



Taibah University

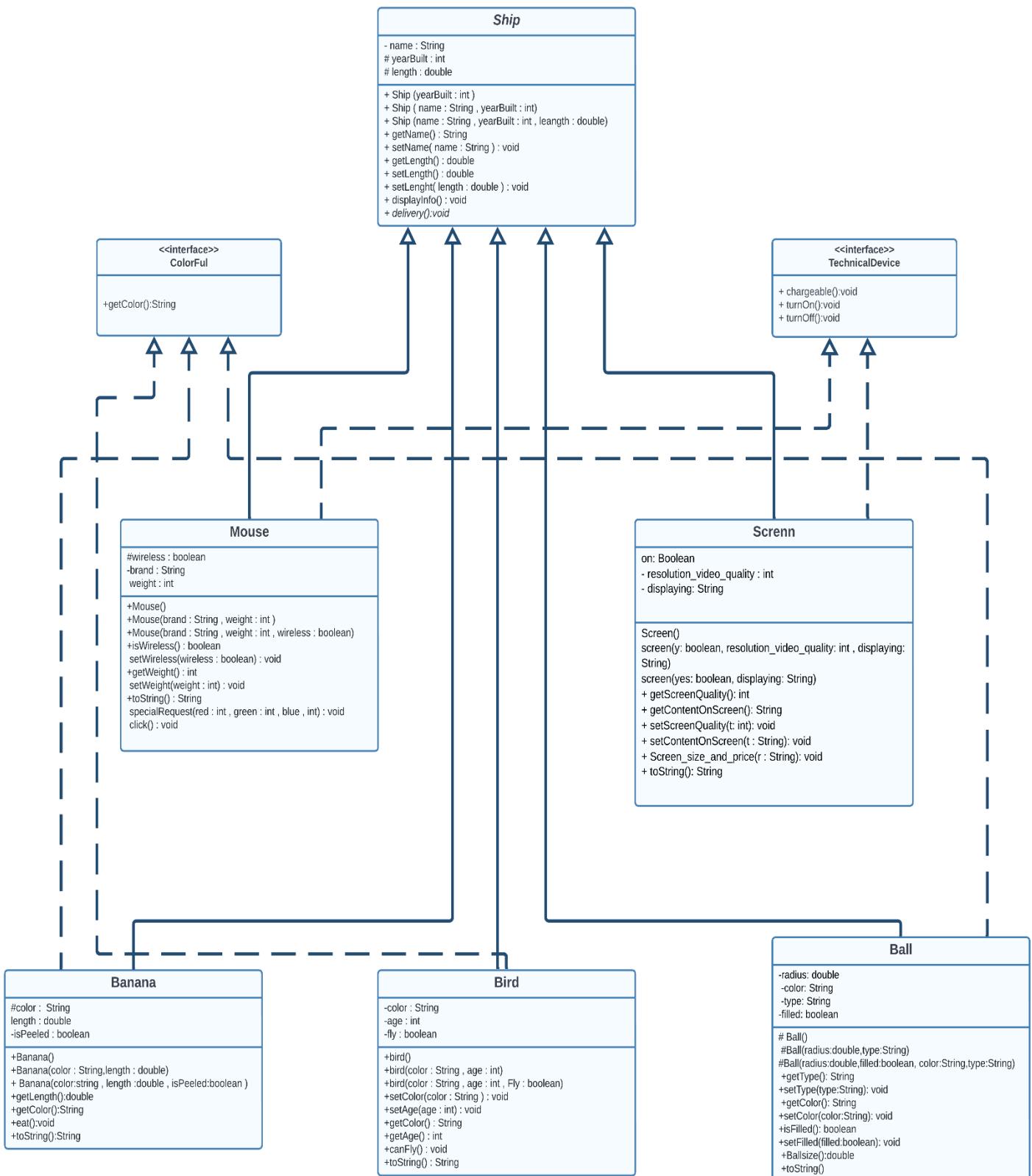
College of Computer Science and Engineering

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"+'\n'+"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 deliever(){
    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 deliever(){
    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 deliver(){
    System.out.println("you can deliver 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 deliever(){  
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
filled ? "+filled+"\n"+ "The ball type : "
+type+"\n"+ "The ball size "+Ballsize()+"\n" ; }

@Override

public void deliver(){
    System.out.println("you can deliver 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 deliever();  
}
```