**Chapter 1: HW1 – Java classes and Objects**

1. **Which of the following is the correct way to define a constructor for a class named 'Book'?**

A) public void Book() {}

B) public void new Book() {}

C) public Book() {}

D) private Book() {}

1. **How do you correctly instantiate an object of a class named 'Book'?**

A) Book myBook = new Book();

B) new Book myBook();

C) class myBook = Book();

D) Book myBook = Book new();

1. **What does the following code print out?**

1. public class MyClass {

2. private int number;

3.

4. public MyClass(int number) {

5. this.number = number;

6. }

7.

8. public int getNumber() {

9. return number;

10. }

11.

12. public static void main(String[] args) {

13. MyClass obj = new MyClass(5);

14. System.out.println(obj.getNumber());

15. }

16. }

A) 0

B) 5

C) null

D) obj.getNumber()

1. **Which of the following is a valid setter method for a price attribute in a Bookclass?**

A) public double setPrice(double price) { this.price = price; }

B) public void setPrice(double newPrice) { price = newPrice; }

C) private void setPrice(double price) { this.price = price; }

D) public void setPrice(double price) { price = this.price; }

1. **Consider the following class declaration:**

1. class Square {

2. // class body

3. }

**Which of the following statements can create an Object of Class Square?**

A) Square mySquare = Square();

B) new Square mySquare;

C) Square mySquare = new Square ();

D) Square.new mySquare ();

**6. Which of the following is an example of a member variable in a class Circle**

**A)**

1. class Circle {
2. int radius; }

**B)**

1. class Circle {
2. public Circle() {}
3. }

**C)**

1. class Circle {
2. public void getArea() {}
3. }

**D)**

1. class Circle {

2. Circle myCircle;

3. }

**Question 7:**

* Write a Java program that defines a class named Employee. This class should have the following private attributes:

name: The name of the employee.

age: The age of the employee.

salary: The salary of the employee.

* Provide methods within the Employee class to set and get the values of these attributes. These methods are typically known as setters and getters.
* Once you have defined the Employee class, create an instance (object) of this class in main method.
* Then, assign values to the name, age, and salary attributes for this object.
* Finally, print out the attributes of the created Employee object to the console.

**public** **class** Employee {

**private** String name ;

**private** **int** age;

**private** **double** salary;

**public** Employee(String name,**int** age,**double** salary) {

**this**.name=name;

**this**.age=age;

**this**.salary=salary;

}

**public** String getName() {

**return** name;

}

**public** **int** getAge() {

**return** age;

}

**public** **double** getSalary() {

**return** salary;

}

**public** **void** setName(String name) {

**this**.name = name;

}

**public** **void** setAge(**int** age) {

**this**.age = age;

}

**public** **void** setSalary(**double** salary) {

**this**.salary = salary ;

    }

**public** **static** **void** main(String[] args) {

Employee employee = **new** Employee("Abeer", 19, 1000.0);

System.***out***.println("Employee Name: "+employee.getName());

System.***out***.println("Employee Age: "+employee.getAge());

System.***out***.println("Employee Salary: "+employee.getSalary());

}

}

Output

Employee Name: Abeer

Employee Age: 19

Employee Salary: 1000.0