

## JSL Experiment - 9

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**Aim: Implement Scala programs to demonstrate class, objects and demonstrate inheritance**

### Theory:

#### 1. Object

Object is a real world entity. It contains state and behavior. Laptop, car, cell phone are the real world objects.

Object typically has two characteristics:

**State:** data values of an object are known as its state.

**Behavior:** functionality that an object performs is known as its behavior.

Object in Scala is an instance of class. It is also known as runtime entity.

#### 2. Class

Class is a template or a blueprint. It is also known as collection of objects of similar type. In scala, a class can contain: Data member, Member method, Constructor, Block, Nested class Super class information etc. You **must initialize all instance variables** in the class. There is **no default scope**. If you don't specify access scope, it is public. There must be an object in which main method is defined. It provides starting point for your program. Here, we have created an example of class.

Scala Sample Example of Class

```
class Student {  
  var id:Int = 0;           // All fields must be initialized  
  var name:String = null;  
}  
object MainObject{  
  def main(args:Array[String]){  
    var s = new Student()    // Creating an object  
    println(s.id+" "+s.name);  
  }  
}
```

Scala Sample Example2 of Class with Constructor

In scala, you can create class like this also. Here, constructor is created in class definition. This is called primary constructor.

```
class Student(id:Int, name:String){  // Primary constructor  
def show(){  
  println(id+" "+name)  
}  
object MainObject{  
def main(args:Array[String]){  
  var s = new Student(100,"Martin") // Passing values to constructor  
  s.show()                          // Calling a function by using an object  
}  
}
```

**Scala Example of class that maintains the records of students**

```
class Student(id:Int, name:String){  
def getRecord(){  
  println(id+" "+name);  
}  
}
```

```

object MainObject{
def main(args: Array[String]){
var student1 = new Student(101,"Raju");
var student2 = new Student(102,"Martin");
student1.getRecord();
student2.getRecord();
}
}

```

### 1.1 Scala Anonymous object

In scala, you can create anonymous object. An object which has no reference name is called anonymous object. It is good to create anonymous object when you don't want to reuse it further.

Scala Anonymous Object Example

```

class Arithmetic{
def add(a:Int, b:Int){
var add = a+b;
println("sum = "+add);
}
}
object MainObject{
def main(args:Array[String]){
new Arithmetic().add(10,10); //Example of Anonymous Object
}
}

```

### 1.2 Scala Singleton Object

**Singleton object** is an object which is **declared by using object keyword instead by class**. No object is required to call methods declared inside singleton object. In Scala, there is no static concept. So Scala creates a singleton object to provide entry point for your program execution.

If you don't create singleton object, your code will **compile successfully** but **will not produce any output**. Methods declared inside Singleton Object are accessible globally. A singleton object can extend classes and traits.

### 1.3 Scala Singleton Object Example

```

object Singleton {
def main(args:Array[String]){
SingletonObject.hello ()    // No need to create object.
}
}
object SingletonObject {
def hello(){
println("Hello, This is Singleton Object")
}
}

```

### 1.4 Scala Companion Object

In Scala, when you have a class with same name as singleton object, it is called companion class and the singleton object is called companion object.

The companion class and its companion object both must be defined in the same source file.

### Scala Companion Object Example

```

class ComapanionClass{
def hello(){
println("Hello, this is Companion Class.")
}
}

```

```

object CompanionObject{
def main(args:Array[String]){
new CompanionClass().hello()
println("And this is Companion Object.")
}
}

```

### 3. Scala Constructor

In scala, if you don't specify primary constructor, compiler creates a constructor which is known as primary constructor. All the statements of class body treated as part of constructor. It is also known as default constructor.

```

class Student{
println("Hello from default constructor");
}

```

Scala provides a concept of primary constructor with the definition of class. You don't need to define explicitly constructor if your code has only one constructor. It helps to optimize code. You can create primary constructor with zero or more parameters.

Scala Primary Constructor Example

```

class Student(id:Int, name:String){
def showDetails(){
println(id+" "+name);
}
}

```

```

object MainObject{
def main(args:Array[String]){
var s = new Student(101,"Rama");
s.showDetails()
}
}

```

#### 3.1 Scala Secondary (auxiliary) Constructor

You can create any number of auxiliary constructors in a class. You must call primary constructor from inside the auxiliary constructor. this keyword is used to call constructor from other constructor. When calling other constructor make it first line in your constructor.

