



Taibah University

College of Computer Science and Engineering

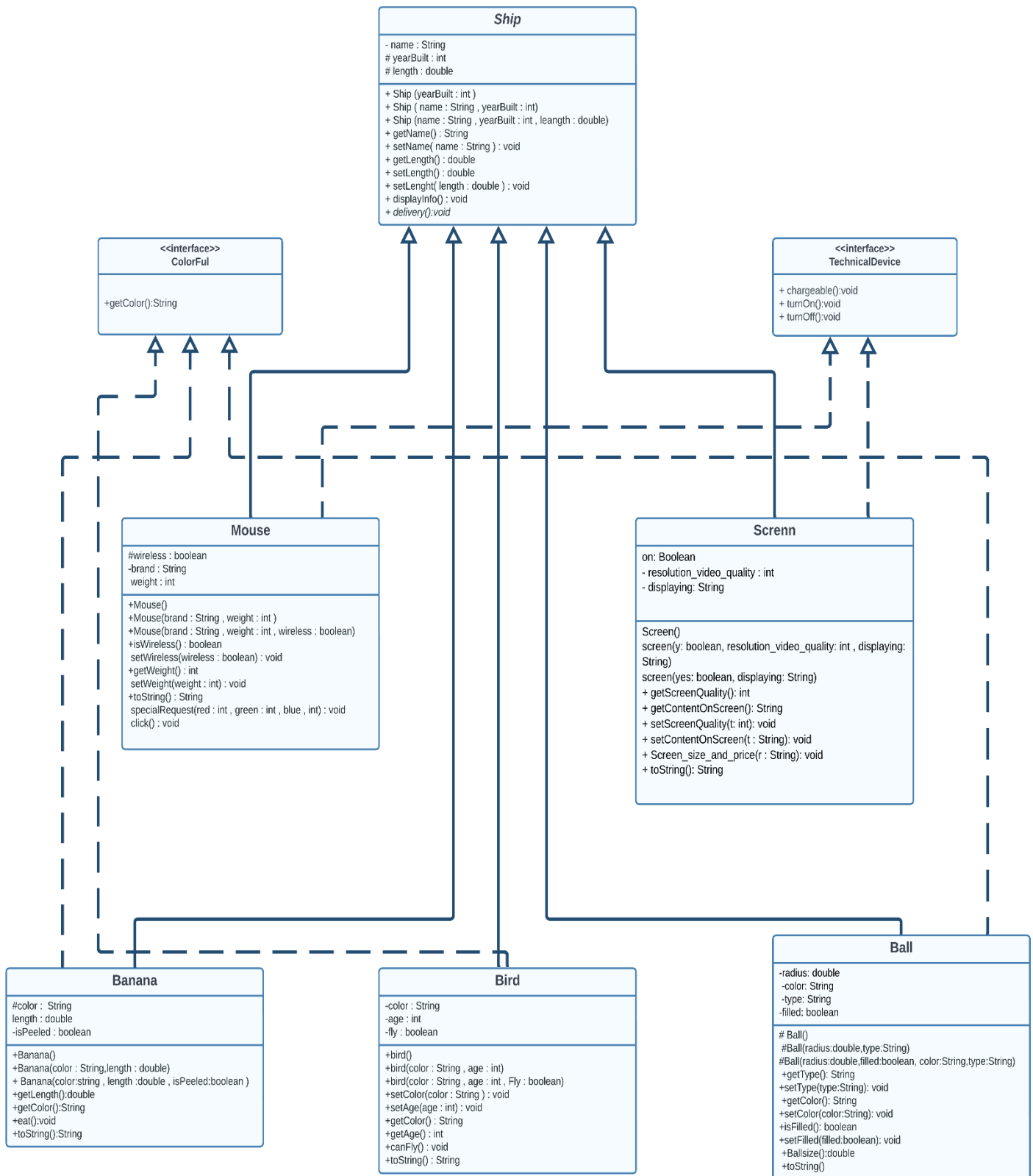
CS112 – programming 2

Project Java 2

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# UML class diagram



## Code

```
public class ProjectJava {  
    //The main method  
  
    public static void main(String[] args) {  
        System.out.println("Information about some  
of the things people have made");  
  
        System.out.println("-----  
-----");  
  
        System.out.println("In technology"+"  
1-  
The mouse");  
  
        // obj 1  
  
        Mouse Mouse = new Mouse("HP",7);  
        System.out.println(Mouse.toString());  
        Mouse.specialRequest(4, 8, 2);  
        Mouse.chargeable();  
        Mouse.click();  
  
        System.out.println("\n 2- The Screen");  
  
        //obj 2  
  
        screen Screen = new screen(true,"Avarage");  
        System.out.println(Screen.toString());  
        Screen.Screen_size_and_price("Avarage");  
    }  
}
```

```

    Screen.chargeable();

    System.out.println("-----
    ----");

        System.out.println("In industry"+"\\n 1- The
    Ball");

    //obj 3

    Ship BALL = new Ball(3,true, "Black","Football");

    System.out.print(BALL.toString());

    BALL.delievery();

        System.out.println("-----
    -----");

    }

}

interface ColorFul{

    public abstract String getColor();

}

interface TechnicalDevice{

    public abstract void chargeable();

    public abstract void turnOn();

```

```
public abstract void turnOff();

}

//class bird
class bird extends Ship implements ColorFul{
protected String color;
int age;
private boolean Fly;
public bird(){}
public bird(String color,int age){
this.color=color;
this.age=age;
}
public bird(String color,int age,boolean Fly){
this(color,age);
this.Fly=Fly;
}
public void setcolor(String color){
this.color=color;
```

```
}  
  
public void setage(int age){  
    this.age=age;  
}  
  
@Override  
public String getColor(){  
    return color ;  
}  
  
double getage(){  
    return age;  
}  
  
public void canfly(){  
    if(Fly){  
        System.out.println("the bird can fly");  
    }  
    else{  
        System.out.println("the bird can not fly");  
    }  
}  
  
@Override
```

```
public String toString(){  
    return "bird\n color = " +color+"\n age = "+ age  
    +"\n Fly = "+ Fly;  
}
```

```
@Override
```

```
public void delievery(){  
    System.out.println("you can deilever a bird by  
the ship ");  
}
```

```
}
```

```
//class mouse
```

```
class Mouse extends Ship implements  
TechnicalDevice {
```

```
    protected boolean wireless;
```

```
    private String brand;
```

```
    int weight;
```

```
public Mouse() {
```

```
    brand = null;
```

```
wireless = false;
weight = 0;
}
public Mouse(String brand, int weight) {
