

Lab: Defining Classes

This document defines the lab for ["Java Advanced" course @ Software University](#). Please submit your solutions (source code) of all below described problems in [Judge](#).

Part I: Defining Classes

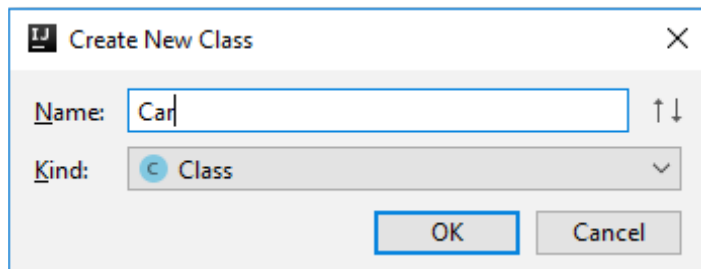
1. Car Info

Create a class named **Car**.

The class should have **public** fields for:

- Make: **String**
- Model: **String**
- Horse Power: **int**

Create a **new class** and ensure **proper naming**

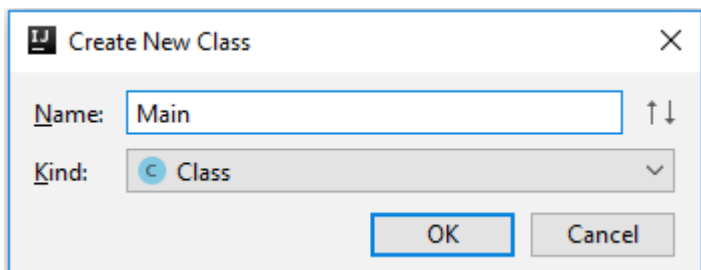


The screenshot shows a 'Create New Class' dialog box. The 'Name' field is filled with 'Car' and the 'Kind' dropdown menu is set to 'Class'. There are 'OK' and 'Cancel' buttons at the bottom right.

Define the fields

```
public class Car {  
    public String make;  
    public String model;  
    public int horsepower;  
}
```

Create a Test client in the **same package**



The screenshot shows a 'Create New Class' dialog box. The 'Name' field is filled with 'Main' and the 'Kind' dropdown menu is set to 'Class'. There are 'OK' and 'Cancel' buttons at the bottom right.

You should be now able to use your class

```

public class Main {
    public static void main(String[] args) {

        Car car = new Car();

        car.make = "Chevrolet";
        car.model = "Impala";
        car.horsePower = 390;

        System.out.println(String.format(
            "The car is: %s %s - %d HP.",
            car.make, car.model, car.horsePower
        ));
    }
}

```

Private Fields

Change the access modifiers of all class fields to **private**.

When done go back to the main method you should have **compilation** errors, like this:

```

public class Main {
    public static void main(String[] args) {

        Car car = new Car();

        car.make = "Chevrolet";
        car.model = "Impala";
        car.horsePower = 390;

        System.out.println(String.format(
            "The car is: %s %s - %d HP.",
            car.make, car.model, car.horsePower
        ));
    }
}

```

Getters and Setters

Create **getters** and **setters** for each class field.

Getter for the car make:

```

public String getMake() {
    return this.make;
}

```

Setter for the car make:

```
public void setMake(String make) {  
    this.make = make;  
}
```

Do the same for **all** the fields.

Fix main method

You should **set** and **get** the **values** by using the correct methods

```
public class Main {  
    public static void main(String[] args) {  
  
        Car car = new Car();  
  
        car.setMake("Chevrolet");  
        car.setModel("Impala");  
        car.setHorsePower(390);  
  
        System.out.println(String.format(  
            "The car is: %s %s - %d HP.",  
            car.getMake(), car.getModel(), car.getHorsePower()  
        ));  
    }  
}
```

Create Car Info Method

This method should return the info about any car object in the following format:

"The car is: {made} {model} – {horsePower} HP."

You have to figure out how to create a method and to use it in the outside code as shown below

```
System.out.println(car.getInfo());
```

Test The Program

Read a cars objects, add them to collection of your chose and the print each one on the console using the carInfo() method. The input consists of single integer **N** the number of lines representing car objects. One each line you will read car info in the following format {make} {model} {horsePower} separated by single space.

