# **Assignment 7**

### Task 1:

- a. Create class Vehicle which contains:
  - Vehicle model string
  - Registration number string
  - Vehicle speed (km/hour) integer
  - Fuel capacity (liters) double
  - Fuel consumption (liter/km) double
  - Parameterized constructor that will initialize all the data
  - members with the given values.
  - fuelNeeded() method that will take distance then calculate the
  - amount of fuel needed
  - A method distanceCovered() that will take time (in hours) as an argument. It will calculate the distance for the given time
  - A display() method that will display all the information of a vehicle.
- b. Create Class Truck which will inherit from Vehicle:
  - Cargo weight limit (Kilo grams)// data member
  - Parameterized constructor
  - Setter and getter
  - A display() method which will call parent display() then print Cargo weight value.
- c. Create Class Bus which will inherit from Vehicle:Data members: Num of passengers int
  - - Parameterized constructor
    - Setter and getter
    - A display() method which will call parent display() then print the number of passengers.

#### Task 2:

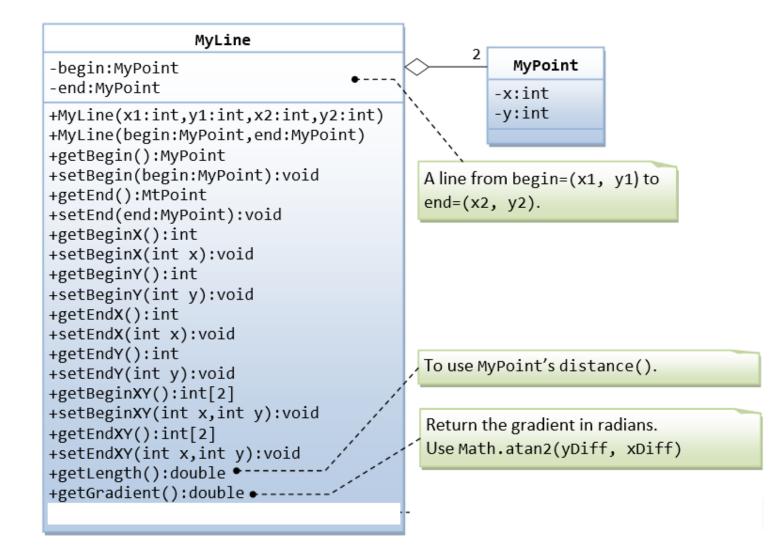
```
Circle
-radius:double = 1.0
-color:String = "red"
+Circle()
+Circle(radius:double)
+Circle(radius:double,color:String)
+getRadius():double
+setRadius(radius:double):void
+getColor():String
+setColor(color:String):void
+getArea():double
```

#### superclass extends subclass

### Cylinder

```
-height:double = 1.0
+Cylinder()
+Cylinder(radius:double)
+Cylinder(radius:double,height:double)
+Cylinder(radius:double,height:double,
   color:String)
+getHeight():double
+setHeight(height:double):void
+getVolume():double
```

### Task 3:



# Task 4:

```
MyComplex
-real:double = 0.0
-imag:double = 0.0
+MyComplex()
+MyComplex(real:double,imag:double)
+getReal():double
+setReal(real:double):void
+getImag():double
                                               Return true if imag is 0
+setImag(imag:double):void
+setValue(real:double,imag:double):void
                                               Return true if real is 0
+isReal():boolean ◆-
                                               Add right into this instance, and
+isImaginary():boolean
+equals(real:double,imag:double):boolean
                                               return this instance
+equals(another:MyComplex):boolean
+magnitude():double
                                               Add this and right, and return a
+addInto(right:MyComplex):MyComplex
                                               new instance containing the sum
+addNew(right:MyComplex):MyComplex •
```

# Task 5:

```
Point
 -x:float = 0.0f
 -y:float = 0.0f
 +Point(x:float,y:float)
 +Point()
 +getX():float
 +setX(x:float):void
 +getY():float
 +setY(y:float):void
 +setXY(x:float,y:float):void
 +getXY():float[2]
           extends
              MovablePoint
-xSpeed:float = 0.0f
-ySpeed:float = 0.0f
+MovablePoint(x:float,y:float,
   xSpeed:float,ySpeed:float)
+MovablePoint(xSpeed:float,ySpeed:float)
+MovablePoint()
+getXSpeed():float
+setXSpeed(xSpeed:float):void
+getYSpeed():float
+setYSpeed(ySpeed:float):void
+setSpeed(xSpeed:float,ySpeed:float):void,
                                              x += xSpeed;
+getSpeed():float[2]
                                              y += ySpeed;
                                              return this;
+move():MovablePoint ◆-
```

## Task 6:

What is the Difference between composition vs inheritance with example by code?