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(1)

6. Write a Java program that accepts the length and width of a piece of land as a Double object. Use appropriate wrapper class methods to calculate and display the area of the land.

[*Tulis aturcara Java yang menerima panjang dan lebar suatu bidang tanah sebagai objek Double. Gunakan metod-metod kelas wrapper yang bersesuaian untuk mengira dan memaparkan keluasan kawasan tanah tersebut.*]

(2)

7. Write a program that asks the user to enter a series of single digit numbers with nothing separating them. The program should sum up all the single digit numbers in the string. For example, if the user enters 1234, the program should return 10, which is the sum of 1, 2, 3, and 3.

[*Tulis aurcara yang bertanya pengguna untuk memasukkan satu siri angka yang tidak terpisah. Aturcara ini perlu menjumlahkan semua angka tunggal dalam rentetan tersebut. Contohnya, sekiranya pengguna memasukkan 1234, aturcara tersebut akan mengembalikan 10, yang merupakan jumlah bagi 1, 2, 3, dan 3.*]

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dikomp...

(3)

2. Write a Java program using enum that displays a message reporting the acidity of a liquid flowing into a flow channel.
[*Tulis program Java menggunakan enum untuk memaparkan mesej yang melaporkan keasidan cecair yang mengalir pada satu alur.*]

Color	*Message*
Red	Acidic Substance
Blue	Basic Material
Purple	Neutral

Invoke method gc() to dispose the object created.
[*Panggil metod gc() untuk menyingkirkan objek yang telah dibina.*]

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4. Determine whether the given programs have errors. If there are errors, g reasons and provide the correct version. Otherwise state the output.
[*Tentukan sama ada aturcara yang diberikan mempunyai ralat. Sekiranya a ralat, berikan sebabnya dan sediakan versi yang betul. Sebaliknya (jika tia ralat), nyatakan outputnya.*]

i.

```
1  class Test1 {
2    public static void main(String[] args) {
3      Object x = new Integer(2);
4      System.out.println(x.toString());
5    }
6  }
```

ii.

```
1  class Test2 {
2    public static void main(String[] args) {
3      Object x = new Integer(2);
4      System.out.println(x.doubleValue());
5    }
6  }
```

iii.

```
1  class Test3 {
2    public static void main(String[] args) {
3      Double x = Double.parseDouble("12.3");
4      System.out.println(x.doubleValue());
5    }
6  }
```

iv.

```
1  class Test4 {
2    public static void main(String[] args) {
3      Double x = Double.valueOf(12.3);
4      System.out.println(x);
5    }
6  }
```

v.

```
1  class Test5 {
2   int doX(Long x, Long y) {
3         return 1;
4   }
5
6   int doX(Integer x, Integer y) {
7         return 2;
8   }
9   double doX(Double x, Double y) {
10        return 3.5;
11  }
12   public static void main(String[] args) {
13     new Test5().go();
14   }
15   void go() {
16         short s = 7;
17         System.out.print (doX(s,s) + "  ");
18   }
19 }
```

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Program 3.8 illustrates the working of Wrapper class. Modify the program by creating objects from primitive data type double, long, float, short, byte and character from their corresponding wrapper class.

[Aturcara 3.8 menunjukkan penggunaan kelas Wrapper. Ubahsuai aturcara dengan menciptakan objek-objek daripada data primitf double, long, float, short, byte *dan* character *daripada kelas wrapper berkaitan.]*

```
1  //Program 3.8
2  public class TestWrapper {
3      public static void main(String [] args){
4          int year = 1957;
5          Integer obj1;
6          obj1 = year;
7
8          System.out.println("\nObject 1-obj1:\t"+obj1);
9
10         Integer obj2 = new Integer(1956);
11         int num2;
12         num2 = obj2; //unboxing
13
14         System.out.println("Number,num2:\t"+num2);
15         System.out.println("Object 2-obj2:\t\n"+obj2);
16     }
17 }
```

6

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LE 5

```
else
    System.o...
than " + Sports.TENNIS);
```

Given Program 3.6, answer the following questions:
[*Diberi Program 3.6, jawab soalan berikut:*]

```
//Program 3.6
1   ____________ Satay (MUTTON, OSTRICH, CHICKEN, BEEF }
2   public class SatayTest {
3   Satay satay;
4   public SatayTest(Satay satay) {
5   this.satay = satay;
6   }
7   public void order() {
8   switch (satay) {
9   case MUTTON: System.out.println("Mutton Satay -
10               Fabulous.");
11               System.out.println("Price is RM0.60/each");
12               break;
13  case OSTRICH: System.out.print("Ostrich Satay ");
14                System.out.println("For Low Cholestrol
15                Diet.");
16                System.out.println("Price is RM1.00/each");
17                break;
18  case CHICKEN: System.out.print("Azzain's Chicken Satay ");
19                System.out.println(" Family Favourite's .");
20                System.out.println("Price is RM0.70/each");
21                break;
22
23  case BEEF:   System.out.println("Beef Satay - Grandma loves
24               IT!.");
25               System.out.println("Price is RM0.80/each");
26               break;
27  default:     System.out.println("Wrong Choice.");
28               break;
29      }
30  }
31  public static void main(String[] args) {
32    ____________________________________________
33    ____________________________________________
34  }
35  }
```

i. At line 2, insert suitable keyword to declare the enumeration type `Satay`.
[*Pada baris 2, masukkan katakunci yang sesuai untuk mengisytihar jenis enumeration* `Satay`.]

ii. At line 32, write a statement to create object `order1` from class `SatayTest` and pass `OSTRICH`.
[*Pada baris 47, tuliskan satu pernyataan untuk mencipta objek* `order1` *daripada kelas* `SatayTest` *dan hantarkan* `OSTRICH`.]

iii. At line 33, write a statement for object **order1** to call method `order()` in class `SatayTest`.
[*Pada baris 49, tuliskkan satu pernyataan bagi objek* `order1` *untuk memanggil metod* `order()` *dalamkelas* `SatayTest`.]

iv. State the output of the program.
[*Nyatakan output bagi aturcara.*]