COMP2000: Software Engineering 2

Session 3: Introduction to Standard

Java - part I



Cat of activities to work through during your grow time

Set of activities to work through during your own time

Note: Consider any issues might arise (use Exception)

- 1. Write a java program to print out a list of employees' names and age (use two arrays)
- 2. Extend the previous program to count how many employees over 50.
- 3. You have a list of colours: red, yellow, green, blue, purple, black and white. Write a java program to print out the name of any object (animal, fruits, vegetable, plants, etc.) that reminds you of each colour.
- 4. Create a class in Java, car, which has attributes model and price, and the car has functionalities start, stop and move. in the main method
- 5. Write a java program to create the following class and call its methods in the main method.

Book + title: String + author: String - year: String + printTitle() +printAuthor(String) +printYear()

- 6. Create a data type [a class] in Java that called Calculator. Calculator should Add, Multiply, Divide and Subtract two numbers, then use them in the main method.
- 7. Create a Java program to implement a stopwatch () method.
- 8. Write a java program to classify the grade of students based on their mark.
- 9. Write a Java program to create the following class to increase the value by one until it gets equal to the value of MAX.

Counter
+ MAX: int= 100 +value: int
+ increment() + printValue()

10. Write a java program to create a class, BankAccount, that has two private attributes: balance :int and accNo: String. It performs two operations deposit (int: amount) and print- Balance(). The balance is increased every time the customer adds an amount of money, which is performed by the deposit operation.