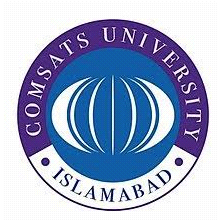
OBJECT ORIENTED PROGRAMMING

LAB Assignment



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| --- | --- |
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| Class | SP20 - BSE - 3 - B |
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**package** cons\_1;

**public** **class** HotDogStand {

**private** **int** stand\_ID\_number;

**private** **int** hotdogs\_sold;

// public void setID(int i){

// stand\_ID\_number = i;

// }

// public double getID() {

// return stand\_ID\_number;

// }

// public void setSold(int s){

// hotdogs\_sold = s;

// }

// public double getSold() {

// return hotdogs\_sold;

// }

**public** HotDogStand() {

stand\_ID\_number=00;

hotdogs\_sold=00;

}

**public** HotDogStand(**int** i,**int** s) {

stand\_ID\_number = i;

hotdogs\_sold = s;

}

**public** **void** justsold() {

hotdogs\_sold++;

}

**public** **void** DISPLAY() {

System.***out***.println("Stand's ID number= "+stand\_ID\_number+"\n"+"Number of hotdogs sold= "+hotdogs\_sold);

}

}

**RUNNER:**

**package** cons\_1;

**public** **class** HotDogStand\_runner {

**public** **static** **void** main(String[] args) {

HotDogStand obj1=**new** HotDogStand(12,16);

obj1.justsold();

obj1.DISPLAY();

HotDogStand obj2=**new** HotDogStand(15,16);

Obj2.justsold();

obj2.DISPLAY();

HotDogStand obj3=**new** HotDogStand(1,16);

Obj3.justsold();

obj3.DISPLAY();

}

}

OUTPUT:

