WEEK-8

ROLL NO:230701235

1) Create a base class Shape with a method called calculateArea(). Create three subclasses: Circle, Rectangle, and Triangle. Override the calculateArea() method in each subclass to calculate and return the shape's area.

For example:

Test	Input	Result
1	4 5 6 4 3	Area of a circle: 50.27 Area of a Rectangle: 30.00 Area of a Triangle: 6.00
2	7 4.5 6.5 2.4 3.6	Area of a circle: 153.94 Area of a Rectangle: 29.25 Area of a Triangle: 4.32

CODE:

```
import java.util.Scanner;


// Abstract class Shape abstract class Shape
{    public abstract double calculateArea();
}


// Circle class class Circle
extends Shape {    private
double radius;


   public Circle(double radius) {
      this.radius = radius;
   }
```

```
    @Override     public double calculateArea() {         return
Math.PI * radius * radius; // Area of circle: πr²
    }
}

// Rectangle class class Rectangle
extends Shape {     private double
length;     private double breadth;

    public Rectangle(double length, double breadth) {
this.length = length;         this.breadth = breadth;
    }

    @Override     public double calculateArea() {         return length *
breadth; // Area of rectangle: length * breadth
    }
}

// Triangle class class Triangle
extends Shape {     private
double base;
    private double height;

    public Triangle(double base, double height) {
this.base = base;         this.height = height;
    }
```

```
   @Override     public double calculateArea() {        return 0.5 * base *
height; // Area of triangle: 0.5 * base * height
   }
}

// Main class to test the shapes public
class ShapeTest {     public static void
main(String[] args) {
      Scanner scanner = new Scanner(System.in);

      // Input for Circle

      double radius = scanner.nextDouble();
      Circle circle = new Circle(radius);
      System.out.printf("Area of a circle: %.2f%n", circle.calculateArea());

      // Input for Rectangle

      double length = scanner.nextDouble();

      double breadth = scanner.nextDouble();
      Rectangle rectangle = new Rectangle(length, breadth);
      System.out.printf("Area of a Rectangle: %.2f%n", rectangle.calculateArea());

      // Input for Triangle

      double base = scanner.nextDouble();
```

```
        double height = scanner.nextDouble();
        Triangle triangle = new Triangle(base, height);
        System.out.printf("Area of a Triangle: %.2f%n", triangle.calculateArea());

        scanner.close();
    }
}
```

OUTPUT:

	Test	Input	Expected	Got	
✓	1	4 5 6 4 3	Area of a circle: 50.27 Area of a Rectangle: 30.00 Area of a Triangle: 6.00	Area of a circle: 50.27 Area of a Rectangle: 30.00 Area of a Triangle: 6.00	✓
✓	2	7 4.5 6.5 2.4 3.6	Area of a circle: 153.94 Area of a Rectangle: 29.25 Area of a Triangle: 4.32	Area of a circle: 153.94 Area of a Rectangle: 29.25 Area of a Triangle: 4.32	✓

Passed all tests! ✓

2) As a logic building learner you are given the task to extract the string which has vowel as the first and last characters from the given array of Strings.

Step1: Scan through the array of Strings, extract the Strings with first and last characters as vowels; these strings should be concatenated.

Step2: Convert the concatenated string to lowercase and return it.

If none of the strings in the array has first and last character as vowel, then return no matches found input1: an integer representing the number of elements in the array.

input2: String array.

For example:

Input	Result
3 oreo sirish apple	oreoapple
2 Mango banana	no matches found
3 Ate Ace Girl	ateace

Code:

```
import java.util.Scanner;


public class VowelStringExtractor {


   // Method to extract strings with vowels as first and last characters     public
static String extractVowelStrings(String[] stringArray) {
       StringBuilder result = new StringBuilder();
       String vowels = "aeiouAEIOU"; // String containing all vowels


       // Iterate through the array of strings
for (String s : stringArray) {

           // Check if the string is not empty and if both the first and last characters are
vowels
           if (s.length() > 0 && vowels.indexOf(s.charAt(0)) != -1 &&
vowels.indexOf(s.charAt(s.length() - 1)) != -1) {
result.append(s); // Append matching string to the result
           }
       }
```

```
        // Return the concatenated string in lowercase or "no matches found"        return
result.length() > 0 ? result.toString().toLowerCase() : "no matches found";
    }

    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

        // Input for the number of strings

        int n = scanner.nextInt();        scanner.nextLine(); //
Consume the newline character

        // Input for the strings in one line

        String input = scanner.nextLine();
        String[] strings = input.split(" "); // Split input into an array

        // Process and output the result
        String result = extractVowelStrings(strings);
        System.out.println(result);

        scanner.close(); // Close the scanner
    }
}
```

Output:

	Input	Expected	Got	
✓	3 oreo sirish apple	oreoapple	oreoapple	✓
✓	2 Mango banana	no matches found	no matches found	✓
✓	3 Ate Ace Girl	ateace	ateace	✓

Passed all tests! ✓

3)1. **Final Variable:**

- Once a variable is declared final, its value cannot be changed after it is initialized.
- It must be initialized when it is declared or in the constructor if it's not initialized at declaration.
- It can be used to define constants final int MAX_SPEED = 120; // Constant value, cannot be changed

2. **Final Method:**

- A method declared final cannot be overridden by subclasses.
- It is used to prevent modification of the method's behavior in derived classes.

```
public final void display() {
   System.out.println("This is a final method.");
}
```

3. **Final Class:**

- A class declared as final cannot be subclassed (i.e., no other class can inherit from it).
- It is used to prevent a class from being extended and modified.
- public final class Vehicle {
  // class code
  }

Given a Java Program that contains the bug in it, your task is to clear the bug to the output. you should delete any piece of code.

For example:

Test	Result
1	The maximum speed is: 120 km/h This is a subclass of FinalExample.

Code:

```
final class FinalExample {     // Final variable
final int MAX_SPEED = 120; // Constant value

   // Final method     public
final void display() {
      System.out.println("The maximum speed is: " + MAX_SPEED + " km/h");
   }
}

// Main class to test the final class public
class Test {     public static void
main(String[] args) {
      // Create an instance of FinalExample
      FinalExample example = new FinalExample();
example.display();

      // Uncommenting the following line will result in a compile-time error
      // because FinalExample is a final class and cannot be subclassed.        //
class SubclassExample extends FinalExample { }

      System.out.println("This is a subclass of FinalExample.");
   }
}
```

Output:

	Test	Expected	Got	
✓	1	The maximum speed is: 120 km/h This is a subclass of FinalExample.	The maximum speed is: 120 km/h This is a subclass of FinalExample.	✓

Passed all tests! ✓