Scala Secondary Constructor Example

```

class Student(id:Int, name:String){
var age:Int = 0
def showDetails(){
println(id+" "+name+" "+age)
}
def this(id:Int, name:String,age:Int){
this(id,name)    // Calling primary constructor, and it is first line
this.age = age
}
}

```

```

object MainObject{
def main(args:Array[String]){
var s = new Student(101,"Rama",20);
s.showDetails()
}
}

```

#### Scala Example: Constructor Overloading

In scala, you can overload constructor. Let's see an example.

```

class Student(id:Int){

```

```

def this(id:Int, name:String)={
  this(id)
  println(id+" "+name)
}
println(id)
}
object MainObject{
  def main(args:Array[String]){
    new Student(101)
    new Student(100,"India")
  }
}

```

### 3.2 Scala Method Overloading

Scala provides method overloading feature which allows us to define methods of same name but having different parameters or data types. It helps to optimize code.

```

class Arithmetic{
  def add(a:Int, b:Int){
    var sum = a+b
    println(sum)
  }
  def add(a:Int, b:Int, c:Int){
    var sum = a+b+c
    println(sum) } }
object MainObject{
  def main(args:Array[String]){
    var a = new Arithmetic();
    a.add(10,10);
    a.add(10,10,10); }
}

```

### 4. Scala Method Overloading Example by using Different Data Type

```

class Arithmetic{
  def add(a:Int, b:Int){
    var sum = a+b
    println(sum) }
  def add(a:Double, b:Double){
    var sum = a+b
    println(sum) }
}
object MainObject{
  def main(args:Array[String]){
    var b = new Arithmetic()
    b.add(10,10)
    b.add(10.0,20.0) }
}

```

### 5. Scala this

In scala, this is a keyword and used to refer current object. You can call instance variables, methods, constructors by using this keyword.

```

class ThisExample{
  var id:Int = 0
  var name: String = ""
  def this(id:Int, name:String){
    this()
    this.id = id
    this.name = name
  }
}

```

```

}
def show(){
println(id+" "+name)
}
}
object MainObject{
def main(args:Array[String]){
var t = new ThisExample(101,"Martin")
t.show()
}
}

```

### 5.1 Scala Constructor Calling by using this keyword

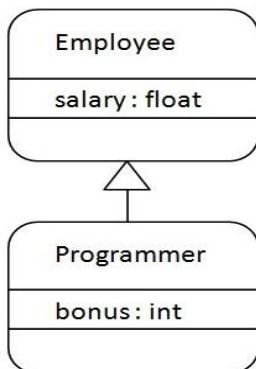
```

class Student(name:String){
def this(name:String, age:Int){
this(name)
println (name+" "+age) }
}
object MainObject{
def main(args:Array[String]){
var s = new Student("Rama",100) }
}

```

## 6. Scala Inheritance

Inheritance is an object oriented concept which is used to reusability of code. You can achieve inheritance by using extends keyword. To achieve inheritance a class must extend to other class. A class which is extended called super or parent class. a class which extends class is called derived or base class.



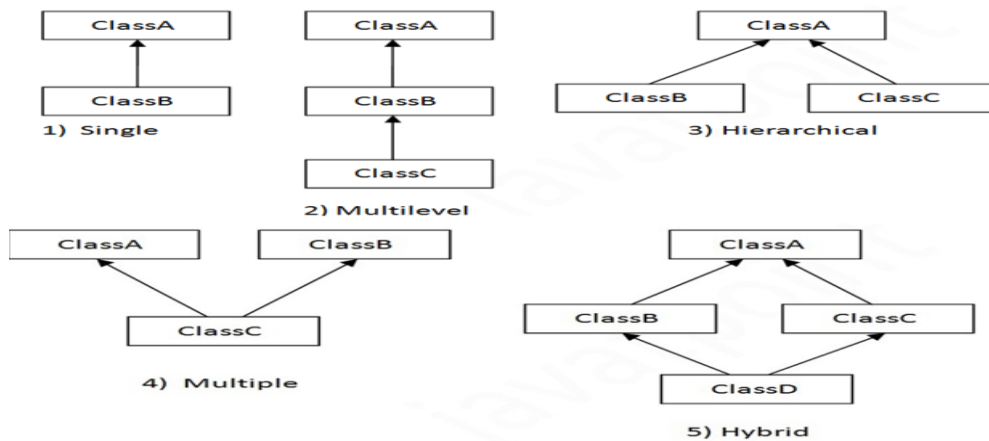
### Scala Single Inheritance Example

```

class Employee{
var salary:Float = 10000
}
class Programmer extends Employee{
var bonus:Int = 5000
println("Salary = "+salary)
println("Bonus = "+bonus)
}
object MainObject{
def main(args:Array[String]){
new Programmer()
}
}

