

Department of Computer Science

420-201-VA Programming 2

Week 11 part 1: Classes and Objects

Task 1:

Implement the following classes based on descriptions below:

- A. Design a Ship Class that has the following members:
 - a. A field for the name of the ship (a string).
 - b. A field for the year that the ship was built (a string).
 - c. A constructor and appropriate accessors and mutators.
 - d. A toString method that displays the ship's name and the year it was built.
- B. Design a CruiseShip class that extends the Ship class. The CruiseShip class should have the following members:
 1. A field for the maximum number of passengers (an int).
 2. A constructor and appropriate accessors and mutators.
 3. A toString method that overrides the toString method in the base class. The CruiseShip class's toString method should display only the ship's name and the maximum number of passengers.
- C. Design a CargoShip class that extends the Ship class. The CargoShip class should have the following members:
 1. A field for the cargo capacity in tonnage (an int).
 2. A constructor and appropriate accessors and mutators.
 3. A toString method that overrides the toString method in the base class. The CargoShip class's toString method should display only the ship's name and the ship's cargo capacity.
- D. Demonstrate the classes in a program that has a Ship array. Assign various Ship, CruiseShip, and CargoShip objects to the array elements. **The program should then step through the array, calling each object's toString method.**

Task 02

Implement the following classes along with their driver class based on the UML class diagrams: (implement a **has-a** relationship)

