

### LAB3—NAMIRA MULLA

1. Create a superclass **Person** with attributes **name** and **age**, and a method **display()**. Create a subclass **Student** that adds an attribute **studentID**. Write a program to create a **Student** object and display all its attributes.

Code:

```
package lab3;

//Superclass Person
class Person {
    private String name;
    private int age;

    // Constructor
    public Person(String name, int age) {
        this.name = name;
        this.age = age;
    }

    // Method to display person's attributes
    public void display() {
        System.out.println("Name: " + name);
        System.out.println("Age: " + age);
    }
}

//Subclass Student
class Student extends Person {
    private String studentID;

    // Constructor
    public Student(String name, int age, String studentID) {
        super(name, age); // Call the superclass constructor
        this.studentID = studentID;
    }

    // Overriding display method
    @Override
    public void display() {
        super.display(); // Call the display method from Person
        System.out.println("Student ID: " + studentID);
    }
}

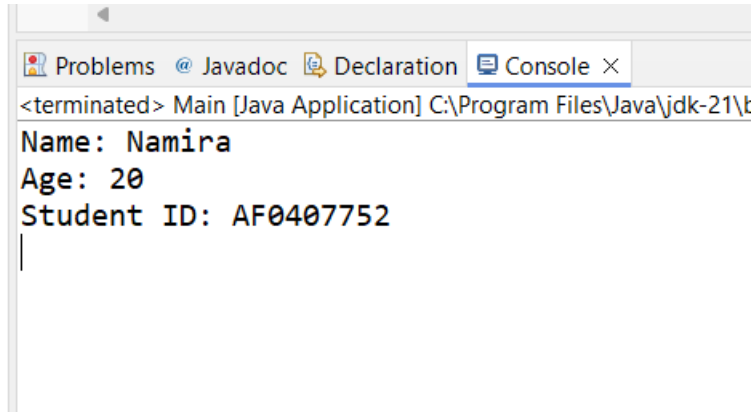
//Main class to test the implementation
public class Main {
    public static void main(String[] args) {
        // Create a Student object
        Student student = new Student("Namira", 20, "AF0407752");
    }
}
```

```

        // Display all attributes
        student.display();
    }
}

```

Output:



```

<terminated> Main [Java Application] C:\Program Files\Java\jdk-21\bin\java.exe
Name: Namira
Age: 20
Student ID: AF0407752

```

2. Create a superclass Calculator with a method add(int a, int b). Create a subclass AdvancedCalculator that overloads the add method to handle three integers.

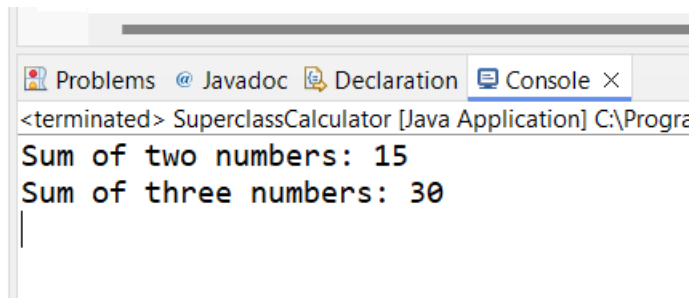
Code:

```

package lab3;
class Calculator {
    public int add(int a, int b) {
        return a + b;
    }
}
class AdvancedCalculator extends Calculator {
    // Overloaded method
    public int add(int a, int b, int c) {
        return a + b + c;
    }
}
public class SuperclassCalculator {
    public static void main(String[] args) {
        Calculator basicCalculator = new Calculator();
        AdvancedCalculator advancedCalculator = new
AdvancedCalculator();
        int sumTwo = basicCalculator.add(5, 10);
        System.out.println("Sum of two numbers: " + sumTwo);
        int sumThree = advancedCalculator.add(5, 10, 15);
        System.out.println("Sum of three numbers: " + sumThree);
    }
}

```

OUTPUT:



```
<terminated> SuperclassCalculator [Java Application] C:\Progra
Sum of two numbers: 15
Sum of three numbers: 30
```

3. Create a superclass **Vehicle** with a method **move()**. Create subclasses **Car** and **Bike** that inherit from **Vehicle**. Write a program to create objects of **Car** and **Bike** and call the **move()** method on each.

