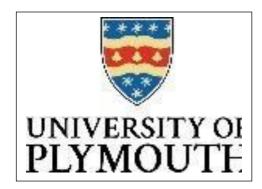
COMP2000: Software engineering 2

Practical 2: Introduction to Standard Java



Set of activities to work through during your own time

- 1- Create a java class, *Person*, that has the states, name, age, address, and has the behaviour, walk, eat, sleep. The age and address cannot be seen by others,
- 2- Print out each of its states and behaviour of the *Person*.
- 3- Create a class in Java, car, which has attributes name, *model* and *price*, and the car has functionalities *start*, *stop* and *move*. *in the main method*
- 4 Create an object from the Class in the main method and print each of its state.
- 5- Write a java program to create the following class and call its methods in the main method.

Book

+ title: String

+ author: String - year: String

+ printTitle()

+printAuthor(String)

+printYear()

6-	Write a java program to create a class, BankAccount, that has two private attributes: balance :int and accNo: String. It performs two operations <i>deposit</i> (int: amount) and <i>printBalance</i> ().