CPSC 131: Introduction to Computer Programming II Program 3: Inheritance and Interface

1 Description of the Program

In this assignment, you will write **five** classes:

- Student class: This class inherits from a superclass Person (given to you).
- Instrucor class: This class inherits from a superclass Person.
- UniqueStudentList class: This class is used to store a list of non-redundant students.
- UniqueInstructorList class: This class is used to store a list of non-redundant instructors.
- PersonTester class: This class handles reading dataset into UniqueStudentList and UniqueInstructorList objects, and printing them out in a sorted order.

The implementation details are described as follows.

1.1 Student class

In the first file Student.java, you should include the following additional instance variables and methods (other than all instance variables and methods inherited from class Person):

- Private instance variables studentID, and major;
- A constructor takes four inputs (name, age, studentID and major);
- Two additional getter methods to return each of instance variables (accessor);
- Two setter methods to change each of instance variables (mutator);
- A method toString that converts a student's information into string form. The string should have the format as shown in Figure 5. You should **override** superclass toString() method.
- A method compareTo that implements the interface Comparable, so that Student objects can be sorted by studentID in an ascending order.
- A method equals that compares this student's information with another object's information. Return true if they are same, false if they are not.

The summary of the Student class is given below.



Figure 1: Summary of the Student Class.

1.2 Instructor class

In the second file Instructor.java, you should include the following additional instance variables and methods (other than all instance variables and methods inherited from class Person):

- Private instance variable salary;
- A constructor takes three inputs (name, age, and salary);
- One additional getter method to return the instance variable (accessor);
- One setter method to change the instance variable (mutator);
- A method toString that converts an instructor's information into string form. The string should have the format as shown in Figure 5. Specifically, you need to format



Figure 2: Summary of the Instructor Class.

salary value to 2 decimal places, and make them right aligned. You should also override superclass toString() method.

- A method compareTo that implements the interface Comparable, so that Instructor objects can be sorted by salary in an ascending order.
- A method equals that compares this instructor's information with another object's information. Return true if they are same, false if they are not.

The summary of the Instructor class is given below.

1.3 UniqueStudentList class

In the third file UniqueStudentList.java, you may include the following instance variables and methods:

- Private instance variable studentArrayList (type: ArrayList<Student>);
- A default constructor to initialize studentArrayList;

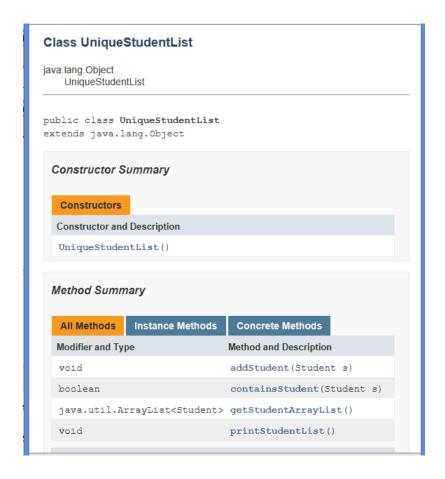


Figure 3: Summary of the UniqueStudentList Class.

- One getter method to return the instance variable (accessor);
- A method addStudent that add a student into studentArrayList. Make sure you only add it if studentArrayList does not contain this new student object. Otherwise, you will not add it to the list.
- A method containsStudent that is used to check whether the input student is in studentArrayList or not. This method may be called within the addStudent method.
 Note: You really don't have to implement this method if you don't want. You can do the checking process within the addStudent method. It makes your implementation cleaner if adding this method.

1.4 UniqueInstructorList class

In the fourth file UniqueInstructorList.java, you may include the following instance variables and methods:

• Private instance variable instructorArrayList (type: ArrayList<Instructor>);



Figure 4: Summary of the UniqueInstructorList Class.

- A default constructor to initialize instructorArrayList;
- One getter method to return the instance variable (accessor);
- A method addInstructor that add an instructor into instructorArrayList. Make sure you only add it if instructorArrayList does not contain this new Instructor object. Otherwise, you will not add it to the list.
- A method containsInstructor that is used to check whether the input instructor is in instructorArrayList or not. This method may be called within the addInstructor method.

Note: You really don't have to implement this method if you don't want. You can do the checking process within the addInstructor method. It makes your implementation cleaner if adding this method.

1.5 PersonTester class

In the fifth file PersonTester. java, you will need to do the followings:

- 1. You need to read data file "data1.txt" into the UniqueStudentList object, Specifically, for each line you read, you need to create a Student object, and then add the student into the student list.
- 2. Do sorting on the student array list, and then print out a sorted student list (sorted by studentID). The outputs should should include the followings:
 - (a) Student list information: including **number** of non-duplicated students;
 - (b) Detailed student list through calling the method of printStudentList.

be nicely labeled and

3. Repeat the above steps to read data file "data2.txt" into UniqueInstructorList object.

Your final program output should look like Figure 5.

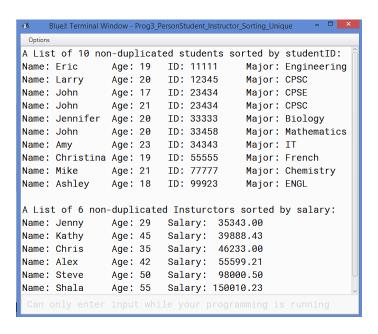


Figure 5: A screenshot of the program output.

2 Submission

Upload the following items on D2L dropbox, including:

- 1. A zipped file containing the source code of all java files).
- 2. Screenshot of your program output (Similar to sample output shown in Figure 5).