    this.brand = brand;
    this.weight = weight;
}
public Mouse(String brand, int weight, boolean
wireless) {
    this(brand,weight);
    this.wireless = wireless;
}
public boolean isWireless() {
    return wireless;
}
void setWireless(boolean wireless) {
    this.wireless = wireless;
}
public int getWeight() {
```



```
        return weight;
    }

    void setWeight(int weight) {
        this.weight = weight;
    }

    @Override
    public String toString() {
        return "info about mouse: " + "\nbrand: " +
            brand + "\nis wireless? " + wireless + "\nweight = " +
            weight + "g";
    }

    // this method is to make a special request for
    the mouse color

    void specialRequest(int red, int green, int blue) {
        if (red >= 0 && red <= 255 && green >= 0 &&
            green <= 255 && blue >= 0 && blue <= 255) {
            System.out.println("your special request has
            been sent. RGB: " + red + ", " + green + ", " + blue);
        } else {
            System.out.println("your RGB code is wrong");
        }
    }
}
```

```
}  
  
}  
  
void click() {  
    System.out.println("mouse is clicked");  
}  
  
@Override  
public void delievery(){  
    System.out.println("you can deilever a mous by  
the ship ");  
}  
  
@Override  
public void chargeable(){  
    if(wireless){  
        System.out.println("the mouse is chargeable");  
    }else{  
        System.out.println("the mouse is  
unchargeable");  
    }  
}  
  
@Override
```

```
public void turnOn(){  
    System.out.println("the mouse is turning on");  
}
```

```
@Override
```

```
public void turnOff(){  
    System.out.println("the mouse is turning off");  
}
```

```
}
```

```
//class banana
```

```
class Banana extends Ship implements  
ColorFul{
```

```
    protected String color="yellow";
```

```
    double length;
```

```
    private boolean isPeeled;
```

```
    public Banana(){
```

```
}
```

```
public Banana(String color,double length){  
    this.color=color;  
    this.length=length;  
}
```

```
public Banana(String color,double  
length,boolean isPeeled){  
    this(color,length);  
    this.isPeeled=isPeeled;  
}
```

```
public double getLength(){  
    return length;  
}
```

```
@Override  
public String getColor(){  
    return color;
```

```
}
```

```
public void setLength(double length){  
    this.length=length;  
}
```

```
public void setColor(String color){  
    this.color=color;  
}
```

```
public void eat(){  
    if(isPeeled){  
        System.out.println("the banana is peeled, you  
can eat it");  
    }else{  
        System.out.println("you can not eat the banana.  
please peel it first");  
    }  
}
```

```
@Override
```

```
public String toString(){  
    return "banana\n color= "+color+"\n length=  
"+length+"\n isPeeled= "+isPeeled;  
}
```

