2022 February

Software Construction and Development

Lab 02

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Section: SE - A

```
public class Task01 {
    public static void main(String[] args) {
        Circle C = new Circle(2);
        Rectangle R = new Rectangle(4,10);
        Triangle T = new Triangle(10,5);
        Square S = new Square(2);
        R.genereatearea();
       T.genereatearea();
        C.genereatearea();
        S.genereatearea();
abstract class Shape{
    abstract void genereatearea();
class Circle extends Shape{
   private double radius, area;
    Circle(){}
    Circle(double x)
        radius = x;
    void genereatearea(){
        area = 3.142 * (radius * radius);
        System.out.println("Area of Circle: " + area);
class Triangle extends Shape{
    double height, base, area;
    Triangle(){}
    Triangle(double x, double y)
       height = x;
```

```
base = y;
   void genereatearea(){
            area = (base*height)/2;
            System.out.println("Area of Triangle: " + area);
class Rectangle extends Shape{
   protected double width, length, area;
   Rectangle(){}
    Rectangle(double x, double y)
        width = x;
        length = y;
   void genereatearea(){
            area = width * length;
            System.out.println("Area of Rectangle: " + area);
   void genereatearea1(){
        area = width * length;
        System.out.println("Area of Square: " + area);
class Square extends Rectangle{
   Square(double x)
        super(x,x);
   void CheckSides()
        if(width==length)
            area = width * length;
   void genereatearea(){
        CheckSides();
        System.out.println("Area of Square: " + area);
```



```
public class Task02 {
    public static void main(String[] args) {
        BankA A = new BankA(1000);
        BankA B = new BankA(1500);
        BankA C = new BankA(2000);
        System.out.println("Balance in Bank A: " + A.getBalance());
        System.out.println("Balance in Bank B: " + B.getBalance());
        System.out.println("Balance in Bank C: " + C.getBalance());
 class Bank{
     double getBalance()
        return 0;
class BankA extends Bank
   double bal;
    BankA(){}
    BankA(double x)
       bal = x;
    double getBalance()
        return bal;
class BankB extends Bank
    double bal;
    BankB(){}
    BankB(double x)
        bal = x;
```

```
double getBalance()
{
    return bal;
}

class BankC extends Bank
{
    double bal;
    BankC(){}
    BankC(double x)
    {
        bal = x;
    }
    double getBalance()
    {
        return bal;
    }
}
```

```
<terminated> Task02 [Java Application] C:\Users\Amman Soomro\.p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.2.v20220201-1208\jre\bin\javaw.exe (Feb 11, 2022 Balance in Bank A: 1000.0 Balance in Bank B: 1500.0 Balance in Bank C: 2000.0
```

```
public class Task03 {
   public static void main(String[] args) {
        ImtiazStore I = new ImtiazStore(5420);
       BinHashimStore B = new BinHashimStore(11560);
       I.CalculateBill();
       B.CalculateBill();
abstract class Store{
   abstract void CalculateBill();
class ImtiazStore{
   double totalbill;
    ImtiazStore(){}
    ImtiazStore(double bill){
       totalbill = bill;
   void CalculateBill() {
       System.out.println("====== Imtiaz Store =======");
       System.out.println("Totalbill: " + totalbill);
       System.out.println("Bill after (7%) discount: " + (totalbill - (totalbill)
 0.07)));
class BinHashimStore{
   double totalbill;
   BinHashimStore(){}
    BinHashimStore(double bill){
       totalbill = bill;
   void CalculateBill() {
       System.out.println(" ");
       System.out.println("====== BinHashim Store =======");
       System.out.println("Totalbill: " + totalbill);
       System.out.println("Bill after (5%) discount: " + (totalbill - (totalbill
 0.05)));
```

