

Problem 1 : Accelerate the Car (20 Marks)

Create a new Java class named Car that has the following private fields

```
class Car{
    private int year;
    private String make;
    private double speed;

    Car(int year, String make, double beg_speed){
        this.year=year;
        this.make=make;
        this.speed=beg_speed;
    }

    public int getYear(){
        return this.year;
    }
    public String getMake(){
        return this.make;
    }
    public double getSpeed(){
        return this.speed;
    }
    public void Accelerate(){
        this.speed++;
    }
}
```

C:\src\ModuleExam\Atcar.java - Notepad++

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```
14 class Car{
15
16     private int year = 2010;
17     private String make = "Porsche";
18     private double speed = 25.0;
19
20     this.year = year;
21     this.make = make;
22     this.speed = speed;
23
24     int getYear(){
25         return year;
26     }
27
28     String getMake(){
29         return this.make;
30     }
31
32     double getSpeed(){
33         return speed;
34     }
35
36     void accelerate(){
37         speed=speed+1;
38     }
39
40     public static void main(String[] args){
41
42         System.out.println
43     }
```

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Java source file length: 1,251 lines: 56 Ln: 24 Col: 19 Pos: 818 Windows (CR LF) UTF-8 INS

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Write a separate java class RaceTrack

```
class RaceTrack{

    public static void main(String... args){

        Car c1= new Car(2022,"TATA_Nexon",130.0);
        Car c2= new Car(2021,"TATA_Altroz",105.0);
        Car c3= new Car(2022,"Xuv",103.0);
        System.out.println(c1.getYear()+" "+c1.getSpeed()+" "+c1.getMake());
        System.out.println(c2.getYear()+" "+c2.getSpeed()+" "+c2.getMake());
        System.out.println(c3.getYear()+" "+c3.getSpeed()+" "+c3.getMake());


        c1.Accelerate();
        c2.Accelerate();
        c3.Accelerate();


        System.out.println(c1.getSpeed());
        System.out.println(c2.getSpeed());
        System.out.println(c3.getSpeed());

    }
}
```

Problem 2 : Inventory Management (20 Marks)

```
import java.util.*;
class Item{
    Integer item_id;
    String item_name;
    Item(int item_id,String item_name ){
        this.item_name=item_name;
        this.item_id=item_id;
    }
    Item(){
    }
    void setitem_id(int item_id){
        this.item_id=item_id;
    }
    void setitem_name(String item_name){
        this.item_name=item_name;
    }
    public String toString(){
        return this.item_id+" "+this.item_name;
    }
    @Override
    public boolean equals(Object o){
        if(o instanceof Item){
            Item temp= (Item) o;
            if(this.item_id.equals(temp.item_id) &&
(this.item_name.equals(temp.item_name) )){
                return true;
            }
        }
        return false;
    }
    @Override
    public int hashCode(){
        //System.out.println("hashCode invoked!!!");
        int prime = 13;
        int val = 1;
        val = val*prime + this.item_id.hashCode();
        val = val*prime + this.item_name.hashCode();
        return val;
        //return 40;
    }
}

class namesort implements Comparator<Item>{
```

```

        public int compare(Item I1,Item I2){
            return I1.item_name.compareTo(I2.item_name);
        }
    }
    class idsort implements Comparator<Item>{
        public int compare(Item I1,Item I2){
            return I1.item_id-(I2.item_id);
        }
    }
}

```

```

class Inventory{
    static Item I=new Item();
    static ArrayList<Item> list=new ArrayList<> ();
    public static void main(String[] args){
        Scanner sc=new Scanner(System.in);
        int choice;
        Item I1=new Item(1,"A");
        Item I2=new Item(3,"R");
        Item I3=new Item(2,"Z");
        Item I4=new Item(4,"H");
        Item I5=new Item(10,"M");
        list.add(I1);
        list.add(I2);
        list.add(I3);
        list.add(I4);
        list.add(I5);
        do{
            System.out.println("Enter your choice ==");
            System.out.println("1) Add Item.\n2) Display complete inventory in sorted order of item
names as well as item_id.\n3) Remove Item.\n4) Exit");

            choice=sc.nextInt();
            switch(choice){
                case 1:
                    System.out.println("Enter your details as follows");
                    System.out.println("Enter Item you want add");
                    //int n=sc.nextInt();

                    for(int i=1;i<=1;i++){
                        System.out.println("Enter id of item ");
                        int d=sc.nextInt();

```

```

        l.setitem_id(d);
        System.out.println("Enter name of item ");
        sc.nextLine();
        String ss=sc.nextLine();
        l.setitem_name(ss);
        if (!list.contains(l)){
            list.add(l);}

