

## Week 8 - S8 - Core OOP - Abstract Class And Interface - Lab Problem

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**Date of Submission:**07/10/25

### QNO1→

Create an abstract class Fruit with protected fields color and taste. Add an abstract method showDetails().

Create an interface Edible with method nutrientsInfo().

Create a class Apple that extends Fruit and implements Edible, adding a variety field.

Hints:

- Use abstract for parent class.
- Use interface for common behavior.
- Implement both abstract and interface methods.

Fruit.java

```
J Fruit.java > Fruit
1  public abstract class Fruit {
2      protected String color;
3      protected String taste;
4
5      public Fruit(String color, String taste) {
6          this.color = color;
7          this.taste = taste;
8      }
9
10     public abstract void showDetails();
11 }
```

Edible.java

```
J Edible.java > Edible
1  public interface Edible {
2      void nutrientsInfo();
3  }
```

## Apple.java

```
J Apple.java > Apple
1  public class Apple extends Fruit implements Edible {
2      private String variety;
3
4      public Apple(String color, String taste, String variety) {
5          super(color, taste);
6          this.variety = variety;
7      }
8
9      @Override
10     public void showDetails() {
11         System.out.println("This is a " + variety + " apple.");
12         System.out.println("It is " + color + " and tastes " + taste + ".");
13     }
14
15     @Override
16     public void nutrientsInfo() {
17         System.out.println("Apples are a good source of fiber and Vitamin C.");
18     }
19 }
```

## Main.java

```
J Main.java > Main
1  public class Main {
2
3      public static void main(String[] args) {
4          Apple myApple = new Apple("Red", "Sweet", "Fuji");
5          myApple.showDetails();
6          myApple.nutrientsInfo();
7      }
8 }
```

## OUTPUT→

```
PS C:\Users\Ramesh\Personal Folders\MISCELLANEOUS\ENTRANCE EXAMS\SRM\SEMESTERS\SEMESTER-3\JAVA-STEP\Weeks\Week 8\Lab Problems\Program1> cd "c:\Users\Ramesh\Personal Folders\MISCELLANEOUS\ENTRANCE EXAMS\SRM\SEMESTERS\SEMESTER-3\JAVA-STEP\Weeks\Week 8\Lab Problems\Program1\" ; if ($?) { javac Main.java } ; if ($?) { java Main }
● This is a Fuji apple.
  It is Red and tastes Sweet.
  Apples are a good source of fiber and Vitamin C.
```

## QNO2→

Create an abstract class Shape with fields area and perimeter. Add abstract methods calculateArea() and calculatePerimeter().

Create an interface Drawable with method draw().

Create a class Circle extending Shape and implementing Drawable.

Hints:

- Abstract methods must be overridden in child class.
- Use interface to add extra behavior.

Drawable.java

```
J Drawable.java
1  public interface Drawable {
2      void draw();
3  }
```

Shape.java

```
J Shape.java > Shape
1  public abstract class Shape {
2      protected double area;
3      protected double perimeter;
4
5      public abstract void calculateArea();
6
7      public abstract void calculatePerimeter();
8  }
```

## Circle.java

```
1  public class Circle extends Shape implements Drawable {
2      private double radius;
3
4      public Circle(double radius) {
5          this.radius = radius;
6      }
7
8      @Override
9      public void calculateArea() {
10         this.area = Math.PI * radius * radius;
11     }
12
13     @Override
14     public void calculatePerimeter() {
15         this.perimeter = 2 * Math.PI * radius;
16     }
17
18     @Override
19     public void draw() {
20         System.out.println("Drawing a circle with radius " + radius);
21     }
22
23     // Optional: Add methods to display calculated values
24     public double getArea() {
25         return area;
26     }
27
28     public double getPerimeter() {
29         return perimeter;
30     }
31 }
```

## Main.java

```
1  public class Main {
2
3      public static void main(String[] args) {
4          // Create a Circle object
5          Circle myCircle = new Circle(5.0);
6
7          // Call methods from the abstract class (Shape)
8          myCircle.calculateArea();
9          myCircle.calculatePerimeter();
10         System.out.println("Circle Area: " + myCircle.getArea());
11         System.out.println("Circle Perimeter: " + myCircle.getPerimeter());
12
13         System.out.println(); // Add a newline for separation
14
15         // Call the method from the interface (Drawable)
16         myCircle.draw();
17     }
18 }
```

## OUTPUT→

```
PS C:\Users\Ramesh\Personal Folders\MISCELLANEOUS\ENTRANCE EXAMS\SRM\SEMESTERS\SEMESTER-3\JAVA-STEP\Weeks\Week 8\Lab Problems\Program2> cd "c:\Users\Ramesh\Personal Folders\MISCELLANEOUS\ENTRANCE EXAMS\SRM\SEMESTERS\SEMESTER-3\JAVA-STEP\Weeks\Week 8\Lab Problems\Program2\" ; if ($?) { javac Main.java } ; if ($?) { java Main }
● Circle Area: 78.53981633974483
  Circle Perimeter: 31.41592653589793

Drawing a circle with radius 5.0
```

### QNO3→

Create an abstract class `Vehicle` with protected fields `speed` and `fuelType`. Add an abstract method `startEngine()`.

