CSE18R272-LAB MANUAL

KALASALINGAM ACADEMY OF RESEARCH AND EDUCATION

COMPUTER SCIENCE AND EDUCATION

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Section: A5

Course name: java programming

Course Code: CSE18R272

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Create a class called Invoice that a hardware store might use to represent an invoice for an item sold at the store. An Invoice should include four pieces of information as instance variables-a part number(type String),a part description(type String),a quantity of the item being purchased (type int) and a price per item (double). Your class should have a constructor that initializes the four instance variables. Provide a set and a get method for each instance variable.

In addition, provide a method named getInvoice Amount that calculates the invoice amount (i.e., multiplies the quantity by the price per item), then returns the amount as a double value. If the quantity is not positive, it should be set to 0. If the price per item is not positive, it should be set to 0.0. Write a test application named InvoiceTest that demonstrates class Invoice's capabilities.

Source Code:

```
class Employee{
   String firstname;
   String lastname;
   double salary;
   public Employee(String fn,String ln,double sal){
      firstname = fn;
      lastname = ln;
      if(salary<0){
         salary=0.0;
      }
      else{
         salary = sal;
      }
   }
   void setFn(String fn){
      firstname = fn;
   }
   void setLn(String ln){
      lastname=ln;
   }
```

```
    void setSal(double sal){
        if(salary<0){
            salary=0.0;
        }
        else{
            salary = sal;
        }
    }
    String getFn(){
        return firstname;
    }
    String getLn(){
        return lastname;
    }
    double getsal(){
        return salary;
    }
    double sal(int percent){
        salary+=salary*((percent/100.0));

        return salary;
    }

}
public class Main
{
        public static void main(String[] args) {
                Employee em1 = new Employee("koti"," bitra ",40000);
                Employee em2 = new Employee("koteswararao"," b ",50000);

                System.out.println(em1.getFn() + em1.getLn() +em1.getsal());
```

```
                System.out.println(em2.getFn() + em2.getLn() +em2.getsal());
                double s = em1.sal(10);
                System.out.println("Annual salary is " + (s*12));
                double s2 = em2.sal(15);
                System.out.println("Annual salary is " + (s2*12));
        }
}
```

2.) Create a class called Invoice that a hardware store might use to represent an invoice for an item sold at the store. An Invoice should include four pieces of information as instance variables-a part number(type String),a part description(type String),a quantity of the item being purchased (type int) and a price per item (double). Your class should have a constructor that initializes the four instance variables. Provide a set and a get method for each instance variable.

In addition, provide a method named getInvoice Amount that calculates the invoice amount (i.e., multiplies the quantity by the price per item), then returns the amount as a double value. If the quantity is not positive, it should be set to 0. If the price per item is not positive, it should be set to 0.0. Write a test application named InvoiceTest that demonstrates class Invoice's capabilities.

Source Code:

```
class Invoice{
   String pn;
   String pd;
   double p;
   int quantity;
   public Invoice(String pno,String pds,double rate,int qu){
      pn = pno;
      pd = pds;
      p = rate;
      quantity = qu;
      if(p<0){
         p=0.0;
```

```
    }
    else{
        p = rate;
    }
    if(quantity<0){
        quantity=0;
    }
    else{
        quantity = qu;
    }
}
void setPno(String pno){
    pn = pno;
}
void setPds(String pds){
    pd = pds;
}
void setPrice(double rate){
    if(price<0){
        price=0.0;
    }
    else{
        p = rate;
    }
}
void setQu(int qu){
    if(quantity<0){
        quantity=0;
    }
    else{
        quantity = qu;
```

```
    }
  }
  String getPno(){
    return pn;
  }
  String getPds(){
    return pd;
  }
  double getP (){
    return p;
  }
  int getQuant(){
    return quantity;
  }
  double getInvoice(){
    return (p*quantity);
  }

}
public class Main
{
        public static void main(String[] args) {
                Invoice i = new Invoice("m41","cpu",7000,50);
                System.out.println("the invoice of " + i.getPno() + " "+i.getPds()+" "+i.getPrice()+"
"+i.getQuant());
                System.out.println("the net amount is "+ i.getInvoice(); );

        }
}
```