```

### 6.2 Types of Inheritance in Scala



### 6.3 Scala Multilevel Inheritance Example

```

class A{
  var salary1 = 10000
}

class B extends A{
  var salary2 = 20000
}

class C extends B{
  def show(){
    println("salary1 = "+salary1)
    println("salary2 = "+salary2)
  }
}

object MainObject{
  def main(args:Array[String]){
    var c = new C()
    c.show()
  }
}
  
```

### 7. Scala Method Overriding

When a subclass has the same name method as defined in the parent class, it is known as method overriding. When subclass wants to provide a specific implementation for the method defined in the parent class, it overrides method from parent class. In Scala, you must use either override keyword or override annotation to override methods from parent class.

Scala Method Overriding Example 1

```

class Vehicle{
  def run(){
    println("vehicle is running")
  }
}

class Bike extends Vehicle{
  override def run(){
    println("Bike is running")
  }
}

object MainObject{
  def main(args:Array[String]){
    var b = new Bike()
    b.run()
  }
}
  
```

### 7.1 Scala Method Overriding Example 2

This example shows how subclasses override the method of parent class.

```
class Bank{
    def getRateOfInterest()={
        0
    }
}
class SBI extends Bank{
    override def getRateOfInterest()={
        8
    }
}
class ICICI extends Bank{
    override def getRateOfInterest()={
        7
    }
}
class AXIS extends Bank{
    override def getRateOfInterest()={
        9
    }
}
object MainObject{
    def main(args:Array[String]){
        var s=new SBI();
        var i=new ICICI();
        var a=new AXIS();
        println("SBI Rate of Interest: "+s.getRateOfInterest());
        println("ICICI Rate of Interest: "+i.getRateOfInterest());
        println("AXIS Rate of Interest: "+a.getRateOfInterest());
    }
}
```

### 7.2 Scala Field Overriding Example1

```
class Vehicle{
    var speed:Int = 60
}
class Bike extends Vehicle{
    var speed:Int = 100
    def show(){
        println(speed)
    }
}
object MainObject{
    def main(args:Array[String]){
        var b = new Bike()
        b.show()
    }
}
```

## 8. Scala Final

Final is a keyword, which is used to prevent inheritance of super class members into derived class. You can declare final variables, methods and classes also.

### Scala Final Variable Example

**You can't override final variables in subclass. Let's see an example.**

```
class Vehicle{
    final val speed:Int = 60
}
```

```
class Bike extends Vehicle{
  override val speed:Int = 100
  def show(){
    println(speed)
  }
}
object MainObject{
  def main(args:Array[String]){
    var b = new Bike()
    b.show()
  }
}
```

9. Lab assignment to be completed in this session

1. Write a program to make a class called as Circle. It should have three methods namely: accept radius, calculate area and display the area.



```

1 import scala.io.StdIn
2
3 class Circle {
4     private var radius: Double = _
5
6     def acceptRadius(): Unit = {
7         print("Enter the radius of the circle: ")
8         val inputRadius = StdIn.readDouble()
9
10        if (inputRadius > 0) {
11            radius = inputRadius
12            println(s"Radius accepted: $radius")
13        } else {
14            println("Invalid radius. Radius should be greater than 0.")
15        }
16    }
17
18    def calculateArea(): Double = {
19        val area: Double = Math.PI * Math.pow(radius, 2)
20        area
21    }
22
23    def displayArea(): Unit = {
24        if (radius > 0) {
25            val area = calculateArea()
26            println(s"Area of the circle with radius $radius is: $area square units")
27        } else {
28            println("Radius not set. Please accept a valid radius first.")
29        }
30    }
31 }
32
33 object CircleApp {
34     def main(args: Array[String]): Unit = {
35         // Create an instance of the Circle class
36         val myCircle = new Circle
37
38         // Accept a radius from the user
39         myCircle.acceptRadius()
40
41         // Display the area
42         myCircle.displayArea()
43     }
44 }

```

```

Radius accepted: 5.0
Area of the circle with radius 5.0 is: 78.53981633974483 square units

