

CMPE 101 - Intermediate Programming

Worksheet(Week-14A)

In this week, you will learn writing Java program using object-oriented techniques such as inheritance, overriding and overloading etc.

Implement Classes

Please implement classes for the class diagrams given in Figure 1.

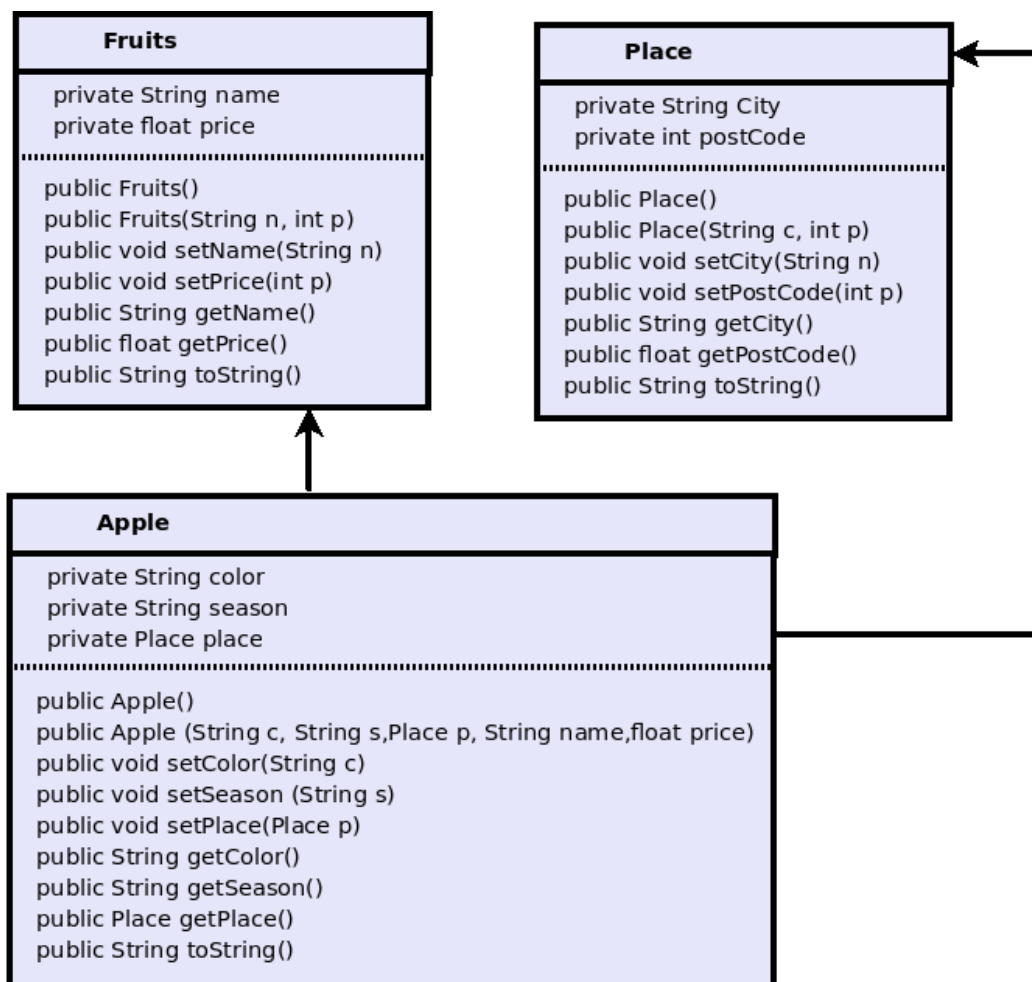


Figure 1: Class Diagrams

Test Class

- Create an apple using default constructor
- Print out your apple to console
- Change the price of your apple and print it again
- Create an apple using the 2nd constructor
- Compare the default constructor and overloaded constructor for creating objects
- Create five apples
- Create an array to hold your five apples, then print out all them to console.
- Create a list with the **ArrayList** class, then print out all them to console.
- Create a list with the **Vector** class, then print out all them to console.
- Implement a method that searches an apple according to a city that it produced.