Examples

Input	Output
3 Chevrolet Impala 390 Luskava Jigula 500 Golqma Kola 49	The car is: Chevrolet Impala - 390 HP. The car is: Luskava Jigula - 500 HP. The car is: Golqma Kola - 49 HP.
5 This Car 1 Was Made 2	The car is: This Car - 1 HP. The car is: Was Made - 2 HP. The car is: Only For - 3 HP.

Only For 3 Test Purposes 4 No Way 5	The car is: Test Purposes - 4 HP. The car is: No Way - 5 HP.
---	---

Part II: Constructors

2. Car Constructors

Make proper constructors for the Car class so you can create car objects with different type of input information.

If you miss information about field of **type String** set the value to **"unknown"**, and for **integer** field set **-1**.

First **declare constructor** which takes only the car make as parameter:

```
public Car(String make) {
    this.make = make;
    this.model = "unknown";
    this.horsePower = -1;
}
```

Also create **constructor** which **sets** all the **fields**:

```
public Car(String make, String model, int horsePower){
    this.make = make;
    this.model = model;
    this.horsePower = horsePower;
}
```

Read information about car the same way as the previous task, however this time use **constructors** to create the objects, not creating object with the **default** constructor. You should be able to handle **different types** of input, the format will be the same as the previous task, but this time some of the data may be missing. For an example you can get only the car **make** – which means you have to set the car model to **"unknown"** and the Horse Power value to **-1**. There will be lines with **complete** car data, declare constructor which sets all the fields.

You have to add the car objects to a **collection** of your chose and print the data as in the previous task. The input will **always** have one or three elements on each line.

Examples

Input	Output
2 Chevrolet Golqma Kola 49	The car is: Chevrolet unknown - -1 HP. The car is: Golqma Kola - 49 HP.
4 Was Only For 3 Test Purposes 4 No Way 5	The car is: Was unknown - -1 HP. The car is: Only For - 3 HP. The car is: Test Purposes - 4 HP. The car is: No Way - 5 HP.

3. Bank Account

Create class **BankAccount**.

The class should have **private fields** for:

- Id: **int** (Starts from 1 and **increments** for every **new account**)
- Balance: **double**
- Interest rate: **double** (Shared for all accounts. **Default value: 0.02**)

The class should also have **public methods** for:

- **setInterestRate(double interest): void (static)**
- **getInterest(int Years): double**
- **deposit(double amount): void**

Create a test client supporting the following commands:

- Create
- Deposit {Id} {Amount}
- SetInterest {Interest}
- GetInterest {ID} {Years}
- End

Examples

Input	Output	Comments
Create Deposit 1 20 GetInterest 1 10 End	Account ID1 created Deposited 20 to ID1 4.00	
Create Create Deposit 1 20 Deposit 3 20 Deposit 2 10 SetInterest 1.5 GetInterest 1 1 GetInterest 2 1 GetInterest 3 1 End	Account ID1 created Account ID2 created Deposited 20 to ID1 Account does not exist Deposited 10 to ID2 30.00 15.00 Account does not exist	Sets the global interest rate to 1. Prints interest for bank account with id 1 for 1 year period.

Solution

Create the class as usual and create a **constant** for the default interest rate

```
class BankAccount {  
    private final static double DEFALUT_INTEREST_RATE = 0.02;  
}
```

Create the static and non-static fields, **all private**

```
class BankAccount {
    private final static double DEFALUT_INTEREST_RATE = 0.02;
    private static double interesetRate = DEFALUT_INTEREST_RATE;
    private static int bankAccountCount = 1;
    private int id;
    private double balance;
}
```

Set the id of an account upon creation while **incrementing** the global account count

```
BankAccount() {
    this.id = bankAccountCount++;
}
```

Create a setter for the global interest rate. Making the method **static** will let you access it through the class name

```
static void setInterestRate(double interestRate) {
    BankAccount.interesetRate = interestRate;
}
```

Implement **deposit()** and **getInterest()**

```
void deposit(double amount) {
    this.balance += amount;
}
double getInterest(int years) {
    return BankAccount.interesetRate * years * this.balance;
}
```