@Override

```
public void delievery(){  
    System.out.println("you can deilever a banana  
by the ship ");  
}  
}
```

//class ship

```
class screen extends Ship implements  
TechnicalDevice{  
    boolean on;  
    private int resolution_video_quality;  
    private String displaying;  
    screen() {  
        on = false;
```

```
resolution_video_quality = 144;
displaying = "empty";
}

screen(boolean on, int
resolution_video_quality, String displaying) {
    this.on = on;
    this.resolution_video_quality =
resolution_video_quality;
    this.displaying = displaying;
}

screen(boolean on, String displaying) {
    this.on = on;
    this.displaying = displaying;
}

public int getScreenQuality(){
    return this.resolution_video_quality;
}

public String getContentOnScreen() {
    return this.displaying;
}
```

```
public void setScreenQuality(int t) {  
    resolution_video_quality = t;  
}  
  
public void setContentOnScreen(String t) {  
    displaying = t;  
}  
  
public void Screen_size_and_price(String r) {  
    String e = "small";  
    String w = "Big";  
    String i = "Avarage";  
    if (r.equalsIgnoreCase(e)) {  
        System.out.println("it's cheap");  
    } else if (r.equalsIgnoreCase(w)) {  
        System.out.println("it's expencive");  
    } else if (r.equalsIgnoreCase(i)) {  
        System.out.println("it's reaosenable price ");  
    }  
}  
  
@Override
```



```
public String toString() {  
    return "the quality is " +  
    resolution_video_quality +  
    " and its displaying " + displaying;  
}
```

```
@Override  
public void delievery(){  
    System.out.println("you can deilever a screen by  
the ship ");  
}
```

```
@Override  
public void turnOn(){  
    System.out.println("the mouse is turning on");  
}
```

```
@Override  
public void turnOff(){  
    System.out.println("the mouse is turning off");  
}
```

## @Override

```
public void chargeable(){
```

```
System.out.println("the screen is  
unchargeable");
```

}

}

```
// class ball
```

```
class Ball extends Ship implements ColorFul {
```

```
//Data fields
```

```
private double radius;
```

```
private String color;
```

```
private String type;
```

```
private boolean filled =true ;
```

```
//counstracter
```

```
protected Ball() {
```

```
radius= 1.0;
```

```
}
```

```
protected Ball(double radius,String type) {
```

```
this.radius = radius;
```

```
this.type = type;
```

```
}
```

```
protected Ball(double radius,boolean  
filled,String color,String type) {
```

```
this(radius,type);
```

```
this.filled = filled;
```

```
this.color = color;
```

```
}
```

```
// method Data 1
```

```
@Override
```

```
public String getColor(){
```

```
return color;
```

```
}
```

```
public void setColor( String color) {  
    this.color = color;  
}  
  
//method data 2  
public String getType(){  
    return type;  
}  
  
public void setType( String tybe) {  
    this.type = type;  
}  
  
//method Data3  
public boolean isFilled(){  
    return filled;  
}  
  
public void setFilled( boolean filled) {  
    this.filled = filled;  
}  
  
//method colculate size  
public double Ballsize(){
```

```
return 4/3*radius*radius*radius*Math.PI;

}

//method to string
@Override
public String toString(){
    return "The ball color : "+color+"\n"+"The ball is
filleed ? "+filled+"\n"+"The ball tybe : "
+type+"\n"+"The ball size "+Ballsize()+"\n" ; }

@Override
public void delievery(){
    System.out.println("you can deilever a ball by
the ship ");
}

} //end of class

abstract class Ship {

private String name;
```

```
protected int yearBuilt;
protected double length;
public Ship() {
}
public Ship(String name, int yearBuilt) {
this.name = name;
this.yearBuilt = yearBuilt;
}
public Ship(String name, int yearBuilt, double
length) {
this(name,yearBuilt);
this.length = length;
}
public String getName() {
return name;
}
public void setName(String name) {
this.name = name;
}
```

```
public double getLength() {  
    return length;  
}  
  
public void setLength(double length) {  
    this.length = length;  
}  
  
@Override  
public String toString(){  
    return "the name of Ship is:"+name+"/n year the  
    ship was built:"+yearBuilt+"/n the length of the  
    ship is:"+length;  
}  
  
public abstract void delievery();  
}
```