-----BinHashim Store ------Totalbill: 11560.0 Bill after (5%) discount: 10982.0

```
public class Task04 {
   public static void main(String[] args) {
        ConnectedState CS = new ConnectedState();
        DisconnectedState DS = new DisconnectedState();
        PushBackConnectedState PCS = new PushBackConnectedState();
        PushBackDisconnectedState PDS = new PushBackDisconnectedState();
        PushBackConnection PBC = new PushBackConnection();
        CS.connect();
        CS.send(16);
        System.out.println("Received " + CS.receive() + " bits of Data.");
        CS.disconnect();
        DS.connect();
        DS.send(19);
        System.out.println("Received " + DS.receive() + " bits of Data.");
        DS.disconnect();
        PDS.connect();
        PDS.send(46);
        System.out.println("Received " + PDS.receive() + " bits of Data.");
        PDS.pushBack(34);
        System.out.println("Received " + PDS.receive() + " bits of more Data.");
        PDS.disconnect();
        PCS.connect();
        PCS.send(83);
        System.out.println("Received " + PCS.receive() + " bits of Data.");
        PCS.pushBack(27);
        System.out.println("Received " + PCS.receive() + " bits of more Data.");
        PCS.disconnect();
        PBC.connect();
        PBC.send(63);
        System.out.println("Received " + PBC.receive() + " bits of Data.");
        PBC.pushBack(20);
        System.out.println("Received " + PBC.receive() + " bits of more Data.");
        PBC.disconnect();
```

```
interface connections{
   public void connect();
   public void disconnect();
   public void send(int data);
   public int receive();
interface pushback extends connections{
   public void pushBack(int value);
class ConnectedState{
   private int Data;
   public void connect() {
       System.out.println("======== Connected Stated ========");
       System.out.println("Connection Established.");
    public void disconnect() {
       System.out.println("Connection Disconnected.");
    public void send(int data) {
       Data = data;
       System.out.println("Sending " + Data + " bits of Data.");
   public int receive() {
       return Data;
class DisconnectedState{
   private int Data;
   public void connect() {
       System.out.println("======= Disconnected Stated
       System.out.println("Connection Established.");
   public void disconnect() {
       System.out.println("Connection Disconnected.");
```

```
public void send(int data) {
       Data = data;
       System.out.println("Sending " + Data + " bits of Data.");
   public int receive() {
       return Data;
class PushBackConnectedState extends ConnectedState implements pushback{
   private int Data;
   public void pushBack(int value) {
       Data = value;
       System.out.println("Pushing back " + Data + " bits of Data.");
   public void connect() {
       System.out.println("======= PushBack Connected State
       System.out.println("Connection Established.");
   public void disconnect() {
       System.out.println("Connection Disconnected.");
   public void send(int data) {
       Data = data;
       System.out.println("Sending " + Data + " bits of Data.");
   public int receive() {
       return Data;
class PushBackConnection implements pushback{
   private int Data;
   public void pushBack(int value) {
       Data = value;
       System.out.println("Pushing back " + Data + " bits of Data.");
   public void connect() {
```

```
System.out.println("======== PushBack Connection
=======");
       System.out.println("Connection Established.");
   public void disconnect() {
       System.out.println("Connection Disconnected.");
   public void send(int data) {
       Data = data;
       System.out.println("Sending " + Data + " bits of Data.");
   public int receive() {
       return Data;
class PushBackDisconnectedState extends DisconnectedState implements pushback{
   private int Data;
   public void pushBack(int value) {
       Data = value;
       System.out.println("Pushing back " + Data + " bits of Data.");
   public void connect() {
       System.out.println("======== PushBack Disconnected State
=======");
       System.out.println("Connection Established.");
   public void disconnect() {
       System.out.println("Connection Disconnected.");
   public void send(int data) {
       Data = data;
       System.out.println("Sending " + Data + " bits of Data.");
   public int receive() {
       return Data;
```

```
Connection Established.
Sending 16 bits of Data.
Received 16 bits of Data.
Connection Disconnected.
            === Disconnected Stated ==========
Connection Established.
Sending 19 bits of Data.
Received 19 bits of Data.
        ----- PushBack Disconnected State -----
Connection Established.
Sending 46 bits of Data.
Received 46 bits of Data.
Pushing back 34 bits of Data.
Received 34 bits of more Data.
Connection Disconnected.
           ==== PushBack Connected State ========
Connection Established.
Sending 83 bits of Data.
Received 83 bits of Data.
Pushing back 27 bits of Data.
Received 27 bits of more Data.
Connection Disconnected.
Received 20 bits of more Data.
```