

Vidyavardhini's College of Engineering and Technology Department of Artificial Intelligence & Data Science

| AY: 2024-25 | | | | |
|--------------|----|--------------|------|--|
| Class: | SE | Semester: | | |
| Course Code: | | Course Name: | OOPT | |

| Name of Student: | Aman Mehtar |
|----------------------|-------------|
| Roll No. : | 32 |
| Assignment No.: | 04 |
| Title of Assignment: | |
| Date of Submission: | |
| Date of Correction: | |

Evaluation

| Performance Indicator | Max. Marks | Marks Obtained |
|------------------------|------------|----------------|
| Completeness | 5 | 5 |
| Demonstrated Knowledge | 3 | ٩. |
| Legibility | 2 | 2 |
| Total | 10 | 10. |

| Performance Indicator | Exceed Expectations (EE) | Meet Expectations (ME) | Below Expectations (BE) |
|--------------------------------------|--------------------------|------------------------|-------------------------|
| Completeness | 5 | 3-4 | 1-2 |
| Demonstrated Knowledge Legibility | . 3 | 2 | 1 |
| Legibility | 2 | 1 | 0 |

Checked by

Name of Faculty

: Ms. Neha Raut

Signature

Date

| 0. | Display volume of sphere and hemisphere using interface |
|----------|---|
| 3 | and define the templates of methods to be there in the |
| | derived classes. |
| Ans | :- Program :- |
| | import java·io·*; |
| | |
| | import java·io·*; |
| | |
| | interface Volume Calculable & |
| | double $PI = 3.14159$; |
| | double calculate volume (double radius); |
| | 3 |
| - | |
| | class sphere implements Volume Calculable ? |
| | © override |
| | public double calculate Volume (double radius) { return (2.0/3.0) * PI * Math. pow (rodius, 3); |
| | ? |
| | 3 |
| | class Hemisphere implements Volume Calculable [|
| | @ override |
| | public double calculate Volume (double radius) { |
| | return (2.0/3.0) * PI * Math. pow (nadius, 3); |
| | 7 |
| | <u> </u> |
| | |
| Gundaram | FOR EDUCATIONAL USE |
| 1 | |

public class Main & public static void main (String [] args) { Volume Calculable sphere = new sphere (); Volume Calculable hemisphere = new Hemisphere (); double radius = 5.0; double sphere Volume = sphere · cal culate Volume (radius); double hemisphere Volume = hemisphere · calculate Volume (nadius); System. ool. println ("Volume of the sphere with radius" + radius + "is:" + sphere Volume);

System.out. println ("Volume of the hemisphere with radius" + radius + "is:" + hemisphere Volume); Output :-Volume of the sphere with radius 5.0 is: 523.59833333 Volume of the hemisphere with radius 5.0 is: 261.79916666 FOR EDUCATIONAL USE (Sundaram)

| | Create Rectangle and cube class that encapsulates the properties of a rectangle and a cube i.e rectangle has default and parameterised constructor and area (1 method. Cube has default and parameterised constructor and volume () method. They shared no ancestor other than object. Implement a class size with size () method. This method accepts a single reference to a cube, then size (2) returns its volume. It accepts a single reference argument 2. If 2 refers to a rectangle then size (2) returns its area and if z is a reference to a cube, then size (2) returns its volume. If z refers to an object of any other class, then size (2) |
|-----|--|
| | returns -1. Use main method in size to call size () |
| | MICINOU. |
| As: | Program: |
| | J The state of the |
| | class Rectangle ? |
| | private double length; |
| | private double width; |
| | public Rectangle () { |
| | this length = 1.0; |
| | this width = 1.0; |
| | 3 |
| | |
| | public Rectangle (double length, double width) [|
| | this · length = length; |
| | public Rectangle (double length, double width) { this · length = length; this · width = width; |
| | } |
| | |
| | |

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```
public double area () {
              return (length * width);
       class Cube &
             private double side;
public (ube () i
this. side = 1.0;
              public Cube (double side) {
              this side = side;
             public double volume () {
             return Math. pow (side, 3);
       3
       class & Size S
            public double size (Object z) {
                if (z instance of Rectangle) {
                Rectangle rect = (Rectangle) z;
                return rect.area();
                else if (z instance of Cube) {
                Cube cube = ((ube) z;
                else f
               return -1;
          3
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```

public static void main (String [] args) ? Rectangle rect = new Rectangle (); Rectangle rect 2 = new Rectangle (4.0, 5.0); Cube cube 1 = new Cube (); Cube cube 2 = new Cube (3.0); Size size calculator = new Size(); System.out. println ("Area of default rectangle: "+ size calculator · size (rect1); System. out. println ("Area of parameterized rectangle: "+
size calculator. size (rect2)); System. out. println ("Volume of default cube: " +

size calculator. size (cube 1));

System. out. println ("Volume of parameterized cube: " +

size calculator. size (cube 2) FOR EDUCATIONAL USE (Sundaram)