Assignment 1

public interface MouseHandler

{

void mouseClicked();

void mousePressed();

void mouseReleased();

}

public interface WindowHandler

{

void windowClosing();

void windowClosed();

}

public class WindowGUIApp implements MouseHandler,WindowHandler

{

}

public class GUIDemo

{

main()

{

create the object of WindowGUIApp and invoke all the methods

}

}

public class GuiDemo {

public static void main(String[] args) {

WindowGUIApp app = new WindowGUIApp();

// Call MouseHandler methods

app.mouseClicked();

app.mousePressed();

app.mouseReleased();

// Call WindowHandler methods

app.windowClosing();

app.windowClosed();

}

}

public interface MouseHandler {

void mouseClicked();

void mousePressed();

void mouseReleased();

}

public class WindowGUIApp implements MouseHandler, WindowHandler {

public void mouseClicked() {

System.***out***.println("Mouse clicked");

}

public void mousePressed() {

System.***out***.println("Mouse pressed");

}

public void mouseReleased() {

System.***out***.println("Mouse released");

}

public void windowClosing() {

System.***out***.println("Window is closing...");

}

public void windowClosed() {

System.***out***.println("Window has been closed.");

}

}

public interface WindowHandler {

void windowClosing();

void windowClosed();

}

Weapon Assignment

create a new project

create a package "weaponpack"

inside this package

public class Weapon

{

public void attack()

{

}

}

public class Sword extends Weapon

{

override attack

}

public class Bomb extends Weapon

{

override attack

}

public class Gun extends Weapon

{

override attack

+

public void fillBullets()

{

S.o.p("filling bullets");

}

}

public class Soldier

{

// define "fight" method in such a way that given any specific weapon, it should be able to attack

public void fight(Weapon ref)

{

ref.attack();

// make sure you invoke "fillBullets" also along with "attack" and that shouldn't give "ClassCastException"

}

}

public class WeaponDemo

{

p.s.v.main()

{

//invoke "fight" method of Soldier class

Soldier s1=new Soldier();

s1.fight(new Gun());

}

}

package weaponpack;

public class Weapon {

public void attack() {}

}

package weaponpack;

public class Soldier {

public void fight(Weapon w) {

if ( w instanceof Gun) {

// Gun g = (Gun) w;

// g.fillBullets();

((Gun) w).fillBullets();

}

w.attack();

}

}

package weaponpack;

public class Sword extends Weapon {

public void attack() {

System.out.println("Slash");

}

}

package weaponpack;

public class Bomb extends Weapon {

public void attack() {

System.out.println("Blast");

}

}

package weaponpack;

public class Gun extends Weapon {

public void attack() {

System.out.println("Shot");

}

public void fillBullets()

{

System.out.println("filled bullets");

}

}

package weaponpack;

public class WeaponDemo {

public static void main(String[] args) {

// **TODO** Auto-generated method stub

Soldier s = new Soldier();

s.fight(new Gun());

s.fight(new Bomb());

s.fight(new Sword());

}

}