

# Introduction to Computer Science and Programming 1 CSCI120

Chapter11: OOP

Sample Coding

**Note:** This document has been designed and developed as part of an initiative for creating an OER (Open Education Resource) package for the course CSCI 120 at Columbia College.

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Terms of use: Please feel free to customize this document as needed

Last Modified: July 2022

# Requirements

- Please use meaningful name for your variables and functions
- Try to reuse your solutions as much as possible.

### **Problem0:**

- Create a Cricle class and initialize it with radius. Make two instance methods getArea and getCircumference inside this class. Implement the methods.
- No need to write test class or main function for this.

#### **Problem1:**

- Create a Temprature class. Make two class/static methods:
  - 1. convertFahrenheit It will take Celsius and will convert and print it into Fahrenheit.
  - 2. convertCelsius It will take Fahrenheit and will convert it into Celsius.
- Write a test class for this one and test it (Look at problem 3 and 4 for example)

# **Problem2:**

- Create a Student class and initialize it with coursesGrades, name and id number. Make methods to:
  - 1. Display It should display name and id number of the student.
  - 2. AddCourseGrade It adds the grades of the courses to the list of courses.
  - 3. getAverage it calculates the average (GPA) of the student based on the grades of the student.
- No need to write test class or main function for this.

# **Problem3:**

- Define a class with a static method that receives a list of numbers and calculate the average of the numbers.
- Add another static method the above class that receives a string and returns the reverse of it.

# **Problem4:**

- Define and design a class that represents the time. (hours and minutes, AM and PM). Also add an instance method called addMinutes, that receives a number which represent a number (that represents a minute) and adds the time to current time the instance is



showing. For instance if the object represent 3:31 pm then you call addMinutes(30) then the new time is going to be 3:31 + 30 (minute) = 4:01 PM.

Good Luck <sup>©</sup>