# <u>Dashboard</u> / <u>My courses</u> / <u>CS23333-OOPUJ-2023</u> / <u>Lab-04-Classes and Objects</u> / <u>Lab-04-Logic Building</u>

Status	Finished
Started	Sunday, 6 October 2024, 2:19 PM
Completed	Sunday, 6 October 2024, 2:24 PM
Duration	5 mins 3 secs

```
Question 1
Correct
Marked out of 5.00
```

Create a class Student with two private attributes, name and roll number. Create three objects by invoking different constructors available in the class Student.

Student()

Student(String name)

Student(String name, int rollno)

#### Input:

No input

### **Output:**

No-arg constructor is invoked 1 arg constructor is invoked 2 arg constructor is invoked Name = null , Roll no = 0 Name = Rajalakshmi, Roll no = 0 Name = Lakshmi , Roll no = 101

## For example:

Test	Result			
1	No-arg constructor is invoked			
	1 arg constructor is invoked			
	2 arg constructor is invoked			
	Name =null , Roll no = 0			
	Name =Rajalakshmi , Roll no = 0			
	Name =Lakshmi , Roll no = 101			

# Answer: (penalty regime: 0 %)

```
1 v public class stud{
 2
 3
          private String name;
 4
 5
          private int roll;
 6
          public stud(){
 7
               System.out.println("No-arg constructor is invoked");
 8
               name=null;
 9
               roll=0;
10
11
          }
12
          public stud(String name){
13
               System.out.println("1 arg constructor is invoked");
14
               this.name=name;
15
               roll=0;
16
17
18
          public stud(String name,int roll){
19
               System.out.println("2 arg constructor is invoked");
20
               this.name=name;
21
               this.roll=roll;
22
23
               }
24
25
          public static void main (String[]args){
26
                         stud s1=new stud();
27
                         stud s2=new stud("Rajalakshmi");
                         stud s3=new stud("Lakshmi",101);
28
                        System.out.println("Name ="+s1.name+" , Roll no = "+s2.roll);
System.out.println("Name ="+s2.name+" , Roll no = "+s2.roll);
Svstem.out.println("Name ="+s3.name+" , Roll no = "+s3.roll);
29
30
31
```

```
32 }
33 }
34 35
```

	Test	Expected	Got	
~	1	No-arg constructor is invoked	No-arg constructor is invoked	~
		1 arg constructor is invoked	1 arg constructor is invoked	
		2 arg constructor is invoked	2 arg constructor is invoked	
		Name =null , Roll no = 0	Name =null , Roll no = 0	
		Name =Rajalakshmi , Roll no = 0	Name =Rajalakshmi , Roll no = 0	
		Name =Lakshmi , Roll no = 101	Name =Lakshmi , Roll no = 101	

Passed all tests! 🗸

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```
Question 2
Correct
Marked out of 5.00
```

Create a Class Mobile with the attributes listed below,

```
private String manufacturer;
private String operating_system;
public String color;
private int cost;
```

Define a Parameterized constructor to initialize the above instance variables.

Define getter and setter methods for the attributes above.

for example : setter method for manufacturer is

void setManufacturer(String manufacturer){
this.manufacturer= manufacturer;

}
String getManufacturer(){

return manufacturer;}

Display the object details by overriding the to String() method.

### For example:

Test	Result	
1	<pre>manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000</pre>	

# Answer: (penalty regime: 0 %)

```
1 v public class mobile{
 2
3
        private String man;
 4
 5
        private String os;
 6
        public String clr;
 7
        private int cost;
8
        public mobile(String man,String os,String clr,int cost){
            this.man=man;
10
            this.os=os;
11
            this.clr=clr;
12
            this.cost=cost;
13
14
            public String toString(){
15
                return "manufacturer = "+man+"\n"+"operating_system = "+os+"\n"+"color = "+ clr+"\n"+"cost = "+cost;
16
            public static void main(String[]args){
17
                mobile mobile=new mobile("Redmi", "Andriod", "Blue", 34000);
18
19
                System.out.println(mobile);
20
21
            }
22
23
   }
```

	Test	Expected	Got	
<b>~</b>	1	<pre>manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000</pre>	<pre>manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000</pre>	<b>~</b>

Passed all tests! 🗸

```
Question 3
Correct
Marked out of 5.00
```

Create a class called "Circle" with a radius attribute. You can access and modify this attribute using getter and setter methods. Calculate the area and circumference of the circle.

Area of Circle =  $\pi r^2$ 

Circumference =  $2\pi r$ 

Input:

2

**Output:** 

Area = 12.57

Circumference = 12.57

For example:

Test	Input	Result	
1	4	Area = 50.27	
		Circumference = 25.13	

**Answer:** (penalty regime: 0 %)

Reset answer

```
1 → import java.io.*;
 3 ⋅ import java.util.Scanner;
 4
 5
    class Circle
 6 ▼
    {
 7
        private double radius;
 8 ,
        public Circle(double radius){
 9
            // set the instance variable radius
10
          this.radius =radius;
11
             }
12 •
        public void setRadius(double radius){
13
            // set the radius
14
           this.radius=radius;
15
16
17
        public double getRadius()
18
           // return the radius
19
           return radius;
20
21
22 .
        public double calculateArea() { // complete the below statement
           return Math.PI*radius*radius;
23
24
25
26
        public double calculateCircumference()
27
28
            // complete the statement
29
           return 2*Math.PI*radius;
30
31
32 v class prog{
        public static void main(String[] args) {
33 1
34
            int r;
35
            Scanner sc= new Scanner(System.in);
36
            r=sc.nextInt();
37
            Circle c= new Circle(r);
38
            System.out.println("Area = "+String.format("%.2f", c.calculateArea()));
39
            // invoke the calculatecircumference method
```

	Test	Input	Expected	Got	
~	1	4	Area = 50.27 Circumference = 25.13	Area = 50.27 Circumference = 25.13	~
~	2	6	Area = 113.10 Circumference = 37.70	Area = 113.10 Circumference = 37.70	~
~	3	2	Area = 12.57 Circumference = 12.57	Area = 12.57 Circumference = 12.57	~

Passed all tests! ✓

### ■ Lab-04-MCQ

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