Assignments Questions

Assignment 1-3:

Problem Statement - Import the "path" package and use it to join a directory path to a filename and print out the results.

Question - Why use imports?

Assignment 2-4:

Problem Statement – Create an employee class. This class should have two strings, "name" and "position". Set those strings in the constructor. Then make a function that prints out the employee's name and position.

Question - What are classes?

Assignment 3-5:

Problem Statement - Create a person class that has an age getter but not a setter. This will allow the age to be read from the class but not changed. Set the age in the class constructor

Question - What is scope used for?

Assignment 4-5:

Problem Statement - Make a Bed and Breakfast class (BnB) that inherits a House class and uses a Hotel class as a interface.

The hotel class should have a "guests" variable as an integer.

The abstract house class should have a rooms variable as a integer and a function "ringDoorbell".

The Bnb class will need to implement the house properties.

Question – What have you used in this assignment?

Assignment 5-4:

Problem Statement - Make the following classes

Employee

Manager - inherit employee

Cashier – inherit employee

Payroll – use generics to allow only descendants of the employee class

Both the Cashier and Manager classes should have a "sayHello" function that prints the class name.

The payroll class should allow adding to an internal list, and a "print" function that calls the "sayHello" of each item in the internal list

Question – Why use Generics?

Assignment 6-5:

Problem Statement - Create a file in the current directory.

Write "Hello World" into the file.

Read the contents of the file back.

Delete the file

Question – Why use the file system?