

# java06

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## Task1

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### 关于java为什么不支持多继承:

假如两个父类有方法名，形参均相同，而方法体不同的方法，子类在调用时就不知道使用哪个了~~~

## Task2

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### 这个是常量类

```
package task6;

public class constant {
    public static final double PI = 3.14;
}
```

### 这个是接口

```
package task6;

public interface demo {
    double getLength(double a, double b);
    double getArea(double a, double b);
}
```

### 以下两个是实现类

```
package task6;

public class Juxing implements demo{
    @Override
    public double getLength(double a, double b) {
        return 2 * (a + b);
    }

    @Override
    public double getArea(double a, double b) {
        return a * b;
    }

    public static void main(String[] args) {
        Juxing yuan = new Juxing();
        double a = 5;
        double b = 5;
        System.out.print("矩形的宽是:");
        System.out.println(a);
    }
}
```

```

        System.out.print("矩形的高是:");
        System.out.println(b);
        System.out.print("矩形的周长是:");
        System.out.println(yuan.getLength(a, b));
        System.out.print("矩形的面积是:");
        System.out.println(yuan.getArea(a, b));
    }
}

```

```

package task6;

public class Yuan implements demo{
    //对几何图形进行建模并完成圆，三角形，矩形的周长，面积计算
    //其实还有另一种做法，使用接口来完成，请你给出使用接口的解答
    @Override
    public double getLength(double r, double i) {
        return 2 * constant.PI * r;
    }

    @Override
    public double getArea(double r, double i) {
        return constant.PI * r * r;
    }

    public static void main(String[] args) {
        Yuan yuan = new Yuan();
        int r = 5;
        System.out.print("圆的周长是:");
        System.out.println(yuan.getLength(r, 0));
        System.out.print("圆的面积是:");
        System.out.println(yuan.getArea(r, 0));
    }
}

```

P.S. 感觉圆，矩形，三角形需要的形参不一样（圆只需要半径，矩形需要长宽，三角需要三边）所以我只能做出这个简化的,大佬轻喷~~~ QWQ

## Task3

### 权限修饰符：

private：只能本类。

缺省：同一个包。

protected：同一个包 + 子孙类

public：任意位置

(黑马老师说一般就使用private和public就好)

### 以下是银行账户的代码

```

package task6;

```

```
public class BankAccount {
    private String accountNumber;
    private String accountHolder;
    private double balance;
    private String password;

    BankAccount(String accountNumber, String accountHolder, double
initialBalance, String password) {
        System.out.println("创建账户成功! ");
        this.accountNumber = accountNumber;
        this.accountHolder = accountHolder;
        this.balance = initialBalance;
        this.password = password;
        System.out.println(this.getAccountInfo());
    }

    void deposit(double amount) {
        balance = amount + balance;
        System.out.println("存款成功!当前金额为" + balance + "元");
    }

    boolean withdraw(double amount, String inputPassword) {
        if(inputPassword.equals(password)){
            if(amount <= balance){
                balance = balance - amount;
                System.out.println("取款成功! 当前余额为" + balance + "元");
                return true;
            }else{
                System.out.println("取款失败! 余额不足");
                return false;
            }
        }else{
            System.out.println("取款失败! 密码错误");
            return false;
        }
    }

    boolean transfer(BankAccount recipient, double amount, String
inputPassword) {
        if (inputPassword.equals(password)){
            if (amount <= balance){
                balance = balance - amount;
                recipient.balance = recipient.balance + amount;
                System.out.println("转账成功! 当前余额为" + balance + "元");
                return true;
            }else{
                System.out.println("转账失败! 余额不足");
                return false;
            }
        }else{
            System.out.println("转账失败! 密码错误");
            return false;
        }
    }
}
```

```
double getBalance() {  
    return balance;  
}  
  
String getAccountInfo() {  
    return "账号是: " + accountNumber + "\n" + "用户是: " + accountHolder +  
"\n" + "收支结余为: " + balance + "\n" + "您的密码是: " + password;  
}  
public boolean validatePassword(String inputPassword) {  
    return true;  
}  
public boolean validateAmount(double amount) {  
    return true;  
}
```