```

2. Create a class employee with data member empid, empname, designation and salary. Write a methods get\_employee()-to take user input, show\_grade –to display grade of the employee based on salary.

```

1 import scala.io.StdIn
2
3 class Employee {
4     private var empid: Int = _
5     private var empname: String = _
6     private var designation: String = _
7     private var salary: Double = _
8
9     def getEmployee(): Unit = {
10         print("Enter Employee ID: ")
11         empid = StdIn.readInt()
12
13         print("Enter Employee Name: ")
14         empname = StdIn.readLine()
15
16         print("Enter Designation: ")
17         designation = StdIn.readLine()
18
19         print("Enter Salary: ")
20         salary = StdIn.readDouble()
21     }
22
23     def showGrade(): Unit = {
24         val grade =
25             if (salary >= 50000) "A"
26             else if (salary >= 30000) "B"
27             else "C"
28
29         println(s"Grade of the employee: $grade")
30     }
31
32     def showEmployee(): Unit = {
33         println("Employee Details:")
34         println(s"Employee ID: $empid")
35         println(s"Employee Name: $empname")
36         println(s"Designation: $designation")
37         println(s"Salary: $salary")
38     }
39 }
40
41 object EmployeeApp {
42     def main(args: Array[String]): Unit = {
43         // Create an instance of the Employee class
44         val employee = new Employee
45
46         // Get employee details from the user
47         employee.getEmployee()
48
49         // Display employee details
50         employee.showEmployee()
51
52         // Display employee grade based on salary
53         employee.showGrade()
54     }
55 }

```

## Stdin Inputs

```

123
Amitesh
Manager
50000

```

```

Enter Employee ID: Enter Employee Name: Enter Designation: Enter Salary: Employee Details:
Employee ID: 123
Employee Name: Amitesh
Designation: Manager
Salary: 50000.0
Grade of the employee: A

```

3. Show employee () to display employee details.

4. Salary Range	5. Grade
6. <10000	7. D
8. 10000-24999	9. C
10. 25000-49999	11. B
12. >50000	13. A

4. Write a program to print the names of students by creating a Student class. If no name is passed while creating an object of Student class, then the name should be "Unknown", otherwise the name should be equal to the String value passed while creating object of Student class.

```

1 class Student(private var name: String = "Unknown") {
2   def printName(): Unit = {
3     println(s"Student Name: $name")
4   }
5 }
6
7 object StudentApp {
8   def main(args: Array[String]): Unit = {
9     // Create Student objects with and without a name
10    val student1 = new Student()
11    val student2 = new Student("John Doe")
12
13    // Print the names
14    student1.printName() // Output: Student Name: Unknown
15    student2.printName() // Output: Student Name: John Doe
16  }
17 }

```

```

Student Name: Unknown
Student Name: John Doe

```

5. Five Bikers Compete in a race such that they Drive at Constant speed which may or may not be same as the other. To qualify the race, the speed of as racer must be more than the average speed of all 5 racers. Write Scala program to take as an input the speed of all racer and print back the speed of qualifying racer.

```

1 import scala.io.StdIn
2
3 object BikerRace {
4   def main(args: Array[String]): Unit = {
5     // Input speeds of five bikers
6     println("Enter the speed of each biker:")
7     val speeds: Array[Double] = Array.fill(5)(StdIn.readDouble())
8
9     // Calculate average speed
10    val averageSpeed: Double = speeds.sum / speeds.length
11
12    // Find and print the speeds of qualifying bikers
13    println("Qualifying bikers:")
14    for (speed <- speeds) {
15      if (speed > averageSpeed) {
16        println(s"Biker with speed $speed qualifies for the race.")
17      }
18    }
19  }
20 }
21

```

Stdin Inputs

```

10
20
30
40
50

```

```

Enter the speed of each biker:
Qualifying bikers:
Biker with speed 40.0 qualifies for the race.
Biker with speed 50.0 qualifies for the race.

```

6. Create a class with a method that prints "This is parent class" and its subclass with another method that prints "This is child class". Now, create an object for each of the class and call
  - 1 - method of parent class by object of parent class
  - 2 - method of child class by object of child class
  - 3 - method of parent class by object of child class

```

1 class ParentClass {
2     def printMessage(): Unit = {
3         println("This is parent class")
4     }
5 }
6
7 class ChildClass extends ParentClass {
8     override def printMessage(): Unit = {
9         println("This is child class")
10    }
11 }
12
13 object InheritanceExample {
14     def main(args: Array[String]): Unit = {
15         // Create objects for both the parent and child classes
16         val parentObj = new ParentClass
17         val childObj = new ChildClass
18
19         // 1 - Call method of parent class by object of parent class
20         println("1 - Calling method of parent class by object of parent class:")
21         parentObj.printMessage()
22
23         // 2 - Call method of child class by object of child class
24         println("\n2 - Calling method of child class by object of child class:")
25         childObj.printMessage()
26
27         // 3 - Call method of parent class by object of child class
28         println("\n3 - Calling method of parent class by object of child class:")
29         // This will call the method of the parent class, as it's not overridden in the child class
30         childObj.printMessage()
31     }
32 }

