**Week-8**

**Q-1 Create a class FRUIT which has data members color, taste and price. Also create a method display() which will print values of FRUIT object. Create three objects of FRUIT class and call their display() methods.**

class FRUIT{

    String color;

    String taste;

    double price;

    void display()

    { System.out.print("Color="+color+"\nTaste="+taste+"\nPrice="+price);

        System.out.println("\n");

    }

}

public class Week\_8\_Q1 {

    public static void main(String[] args) {

      FRUIT f1=new FRUIT();

      FRUIT f2=new FRUIT();

      FRUIT f3=new FRUIT();

      f1.color="Red";

      f1.price=20.00;

      f1.taste="Sweet";

      System.out.println("Fruit-1");

      f1.display();

      f2.color="Orange";

      f2.price=50.00;

      f2.taste="Sweet & Sour";

      System.out.println("Fruit-2");

      f2.display();

      f3.color="Yellow";

      f3.price=20.00;

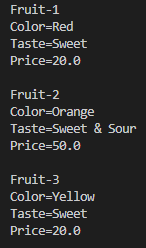
      f3.taste="Sweet";

      System.out.println("Fruit-3");

      f3.display();

    }

}



**Q-2 Create a class FRUIT which has data members color, taste and price. It has a method setDetails() which will set the values of color, taste and price. Also create a method display() which will print values of FRUIT object.**

import java.util.Scanner;

class FRUIT{

    String color;

    String taste;

    double price;

    void set\_Details()

    {

        Scanner sc=new Scanner(System.in);

        System.out.print("Enter color:");

        color=sc.nextLine();

        System.out.print("Enter taste:");

        taste=sc.nextLine();

        System.out.print("Enter price:");

        price=sc.nextDouble();

    }

    void display()

    {    System.out.print("Color="+color+"\nTaste="+taste+"\nPrice="+price);

        System.out.println("\n");

    }

}

public class Week\_8\_Q2{

    public static void main(String[] args) {

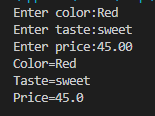
      FRUIT f1=new FRUIT();

      f1.set\_Details();

      f1.display();

    }

}



**Q-3 In previous question, set the values of using color, taste and price using Constructor.**

import java.util.Scanner;

class FRUIT{

    String color;

    String taste;

    double price;

    FRUIT(String a,String b,double c)

    {

        color=a;

        taste=b;

        price=c;

    }

    void display()

    {    System.out.println("Color="+color+"\nTaste="+taste+"\nPrice="+price);

    }

}

public class Week\_8\_Q3{

    public static void main(String[] args) {

        Scanner sc=new Scanner(System.in);

        String stc=new String();

        String sta=new String();

        double p;

        System.out.print("Enter color:");

        stc=sc.nextLine();

        System.out.print("Enter taste:");

        sta=sc.nextLine();

        System.out.print("Enter price:");

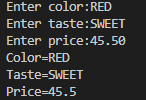
        p=sc.nextDouble();

        FRUIT f1=new FRUIT(stc,sta,p);

        f1.display();

    }

}



**Q-4 Add one-argument constructor and two-argument constructor in addition to default constructor in FRUIT class.**

import java.util.Scanner;

class Fruit

{

    String color;

    String taste;

    Double price;

    Fruit()

    {

        System.out.println("Welcome to Fruit class");

    }

    Fruit(String c,String t)

    {

        this(50.00);

        color=c;

        taste=t;

    }

    Fruit(double p)

    {

        this();

        price=p;

    }

    void display()

    {  System.out.println("Color="+color+"\nTaste="+taste+"\nPrice="+price+"\n");

    }

}

public class Week\_8\_Q4{

    public static void main(String[] args) {

        Fruit f3=new Fruit("Red","Sour");

        f3.display();

    }

}

