salary to 0.0).
   - Constructor: first name supplied, last name and monthly salary to default values.
   - Constructor: first name and last name are supplied, monthly salary to 0.0.

- Constructor: first name, last name and monthly salary are supplied.
- Constructor: another Emp2 object supplied.

4. Create a class called Date that includes three instance variables: a month (type int), a day (type int) and a year (type int). Your class should have following constructors to initializes the three instance variables. • No-argument constructor: initializes the three instance variables to zero.
   - Constructor: month, day and year are supplied.
   - Provide a method display Date that displays the month, day and year separated by forward slashes (/).