

United International University

Department of Computer Science & Engineering (CSE) CT-2, Summer-2022, Section-A

Course Code: CSE 1115, Course Title: Object Oriented Programming

Time: 40 Minutes

```
Create a main class named Test and create
0.1.
       class Rectangle {
          private int length;
                                                                        an Array of three objects of the given
          private int breadth;
                                                                        Rectangle class.
                                                                        Initialize the objects with values of (2,4),
                                                                 ii.
          public Rectangle (int l, int b) {
                                                                        (4,5), and (7,8) for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> objects
            length = l;
                                                                        respectively.
            breadth = b;
                                                                        Using a loop, call the getArea() methods
                                                                iii.
          public int getArea () {
                                                                        with three objects.
            return length * breadth;
         }
       }
Q.2.
                                                               The Vehicle class's instance variables, myBrand, and
                                                                                                                       [4]
                                                               myModel, and its toString() method are listed in the
                             Vehicle
                                                               Vehicle class box in the above figure. You also need
                          +myBrand
                                                               to create a 2-parameterized constructor in the Vehicle
                          +myModel
                                                               class which will initialize those instance variables.
                                                               Similarly, the Bicycle and Skateboard each define
                          +toString()
                                                               their own instance variables: myGearCount and
                                                               myBoardLength respectively. Create each of these
                                                               classes where Vehicle is the superclass and Bicycle
                                                               and Skateboard are subclasses. You need to create a
                                         Skateboard
                 Bicycle
                                                               constructor in both of these subclasses which will
                                                               initialize their parent class variables as well as their
              +myGearCount
                                        +myBoardLength
                                                               own, by using the super keyword.
Q.3.
       package pkg;
                                                               package pkg2;
                                                                                                                       [2]
                                                               class mainpackages
          class display
                                                                  { public static void main(String args[])
          {
            int x;
                                                                       display[] arr=new display[3];
            void show()
                                                                       for(int i=0;i<3;i++)
               if (x > 1)
                                                                          arr[i]=new display();
                  System.out.print(x + " ");
                                                                       arr[0].x = 0;
                                                                       arr[1].x = 1;
         }
                                                                       arr[2].x = 2;
                                                                       for (int i = 0; i < 3; ++i)
                                                                          arr[i].show();
                                                                     }
       Write necessary codes to correctly run the mainpackages class. What will be the output of the corrected
       class.
```