

WEEK-8

Question: Create a class FRUIT which has data members colour, taste and price. Also create a

method display() which will print values of FRUIT object. Create three objects of FRUIT class and call their display() methods.

Code:

```
class Fruit {  
    String colour, taste;  
    double price;  
    Fruit(String c, String t, double p){  
colour=c; taste=t; price=p;  
    }  
    void display(){  
        System.out.println("Colour: "+colour+", Taste: "+taste+", Price: "+price);  
    }  
    public static void main(String[] args){  
        Fruit f1=new Fruit("Red","Sweet",50);  
        Fruit f2=new Fruit("Green","Sour",30);  
Fruit f3=new Fruit("Yellow","Sweet",40);  
f1.display(); f2.display(); f3.display();  
    }  
}
```

Output:

Output:

Colour: Red, Taste: Sweet, Price: 50.0

Colour: Green, Taste: Sour, Price: 30.0

Colour: Yellow, Taste: Sweet, Price: 40.0

Question: Create a class FRUIT having method setDetails() and display().

Code:

```

class Fruit2 {   String colour, taste;
double price;   void setDetails(String
c,String t,double p){       colour=c; taste=t;
price=p;
    }
    void display(){
        System.out.println("Colour: "+colour+", Taste: "+taste+", Price: "+price);
    }
    public static void main(String[] args){
        Fruit2 f=new Fruit2();
        f.setDetails("Red","Sweet",60);
        f.display();
    }
}

```

Output:

Output:

Colour: Red, Taste: Sweet, Price: 60.0

Question: Set values using Constructor.

Code:

```

class Fruit3 {   String
colour, taste;
double price;
    Fruit3(String c,String t,double p){
colour=c; taste=t; price=p;
    }
    void display(){
        System.out.println("Colour: "+colour+", Taste: "+taste+", Price: "+price);
    }
}

```

```
public static void main(String[] args){  
    Fruit3 f=new Fruit3("Purple","Sweet",70);  
        f.display();  
    }  
}
```

Output:

Output:

Colour: Purple, Taste: Sweet, Price: 70