

```
import org.json.JSONObject;
import java.text.SimpleDateFormat;
import java.util.ArrayList;
import java.util.Date;
import java.util.Random;
```

Tutorial #9: Introduction to Classes

Question 1:

Assume the following class that represents a playing card.

```
public class PlayingCard
{
    private int value; // ex. 1 (ace) to 13 (king)
    private String color; // ex: "heart" "diamond" "club" "spade"

    public void writeOutput()
    {
        System.out.println(value + " of " + color);
    }
    public void randomCard()
    {
        value = (int)(Math.random()*13)+1; // a random integer between [1..13]
        switch ((int)(Math.random()*4)+1) // a random integer between [1..4]
        {
            case 1: color = "heart"; break;
            case 2: color = "diamond"; break;
            case 3: color = "spade"; break;
            case 4: color = "club"; break;
        }
    }
    public int isAFace()
    {
        // is the value a jack (11), a queen (12) or a king (13)?
        return (value == 11 || 12 || 13)
    }
    public boolean isAnAce()
    {
        return (PlayingCard.value == 1);
    }
}
```

```
import org.json.JSONObject;
import java.text.SimpleDateFormat;
import java.util.ArrayList;
import java.util.Date;
import java.util.Random;
```

And assume the following driver:

```
public class CardDriver{
    public static void main(String[] args)
    {
        PlayingCard mySecondCard = new PlayingCard();
        mySecondCard.randomCard();
        boolean answer = isAnAce();
        do
        {
            mySecondCard = randomCard();
            System.out.println(mySecondCard.isAFace());
            System.out.println(mySecondCard.writeOutput());
        }while (mySecondCard.isAFace());
    }
}
```

A.

Name all the objects of the class PlayingCard.

B.

Name all the methods of the class PlayingCard.

C.

The class and the driver program contain several syntax errors. Identify and correct them.

```
import org.json.JSONObject;
import java.text.SimpleDateFormat;
import java.util.ArrayList;
import java.util.Date;
import java.util.HashMap;
```

Question 2:

Given the following class definition

```
public class Question {
    private int gradeQ1;
    private int gradeQ2;
    private int gradeQ3;
    private int total;
    public void computeTotal(){
        ...
    }
    public int returnTotal(){
        ...
    }
    public void printTotal(){
        ...
    }
    public boolean getQuestionRight(){
        ...
    }
}
```

1. How many states does an object of type class have and what are their names?
2. Write down the complete header of one of the methods of class Question?
3. What is the return type of the method computeTotal()?
4. What is the return type of the method getQuestionRight()?
5. Complete the method computeTotal() so that it calculates the total score (sum of gradeQ1, gradeQ2 and gradeQ3) and assigns it to the attribute total.
6. Complete the method returnTotal() which returns the total score.
7. Complete the method printTotal() which displays the total score along with a descriptive message.

```
import org.json.JSONObject;
import java.text.SimpleDateFormat;
import java.util.Date;
import java.util.HashMap;
```

Question 3:

Consider the following class:

```
public class AClass {
    private int a;
    public int b;

    public AClass() {
        a = 10;
        b = 10;
    }

    private void increment() {
        increment(1);
    }

    public void increment(int i) {
        a+= i;
        b+= i;
    }
}
```

and the following declaration in the driver class:

```
AClass obj1 = new AClass();
```

Indicate if the following instructions will cause a syntax error if they are placed in the driver class after the above declaration. If there is an error, briefly explain why.

- a) `System.out.print(obj1);`
- b) `AClass.increment(5+5);`
- c) `System.out.print(obj1.a);`
- d) `System.out.print(obj1.b);`