**CODE:**

```
package lab3;
//Superclass Vehicle
class Vehicle {
    public void move() {
        System.out.println("The vehicle is moving");
    }
}
//Subclass Car
class Car extends Vehicle {
    @Override
    public void move() {
        System.out.println("The car is driving");
    }
}
//Subclass Bike
class Bike extends Vehicle {
    @Override
    public void move() {
        System.out.println("The bike is cycling");
    }
}
//Main class
public class SuperclassVehicle {
    public static void main(String[] args) {
        // Create objects of Car and Bike
        Vehicle myCar = new Car();
        Vehicle myBike = new Bike();
        myCar.move();
        myBike.move();
    }
}
```

**Output:**

```
Problems @ Javadoc Declaration Console ×
<terminated> SuperclassVehicle [Java Application] C:\Program Files\Java
The car is driving
The bike is cycling
```

4. Create an class Employee with an abstract method calculatePay(). Create subclasses SalariedEmployee and HourlyEmployee that implement the calculatePay() method. Write a program to create objects of both subclasses and call the calculatePay() method.

Code:

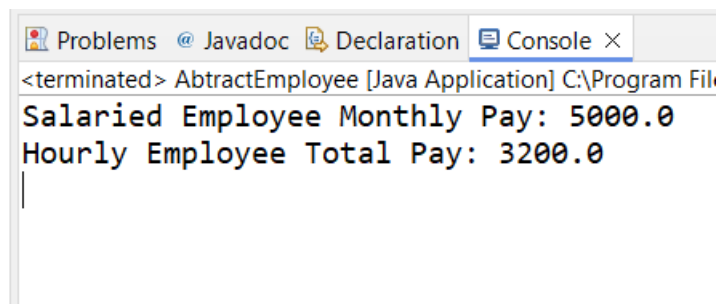
```
package lab3;
//Abstract class Employee
abstract class Employee {
    public abstract double calculatePay();
}
//Subclass SalariedEmployee
class SalariedEmployee extends Employee {
    private double annualSalary;
    // Constructor
    public SalariedEmployee(double annualSalary) {
        this.annualSalary = annualSalary;
    }
    @Override
    public double calculatePay() {
        return annualSalary / 12; // Monthly salary
    }
}
//Subclass HourlyEmployee
class HourlyEmployee extends Employee {
    private double hourlyRate;
    private int hoursWorked;
    public HourlyEmployee(double hourlyRate, int hoursWorked) {
        this.hourlyRate = hourlyRate;
        this.hoursWorked = hoursWorked;
    }
    @Override
    public double calculatePay() {
        return hourlyRate * hoursWorked; // Total pay
    }
}
//Main class
public class AbtractEmployee {
```

```

        public static void main(String[] args) {
            Employee salariedEmployee = new SalariedEmployee(60000);
// Annual salary
            Employee hourlyEmployee = new HourlyEmployee(20, 160); //
$20/hour for 160 hours
            System.out.println("Salaried Employee Monthly Pay: " +
salariedEmployee.calculatePay());
            System.out.println("Hourly Employee Total Pay: " +
hourlyEmployee.calculatePay());
        }
    }
}

```

**Output:**



```

<terminated> AbstractEmployee [Java Application] C:\Program Fil
Salaried Employee Monthly Pay: 5000.0
Hourly Employee Total Pay: 3200.0

```

5. Create an class Document with an method void open(). Implement subclasses WordDocument, PDFDocument, and SpreadsheetDocument that extend Document and provide implementations for open(). Write a main class to demonstrate opening different types of documents.(implement compile time- polymorphism).

