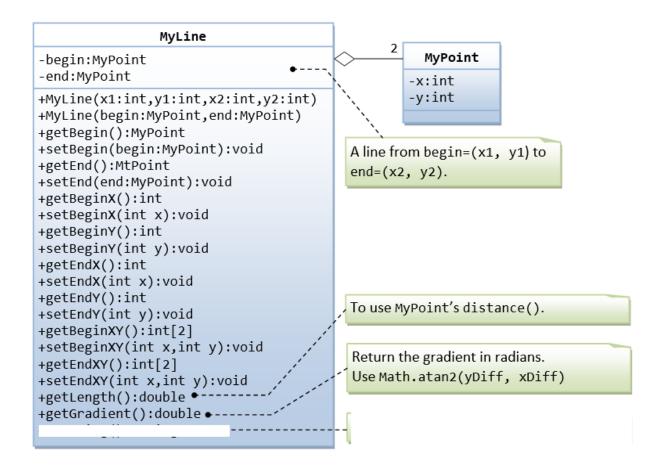
Assignment 7

Task 1:

- a. Create class Vehicle which contains:
 - Vehicle model string
 - Registration number string
 - Vehicle speed (km/hour) integer
 - Fuel capacity (liters) double
 - Fuel consumption (liter/km) double
 - Parameterized constructor that will initialize all the data
 - members with the given values.
 - fuelNeeded() method that will take distance then calculate the
 - · amount of fuel needed
 - A method distanceCovered() that will take time (in hours) as an argument. It will calculate the distance for the given time
 - A display() method that will display all the information of a vehicle.
- b. Create Class Truck which will inherit from Vehicle:
 - Cargo weight limit (Kilo grams)// data member
 - · Parameterized constructor
 - · Setter and getter
 - A display() method which will call parent display() then print Cargo weight value.
- c. Create Class Bus which will inherit from Vehicle:
 - Data members: Num of passengers int
 - Parameterized constructor
 - Setter and getter
 - A display() method which will call parent display() then print the number of passengers.

```
Circle
-radius:double = 1.0
-color:String = "red"
+Circle()
+Circle(radius:double)
+Circle(radius:double,color:String)
+getRadius():double
+setRadius(radius:double):void
+getColor():String
+setColor(color:String):void
+getArea():double
+toString():String.
                     superclass
         extends
                     subclass
               Cylinder
```

"Circle[radius=r,color=c]"



```
MyComplex
-real:double = 0.0
-imag:double = 0.0
+MyComplex()
+MyComplex(real:double,imag:double)
                                               "real+imagi", e.g., "3.1+4.05i"
+getReal():double
                                               (no formatting for double)
+setReal(real:double):void
+getImag():double
                                               Return true if imag is 0
+setImag(imag:double):void
+setValue(real:double,imag:double):void
                                               Return true if real is 0
+toString():String ◆-----
+isReal():boolean ◆
                                               Add right into this instance, and
+isImaginary():boolean ◆
+equals(real:double,imag:double):boolean
                                               return this instance
+equals(another:MyComplex):boolean
+magnitude():double
                                               Add this and right, and return a
+addInto(right:MyComplex):MyComplex
                                               new instance containing the sum
+addNew(right:MyComplex):MyComplex •
```

```
Point
 -x:float = 0.0f
 -y:float = 0.0f
 +Point(x:float,y:float)
 +Point()
 +getX():float
 +setX(x:float):void
 +getY():float
 +setY(y:float):void
 +setXY(x:float,y:float):void
 +getXY():float[2]
 +toString():String ◆
                                            (x,y)"
            extends
               MovablePoint
-xSpeed:float = 0.0f
-ySpeed:float = 0.0f
+MovablePoint(x:float,y:float,
   xSpeed:float,ySpeed:float)
+MovablePoint(xSpeed:float,ySpeed:float)
+MovablePoint()
+getXSpeed():float
+setXSpeed(xSpeed:float):void
+getYSpeed():float
                                              "(x,y),speed=(xs,ys)"
+setYSpeed(ySpeed:float):void
+setSpeed(xSpeed:float,ySpeed:float):void
                                              x += xSpeed;
+getSpeed():float[2]
                                              y += ySpeed;
+toString():String.
                                              return this;
+move():MovablePoint •
```

6. What is the Difference between composition vs inheritance with example by code