    }
    System.out.println("Added items as follows");
    System.out.println(list);
    break;
case 2:
    System.out.println("before sorting");
    System.out.println(list);
    System.out.println("Sorting by id");
    idsort n2=new idsort();
    Collections.sort(list,n2);
    System.out.println(list);
    System.out.println("Sorting by name");
    namesort n1=new namesort();
    Collections.sort(list,n1);
    System.out.println(list);
    break;
case 3:
    System.out.println("List as follows");
    System.out.println(list);
    System.out.println("Enter index od item which you
want to remove index start from 0");
    int re=sc.nextInt();
    list.remove(re);
    System.out.println("List after removal");
    System.out.println(list);
    break;
case 4:
    System.out.println("Thank you");
    break;

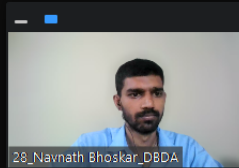
}
}while(choice!=4);

}

```

}

```
Enter your choice ==
1) Add Item.
2) Display complete inventory in sorted order of item names as well as itemId.
3) Remove Item.
4) Exit
1
Enter your details as follows
Enter Item you want add
Enter id of item
5
Enter name of item
Ice Cream
Added items as follows
[1 A, 4 H, 10 M, 3 R, 2 Z, 5 Ice Cream]
Enter your choice ==
1) Add Item.
2) Display complete inventory in sorted order of item names as well as itemId.
3) Remove Item.
4) Exit
```



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```
34 class Inventory{
35     static Item I=new Item();
36     static ArrayList<Item> list=new ArrayList<> ();
37     public static void main(String[] args){
38         Scanner sc=new Scanner(System.in);
39         int choice;
40         Item I1=new Item(1,"A");
41         Item I2=new Item(3,"R");
42         Item I3=new Item(2,"Z");
43         Item I4=new Item(4,"H");
44         Item I5=new Item(10,"M");
45         list.add(I1);
46         list.add(I2);
47         list.add(I3);
48         list.add(I4);
49         list.add(I5);
50         do{
51             System.out.println("Enter your choice ==");
52             System.out.println("1) Add Item.\n2) Display complete inventory in sorted order of item names as well as itemId.\n3) Remove Item.\n4) Exit");
53         }while(true);
54         choice=sc.nextInt();
55         switch(choice){
56             case 1:
57                 System.out.println("Enter your details as follows");
58                 System.out.println("Enter Item you want add");
59                 //int n=sc.nextInt();
60             case 2:
61                 //for(int i=0;i<list.size();i++){
62                     //System.out.println(list.get(i).getId()+" "+list.get(i).getName());
63                 }
64             case 3:
65                 //int id=sc.nextInt();
66                 //for(int i=0;i<list.size();i++){
67                     //if(list.get(i).getId()==id){
68                         //list.remove(i);
69                     //}
70                 }
71             case 4:
72                 System.out.println("Exit");
73                 break;
74         }
75     }
76 }
```

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Select C:\Windows\System32\cmd.exe - java Inventory
Error: Main method not found in class Item, please define the main method as:
public static void main(String[] args)
or a JavaFX application class must extend javafx.application.Application

C:\src\ModuleExam>javac InvenManage.java

C:\src\ModuleExam>java Inventory

Enter your choice ==
1) Add Item.
2) Display complete inventory in sorted order of item names as well as itemId.
3) Remove Item.
4) Exit
1
Enter your details as follows
Enter Item you want add
Enter id of item
10
Enter name of item
Mango Juice
Added items as follows
[1 A, 3 R, 2 Z, 4 H, 10 M, 10 Mango Juice]
Enter your choice ==
1) Add Item.
2) Display complete inventory in sorted order of item names as well as itemId.
3) Remove Item.
4) Exit
2
before sorting
[1 A, 3 R, 2 Z, 4 H, 10 M, 10 Mango Juice]
Sorting by id
[1 A, 2 Z, 3 R, 4 H, 10 M, 10 Mango Juice]
Sorting by name
[1 A, 4 H, 10 M, 10 Mango Juice, 3 R, 2 Z]
Enter your choice ==
1) Add Item.
2) Display complete inventory in sorted order of item names as well as itemId.
3) Remove Item.
4) Exit
3
List as follows
[1 A, 4 H, 10 M, 10 Mango Juice, 3 R, 2 Z]
Enter index od item which you want to remove index should be from 0
10
Exception in thread "main" java.lang.IndexOutOfBoundsException: Index: 10, Size: 6

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