

Object Oriented Programming (Java) Lab (CS 413)

Assignment - 05

Due date: 12.02.2021

1. Design two interfaces Player and Game with following methods.

Player: setName(String), getName(), getStatistic(), setStatistics(obj)

Game: playGame()

Implement these interfaces with classes football, cricket, basketball.

setStatistics(obj) will initialize data related to number of matches, total number of goals/wickets, no. of wins in regional/national/international level etc.

getStatistics() will provide information related to average goals/wickets, National/International performance detail etc.

Design class Play which will take details of different players (for a match) as input and display their detail statistics as output.

2. Define a class Editor that can edit existing sentences. The class method will display existing sentence and ask for user modification. User will be allowed to add new word in the sentence, modify existing word spelling, delete any specific word and add punctuation in the sentence. (Hints: Use String and StringBuffer class)

Submit on or before the due date by sending the necessary files (program file, input file, output file etc.) to cs312submit@gmail.com in a single mail as a simple attachment.