Chapter 8 Practice Set Questions by Munawar

Questions

1. Create a class employee with following properties and methods:

Salary (property) (Int)

Get Salary (method returning Int)

Name (Property) (String)

Get name (method that returning String)

Set Name (method changing name)

Solution

```
// Question 1
class Employee{
    int salary;
    String name;

    public  int getSalary(){
        return salary;
    }
    public String getName(){
        return name;
    }
    public void setName(String s) {
        name = s;
    }
    public void setSalary(int s) {
        salary= s;
    }

}
```

```
// Practice Question 1
Employee munawar=new Employee();
munawar.setName("Munawar Johar");
munawar.setSalary(400000);
System.out.println(munawar.getName());
System.out.println(munawar.getSalary());
```

2. Create a class cellphone methods to print “ringing…….” Vibrating…..” etc.

Solution

```
class Cellphone{
    public void ringing(){
        System.out.println("Ringing .......");
    }
    public void vibrate(){
        System.out.println("Vibrating .......");
    }
    public void CellFriend(){
        System.out.println("Calling Raziq .......");
    }
}
```

```
// Question 2
Cellphone phone=new Cellphone();
phone.ringing();
phone.vibrate();
phone.CellFriend();
```

3. Create a class Square with a method to initialize its side, calculating area, parameter etc.

Solution

```
// Question 3
class Square{
    int side;
    public int area(){
        return side*side;
    }
    public int perimeter(){
       return  4*side;
    }
}
```

```

//Question 3
Square sq=new Square();
sq.side=3;
System.out.println(sq.area());
System.out.println(sq.perimeter());
```

4. Create a class Rectangle 8 repeat 3.

Solution

Self-question

5. Create a class Tammy veracity for Rack star Games capable of hitting (print hitting), hutting, firing etc.

Solution

```
// Question 5
class TommyVercity{
    public void hitting(){
        System.out.println("Hitting the enemy");
    }
    public void run(){
        System.out.println("Running from the enemy ");
    }
    public void fire(){
        System.out.println("Firing on the enemy");
    }
}
```

```
// Question 5
TommyVercity player1=new TommyVercity();
player1.fire();
player1.run();
player1.hitting();
```

6. Repeat Question 4 for a Circle.

Solution

Self-Question

Source code:

```
import javax.swing.plaf.synth.SynthTextAreaUI;
import java.util.Scanner;
//
//
//// Question 1
```

```java
//class Employee{
//    int salary;
//    String name;
//
//    public  int getSalary(){
//        return salary;
//    }
//    public String getName(){
//        return name;
//    }
//    public void setName(String s) {
//        name = s;
//    }
//    public void setSalary(int s) {
//        salary= s;
//    }
//
//}
// Question 2
//
//class Cellphone{
//    public void ringing(){
//        System.out.println("Ringing .......");
//    }
//    public void vibrate(){
//        System.out.println("Vibrating .......");
//    }
//    public void CellFriend(){
//        System.out.println("Calling Raziq .......");
//    }
//}

//// Question 3
//class Square{
//    int side;
//    public int area(){
//        return side*side;
//    }
//    public int perimeter(){
//       return  4*side;
//    }
//}

// Question 5
class TommyVercity{
    public void hitting(){
        System.out.println("Hitting the enemy");
    }
    public void run(){
        System.out.println("Running from the enemy ");
    }
    public void fire(){
        System.out.println("Firing on the enemy");
    }
}
public class Main {
        public static void main(String[] args) {
```

```
//              // Practice Question 1
//              Employee munawar=new Employee();
//              munawar.setName("Munawar Johar");
//              munawar.setSalary(400000);
//              System.out.println(munawar.getName());
//


//
//              // Question 2
//              Cellphone phone=new Cellphone();
//              phone.ringing();
//              phone.vibrate();
//              phone.CellFriend();
//
//              //Question 3
//              Square sq=new Square();
//              sq.side=3;
//              System.out.println(sq.area());
//              System.out.println(sq.perimeter());

            // Question 5
            TommyVercity player1=new TommyVercity();
            player1.fire();
            player1.run();
            player1.hitting();

        }

    }
```

Thank You