JAVA LAB Assignment 6

DUCK

AIML B2

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Code:

```
public class Drown implements SwimBehaviour {
    @Override
    public void swim() {
        System.out.println("Drowning!!!!");
    }
}
```

```
public abstract class Duck {
  QuackBehaviour quackBehaviour;
  SwimBehaviour swimBehaviour:
  FlyBehaviour flyBehavior;
  abstract public void display();
  public void setQuackBehaviour(QuackBehaviour qb) {
  quackBehaviour = qb;
  public void setSwimBehaviour(SwimBehaviour sb) {
  swimBehaviour = sb;
  public void setFlyBehavior(FlyBehaviour fb) {
  flyBehavior = fb;
  public void performSwim(){
  swimBehaviour.swim();
  public void performQuack(){
  quackBehaviour.quack();
  public void performFly() {
  flyBehavior.fly();
```

```
public class Floating implements SwimBehaviour{
  @Override
  public void swim() {
  System.out.println("I can float on water!");
public interface FlyBehaviour {
  void fly();
public class FlyNoWay implements FlyBehaviour {
  @Override
  public void fly() {
  System.out.println("I can't fly.");
}
public class FlyWithWings implements FlyBehaviour {
  @Override
  public void fly() {
  System.out.println("I can fly with wings!");
```

```
//Main.java
Name: Rishi Selam
Class: AIML B2
PRN: 23070126107
public class Main {
  public static void main(String∏ args) {
  MallardDuck md = new MallardDuck();
  System.out.println("----");
  md.display();
  md.performQuack();
  md.performSwim();
  md.performFly();
  System.out.println("-----");
  RedHeadDuck rd = new RedHeadDuck();
  rd.display();
  rd.performQuack();
  rd.performSwim();
  rd.performFly();
  System.out.println("-----");
  RubberDuck rubber = new RubberDuck();
  rubber.display();
  rubber.performQuack();
  rubber.perform Swim();
  rubber.performFly();
  System.out.println("----");
  DecoyDuck deco = new DecoyDuck();
  deco.display();
  deco.performQuack();
  deco.perform Swim();
  deco.performFly();
  System.out.println("----");
```

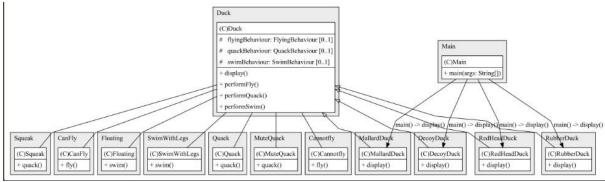
```
public class MallardDuck extends Duck {
  public MallardDuck(){
  quackBehaviour = new Quack();
  swimBehaviour = new SwimWithLegs();
  flyBehavior = new FlyWithWings();
  @Override
  public void display(){
  System.out.println("I am a Mallard Duck");
public class MuteQuack implements QuackBehaviour{
  @Override
  public void quack() {
  System.out.println("...");
public class Quack implements QuackBehaviour{
  @Override
  public void quack() {
  System.out.println("Quack Quack!");
public interface QuackBehaviour {
  public void quack();
public class RedHeadDuck extends Duck {
  public RedHeadDuck() {
  quackBehaviour = new Quack();
  swimBehaviour = new SwimWithLegs();
  flyBehavior = new FlyWithWings();
  @Override
  public void display() {
  System.out.println("I'm a red head duck");
```

```
public class RubberDuck extends Duck {
  public RubberDuck() {
  quackBehaviour = new Squeak();
  swimBehaviour = new Floating();
  flyBehavior = new FlyNoWay();
  @Override
  public void display() {
  System.out.println("I am a Rubber Duck");
public class Squeak implements QuackBehaviour{
  @Override
  public void quack() {
  System.out.println("Squeak!");
public interface SwimBehaviour {
  public void swim();
public class Swim WithLegs implements SwimBehaviour {
  @Override
  public void swim() {
  System.out.println("I believe I can swim");
```

Output:

```
(c) Microsoft Corporation. All rights reserved.
C:\Users\rishi>cd C:\Users\rishi\OneDrive\Desktop\java\Duck
C:\Users\rishi\OneDrive\Desktop\java\Duck>javac Main.java
C:\Users\rishi\OneDrive\Desktop\java\Duck>java Main
I am a Mallard Duck
Quack Quack!
I believe I can swim
I can fly with wings!
I'm a red head duck
Ouack Ouack!
I believe I can swim
I can fly with wings!
I am a Rubber Duck
Squeak!
I can float on water!
I can't fly.
I am a Decoy Duck
Drowning!!!!
I can't fly.
C:\Users\rishi\OneDrive\Desktop\java\Duck>
```

Class Diagram:



Github Repo Link: https://github.com/RishiSelam/Duck_java