Create an interface `Maintainable` with method `serviceInfo()`.

Create a class `Car` that extends `Vehicle` and implements `Maintainable`.

Hints:

- Use `extends` and `implements` together.
- Provide concrete implementations for abstract and interface methods.

Maintainable.java

```
J Maintainable.java > 🔗 Maintainable
1  public interface Maintainable {
2      void serviceInfo();
3  }
```

Vehicle.java

```
1  public abstract class Vehicle {
2      protected int speed;
3      protected String fuelType;
4
5      public Vehicle(int speed, String fuelType) {
6          this.speed = speed;
7          this.fuelType = fuelType;
8      }
9
10     public abstract void startEngine();
11 }
```

## Car.java

```
J Car.java > Car
1 public class Car extends Vehicle implements Maintainable {
2     public Car(int speed, String fuelType) {
3         super(speed, fuelType);
4     }
5
6     @Override
7     public void startEngine() {
8         System.out.println("The " + this.fuelType + " car's engine has started.");
9     }
10
11    @Override
12    public void serviceInfo() {
13        System.out.println("Car service is recommended every 15,000 kilometers or 1 year.");
14    }
15
16    // Optional method to show current speed
17    public void showSpeed() {
18        System.out.println("Current speed: " + this.speed + " km/h");
19    }
20 }
```

## Main.java

```
1 public class Main {
2     Run main | Debug main
3     public static void main(String[] args) {
4         // Create an instance of the Car class
5         Car myCar = new Car(100, "Petrol");
6
7         // Call methods from the abstract class (Vehicle)
8         myCar.startEngine();
9         myCar.showSpeed();
10
11        System.out.println(); // A blank line for readability.
12
13        // Call the method from the interface (Maintainable)
14        myCar.serviceInfo();
15    }
16 }
```

## OUTPUT→

```
PS C:\Users\Ramesh\Personal Folders\MISCELLANEOUS\ENTRANCE EXAMS\SRM\SEMESTERS\SEMESTER-3\JAVA-STEP\Weeks\Week 8\Lab Problems\Program3> cd "c:\Users\Ramesh\Personal Folders\MISCELLANEOUS\ENTRANCE EXAMS\SRM\SEMESTERS\SEMESTER-3\JAVA-STEP\Weeks\Week 8\Lab Problems\Program3\" ; if ($?) { javac Main.java } ; if ($?) { java Main }
The Petrol car's engine has started.
Current speed: 100 km/h

Car service is recommended every 15,000 kilometers or 1 year.
```

### QNO4→

Create an abstract class Employee with fields name and salary. Add abstract method calculateBonus().

Create an interface Payable with method generatePaySlip().

Create a class Manager that extends Employee and implements Payable.

Hints:

- Use abstract method for bonus calculation.
- Interface method should handle pay slip generation.

#### Payable.java

```
J Payable.java
1  public interface Payable {
2      void generatePaySlip();
3  }
```

#### Employee.java

```
J Employee.java > Employee
1  public abstract class Employee {
2      protected String name;
3      protected double salary;
4
5      public Employee(String name, double salary) {
6          this.name = name;
7          this.salary = salary;
8      }
9
10     public abstract void calculateBonus();
11 }
```



## Manager.java

```
J Manager.java > Manager
1 public class Manager extends Employee implements Payable {
2     public Manager(String name, double salary) {
3         super(name, salary);
4     }
5
6     @Override
7     public void calculateBonus() {
8         double bonus = salary * 0.15;
9         System.out.println(name + "'s bonus is INR " + bonus);
10    }
11
12    @Override
13    public void generatePaySlip() {
14        System.out.println("Pay slip for " + name + " generated successfully.");
15        System.out.println("Gross Salary: INR " + salary);
16    }
17 }
```

## Main.java

```
J Main.java > Main
1 public class Main {
2     public static void main(String[] args) {
3         // Create an instance of the Manager class
4         Manager myManager = new Manager("Ramesh", 85000.00);
5
6         // Call methods from the abstract class (Employee) and interface (Payable)
7         myManager.calculateBonus();
8         System.out.println(); // Add a newline for separation
9         myManager.generatePaySlip();
10    }
11 }
```

## OUTPUT→

```
PS C:\Users\Ramesh\Personal Folders\MISCELLANEOUS\ENTRANCE EXAMS\SRM\SEMESTERS\SEMESTER-3\JAVA-STEP\Weeks\Week 8\Lab Problems\Program4> cd "c:\Users\Ramesh\Personal Folders\MISCELLANEOUS\ENTRANCE EXAMS\SRM\SEMESTERS\SEMESTER-3\JAVA-STEP\Weeks\Week 8\Lab Problems\Program4\" ; if ($?) { javac Main.java } ; if ($?) { java Main }
Ramesh's bonus is INR 12750.0

Pay slip for Ramesh generated successfully.
Gross Salary: INR 85000.0
```