```

```

1 - Calling method of parent class by object of parent class:
This is parent class

2 - Calling method of child class by object of child class:
This is child class

3 - Calling method of parent class by object of child class:
This is child class

```

7. Create a class named 'Member' having the following members:
  - Data members
  - 1 - Name
  - 2 - Age
  - 3 - Phone number
  - 4 - Address
  - 5 - Salary

It also has a method named 'printSalary' which prints the salary of the members. Two classes 'Employee' and 'Manager' inherits the 'Member' class. The 'Employee' and 'Manager' classes have data members 'specialization' and 'department' respectively. Now, assign name, age, phone number, address and salary to an employee and a manager by making an object of both of these classes and print the same.

```

1 class Member(var name: String, var age: Int, var phoneNumber: String, var address: String, var salary: Double) {
2     def printSalary(): Unit = {
3         println(s"Salary of $name: $salary")
4     }
5 }
6
7 class Employee(name: String, age: Int, phoneNumber: String, address: String, salary: Double, var specialization: String)
8     extends Member(name, age, phoneNumber, address, salary)
9
10 class Manager(name: String, age: Int, phoneNumber: String, address: String, salary: Double, var department: String)
11     extends Member(name, age, phoneNumber, address, salary)
12
13 object InheritanceExample {
14     def main(args: Array[String]): Unit = {
15         // Create an Employee object
16         val employee = new Employee("John Doe", 30, "123-456-7890", "123 Main St", 50000.0, "Software Development")
17
18         // Create a Manager object
19         val manager = new Manager("Jane Smith", 35, "987-654-3210", "456 Oak St", 70000.0, "Human Resources")
20
21         // Print salary for both Employee and Manager
22         employee.printSalary()
23         manager.printSalary()
24
25         // Accessing specialized and department information
26         println(s"${employee.name}'s specialization: ${employee.specialization}")
27         println(s"${manager.name}'s department: ${manager.department}")
28     }
29 }

```

```

Salary of John Doe: 50000.0
Salary of Jane Smith: 70000.0
John Doe's specialization: Software Development
Jane Smith's department: Human Resources

```

8. Create a class named 'Rectangle' with two data members 'length' and 'breadth' and two methods to print the area and perimeter of the rectangle respectively. Its constructor having parameters for length and breadth is used to initialize length and breadth of the rectangle. Let class 'Square' inherit the 'Rectangle' class with its constructor having a parameter for its side (suppose s) calling the constructor of its parent class as 'super(s,s)'. Print the area and perimeter of a rectangle and a square.

```

1 class Rectangle(val length: Double, val breadth: Double) {
2     def calculateArea(): Double = {
3         length * breadth
4     }
5
6     def calculatePerimeter(): Double = {
7         2 * (length + breadth)
8     }
9 }
10
11 class Square(side: Double) extends Rectangle(side, side)
12
13 object InheritanceExample {
14     def main(args: Array[String]): Unit = {
15         // Create a Rectangle object
16         val rectangle = new Rectangle(5.0, 8.0)
17
18         // Create a Square object
19         val square = new Square(4.0)
20
21         // Print area and perimeter for the Rectangle
22         println("Rectangle:")
23         println(s"Area: ${rectangle.calculateArea()}")
24         println(s"Perimeter: ${rectangle.calculatePerimeter()}")
25
26         // Print area and perimeter for the Square
27         println("\nSquare:")
28         println(s"Area: ${square.calculateArea()}")
29         println(s"Perimeter: ${square.calculatePerimeter()}")
30     }
31 }