**Code:**

```

package lab3;
//Superclass Document
class Document {
    // Method to open the document
    public void open() {
        System.out.println("Opening a generic document.");
    }
}
//Subclass WordDocument
class WordDocument extends Document {
    // Overriding the open method
    @Override
    public void open() {
        System.out.println("Opening a Word document.");
    }
}
//Subclass PDFDocument
class PDFDocument extends Document {

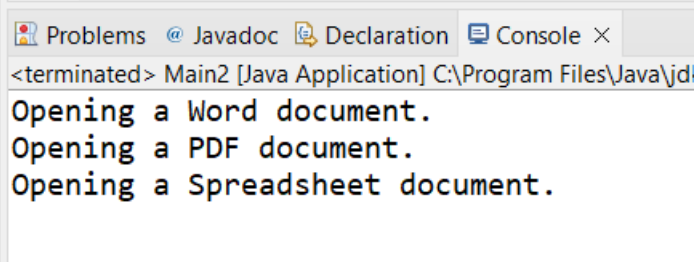
```

```

        @Override
        public void open() {
            System.out.println("Opening a PDF document.");
        }
    }
    //Subclass SpreadsheetDocument
    class SpreadsheetDocument extends Document {
        // Overriding the open method
        @Override
        public void open() {
            System.out.println("Opening a Spreadsheet document.");
        }
    }
    //Main class
    public class Main2 {
        public static void main(String[] args) {
            Document[] documents = new Document[3];
            documents[0] = new WordDocument();
            documents[1] = new PDFDocument();
            documents[2] = new SpreadsheetDocument();
            for (Document doc : documents) {
                doc.open(); // Calls the overridden method for each
specific document type
            }
        }
    }

```

**Output:**



The screenshot shows a Java IDE window with a tab labeled 'Console'. The console output is as follows:

```

<terminated> Main2 [Java Application] C:\Program Files\Java\jdk-11.0.2\bin\java.exe
Opening a Word document.
Opening a PDF document.
Opening a Spreadsheet document.

```

6.Create a class Calculator with overloaded methods add() that take different numbers and types of parameters: int add(int a, int b), double add(double a, double b), int add(int a, int b, int c) Write a main class to demonstrate the usage of these methods.

**Code:**

```

package lab3;
//Calculator class
class Calculat {
    // Method to add two integers
    public int add(int a, int b) {

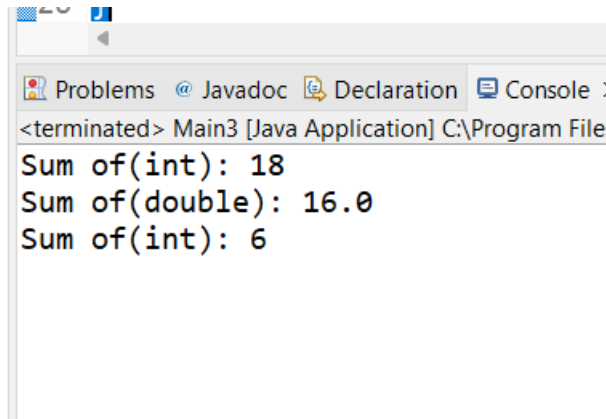
```

```

        return a + b;
    }
    public double add(double a, double b) {
        return a + b;
    }
    public int add(int a, int b, int c) {
        return a + b + c;
    }
}
public class Main3 {
    public static void main(String[] args) {
        Calculat calc = new Calculat();
        // Demonstrate adding two integers
        int sum1 = calc.add(8, 10);
        System.out.println("Sum of(int): " + sum1);
        double sum2 = calc.add(5.5, 10.5);
        System.out.println("Sum of(double): " + sum2);
        int sum3 = calc.add(1, 2, 3);
        System.out.println("Sum of(int): " + sum3);
    }
}

```

Output:



```

<terminated> Main3 [Java Application] C:\Program File
Sum of(int): 18
Sum of(double): 16.0
Sum of(int): 6

```

7. Create a JavaBean class **Person** with properties **firstName**, **lastName**, **age**, and **email**. Implement the required no-argument constructor, getter and setter methods for each property. Write a main class to create an instance of **Person**, set its properties, and print them out.

Code:

```

package lab3;
import java.io.Serializable;
class Person1 implements Serializable {
    private String firstName;
    private String lastName;
    private int age;

