Question 1:   **[12]**

Define a class and name it as "**Shark**". Add the following inside the class.

1. Define instance variables *species, color, weight*
2. Add a parameterized **constructor** which will take 3 parameters. Inside the constructor initializes the attributes with the parameters passed to the constructor.
3. Add the following methods.
   a. public void hunt(String *prey, double pWgt*)
      – Inside the method, print "*species* like to hunt *prey*." where *species* is the value of the *species* attribute and *prey* is the value of the parameter passed to the method. Also increase the *weight* by *pWgt* amount.
   b. public double getWeight()
      – the method should return the *weight* attribute.
   c. public void display()
      – inside the method, print the value of all three attributes.

Question 2:   **[8]**

Define a class and name it as "**Zoo**". Define the **main** method inside the class. Inside the main, do the following.

1. Create an object of **Shark** class *species*="Whale Shark", *color*="gray and white" and *weight* =last 4 digits of your registration number. Store the reference to a variable name *shark*.
2. Call the **hunt(…)** method using the *shark* variable and pass *"fish"* and last digit of your id as the parameters of the method.
3. Call the **display(…)** method using the *shark*.
   - What is the output of this method?

Time: 30 min   Mark: 20

Name: **ID:**

Question 1:   **[12]**

Define a class and name it as "**Movie**". Add the following inside the class.

1. Define instance variables ***name, duration, rank***
2. Add a parameterized **constructor** which will take 3 parameters for the 3 attributes. Inside the constructor initializes the respective attributes with the parameters passed to the constructor.
3. Add the following methods.
    a. *public void reviewThisMovie(boolean isGood, double score)*
       – Inside the method, increase the ***rank*** by ***score*** amount if ***isGood*** is true. If ***isGood*** is false, decrease the ***rank*** by ***score*** amount. Here ***rank*** are instance variables where as ***isGood*** and ***score*** are the values of the parameters passed to the method.
    b. public int getRank()
       – the method should return the ***rank*** attribute.
    c. public void display()
       – inside the method, print the value of all three attributes.

Question 2:   **[8]**

Define a class and name it as "**MovieContest**". Define the **main** method inside the class. Inside the main, do the following.

1. Create an object of **Movie** class ***name***=your name, ***duration*** = last 2 digits of your registration number, and ***rank*** =last digit of your registration number. Store the reference to a variable name ***myMovie***.
2. Call the ***reviewThisMovie(…)*** method using the ***myMovie*** variable and pass true and ***3*** as the parameters of the method.
3. Call the **display(…)** method using the ***myMovie***.
    - What is the output of this method?