```

```

Rectangle:
Area: 40.0
Perimeter: 26.0

```

```

Square:
Area: 16.0
Perimeter: 16.0

```

9. Create a class named 'Shape' with a method to print "This is This is shape". Then create two other classes named 'Rectangle', 'Circle' inheriting the Shape class, both having a method to print "This is rectangular shape" and "This is circular shape" respectively. Create a subclass 'Square' of 'Rectangle' having a method to print "Square is a rectangle". Now call the method of 'Shape' and 'Rectangle' class by the object of 'Square' class.

```

1 class Shape {
2     def printShape(): Unit = {
3         println("This is shape")
4     }
5 }
6
7 class Rectangle extends Shape {
8     override def printShape(): Unit = {
9         println("This is rectangular shape")
10    }
11 }
12
13 class Circle extends Shape {
14     override def printShape(): Unit = {
15         println("This is circular shape")
16     }
17 }
18
19 class Square extends Rectangle {
20     def printSquare(): Unit = {
21         println("Square is a rectangle")
22     }
23 }
24
25 object InheritanceExample {
26     def main(args: Array[String]): Unit = {
27         // Create a Square object
28         val square = new Square
29
30         // Call method of 'Shape' class by object of 'Square' class
31         square.printShape()
32
33         // Call method of 'Rectangle' class by object of 'Square' class
34         square.printSquare()
35     }
36 }

```

```

This is rectangular shape
Square is a rectangle

```

10. Design a class hierarchy rooted in the class Employee that includes subclasses for HourlyEmployee and SalaryEmployee. The attributes shared in common by these classes include the name, and job title of the employee, plus the accessor and mutator methods needed by those attributes. The salaried employees need an attribute for weekly salary, and the corresponding methods for accessing and changing this variable. The hourly employees should have a pay rate and an hours worked variable. There should be an abstract method called calculateWeeklyPay (), defined abstractly in the superclass and implemented in the subclasses. The salaried worker's pay is just the weekly salary. Pay for an hourly employee is simply hours worked times pay rate.



```

1 import scala.io.StdIn
2
3 abstract class Employee(name: String, var jobTitle: String) {
4     def calculateWeeklyPay(): Double
5 }
6
7 class HourlyEmployee(name: String, jobTitle: String, var payRate: Double, var hoursWorked: Double)
8     extends Employee(name, jobTitle) {
9
10     override def calculateWeeklyPay(): Double = {
11         payRate * hoursWorked
12     }
13 }
14
15 class SalaryEmployee(name: String, jobTitle: String, var weeklySalary: Double)
16     extends Employee(name, jobTitle) {
17
18     override def calculateWeeklyPay(): Double = {
19         weeklySalary
20     }
21 }
22
23 object EmployeeHierarchyExample {
24     def main(args: Array[String]): Unit = {
25         // Take input for HourlyEmployee
26         print("Enter name of Hourly Employee: ")
27         val hourlyName = StdIn.readLine()
28
29         print("Enter job title of Hourly Employee: ")
30         val hourlyJobTitle = StdIn.readLine()
31
32         print("Enter pay rate for Hourly Employee: ")
33         val hourlyPayRate = StdIn.readDouble()
34
35         print("Enter hours worked for Hourly Employee: ")
36         val hourlyHoursWorked = StdIn.readDouble()
37
38         // Create HourlyEmployee object
39         val hourlyEmployee = new HourlyEmployee(hourlyName, hourlyJobTitle, hourlyPayRate, hourlyHoursWorked)
40
41         // Take input for SalaryEmployee
42         print("\nEnter name of Salary Employee: ")
43         val salaryName = StdIn.readLine()
44
45         print("Enter job title of Salary Employee: ")
46         val salaryJobTitle = StdIn.readLine()
47
48         print("Enter weekly salary for Salary Employee: ")
49         val salaryWeeklySalary = StdIn.readDouble()
50
51         // Create SalaryEmployee object
52         val salaryEmployee = new SalaryEmployee(salaryName, salaryJobTitle, salaryWeeklySalary)
53
54         // Calculate and print weekly pay for both employees
55         println(s"\n${hourlyEmployee.name}'s weekly pay: ${hourlyEmployee.calculateWeeklyPay()}")
56         println(s"${salaryEmployee.name}'s weekly pay: ${salaryEmployee.calculateWeeklyPay()}")
57     }
58 }

```

## Stdin Inputs

```

Amitesh
Manager
50000
40
Sawarkar
Intern
20000

```

```

Enter name of Hourly Employee: Enter job title of Hourly Employee: Enter pay rate for Hourly Employee: Enter hours worked for Hourly Employee:
Enter name of Salary Employee: Enter job title of Salary Employee: Enter weekly salary for Salary Employee:
Amitesh's weekly pay: 2000000.0
Sawarkar's weekly pay: 20000.0

```