```

```

private String email;
// creatingg constructor
public Person1() {
}
// Getter and Setter for firstName
public String getFirstName() {
    return firstName;
}
public void setFirstName(String firstName) {
    this.firstName = firstName;
}
// Getter and Setter for lastName
public String getLastName() {
    return lastName;
}
public void setLastName(String lastName) {
    this.lastName = lastName;
}
// Getter and Setter for age
public int getAge() {
    return age;
}
public void setAge(int age) {
    this.age = age;
}
// Getter and Setter for email
public String getEmail() {
    return email;
}
public void setEmail(String email) {
    this.email = email;
}
}
public class InheritanceDemo {
    public static void main(String[] args) {
        // Create an instance of Person
        Person1 person = new Person1();

        person.setFirstName("Namira");
        person.setLastName("mulla");
        person.setAge(20);
        person.setEmail("mullarukasa@gmail");

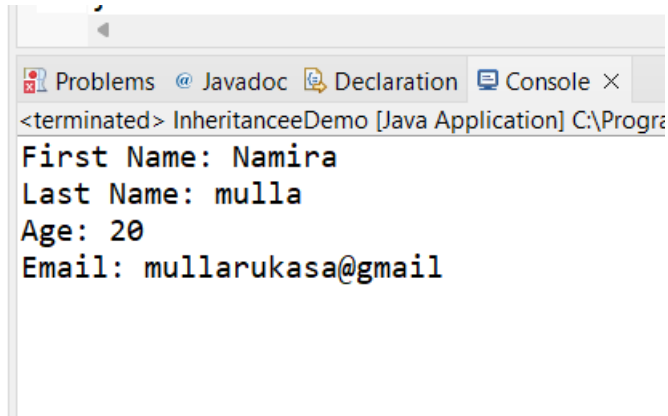
        System.out.println("First Name: " +
person.getFirstName());
        System.out.println("Last Name: " + person.getLastName());
        System.out.println("Age: " + person.getAge());
        System.out.println("Email: " + person.getEmail());
    }
}

```



```
}
```

**Output:**



```
<terminated> InheritanceDemo [Java Application] C:\Progra
First Name: Namira
Last Name: mulla
Age: 20
Email: mullarukasa@gmail
```

8. Create a JavaBean class Car with properties make, model, year, and color. Implement the required no-argument constructor, getter and setter methods for each property. Write a main class to create an instance of Car, set its properties, and print the car details

**Code:**

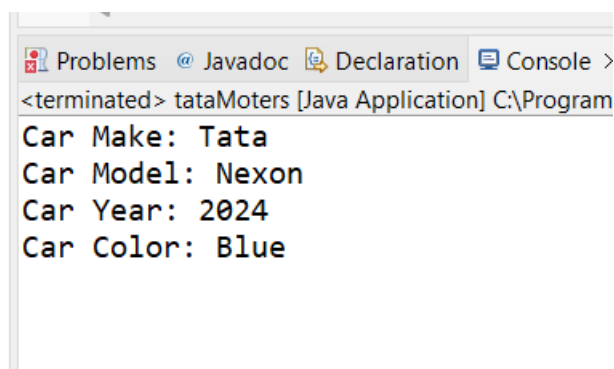
```
package lab3;
import java.io.Serializable;
class Cars implements Serializable {
    private String make;
    private String model;
    private int year;
    private String color;
    public Cars() {}
    public String getMake() {
        return make;
    }
    // Setter for make
    public void setMake(String make) {
        this.make = make;
    }
    // Getter for model
    public String getModel() {
        return model;
    }
    // Setter for model
    public void setModel(String model) {
        this.model = model;
    }
    // Getter for year
    public int getYear() {
        return year;
    }
}
```

```

    }
    // Setter for year
    public void setYear(int year) {
        this.year = year;
    }
    // Getter for color
    public String getColor() {
        return color;
    }
    // Setter for color
    public void setColor(String color) {
        this.color = color;
    }
}
public class tataMotors { // main class
    public static void main(String[] args) {
        // Create an object of Car
        Cars car = new Cars();
        // Setting the properties of car
        car.setMake("Tata");
        car.setModel("Nexon");
        car.setYear(2024);
        car.setColor("Blue");
        System.out.println("Car Make: " + car.getMake());
        System.out.println("Car Model: " + car.getModel());
        System.out.println("Car Year: " + car.getYear());
        System.out.println("Car Color: " + car.getColor());
    }
}

```

**Output:**



The screenshot shows an IDE window with tabs for Problems, Javadoc, Declaration, and Console. The Console tab is active, displaying the output of the Java application. The output consists of four lines: "Car Make: Tata", "Car Model: Nexon", "Car Year: 2024", and "Car Color: Blue". The window title bar indicates the application is "tataMotors [Java Application]" and the file path is "C:\Program".

```

<terminated> tataMotors [Java Application] C:\Program
Car Make: Tata
Car Model: Nexon
Car Year: 2024
Car Color: Blue

```