

# Lab Assignment 05



Inspiring Excellence

Course Code:	CSE111
Course Title:	Programming Language II
Topic:	Instance Variable, and Instance Method
Number of Tasks:	11

*[Submit all the Coding Tasks in the Google Form shared on buX before the next lab. Submit the Tracing Tasks handwritten to your Lab Instructors at the beginning of the lab]*

[You are not allowed to change the driver codes of any of the tasks]

## Task 1

Design the **Course** class to generate the correct output from the driver code provided below:

**Course Class:**

```
public class Course{
    public String cName;
    public String code;
    public int credit;
    // Write your code here
}
```

Driver Code	Output
<pre>public class Tester1{     public static void main(String[] args) {         Course c1 = new Course();         Course c2 = new Course();          System.out.println("===== 1 =====");         c1.createCourse("Programming Language I", "CSE110", 3);         c1.displayCourse();          System.out.println("===== 2 =====");         c2.createCourse("Data Structures", "CSE220", 3);         c2.displayCourse();          System.out.println("===== 3 =====");         c1.updateCourse("Programming Language II", "CSE111", 3);         c1.displayCourse();     } }</pre>	<pre>===== 1 ===== Course Name: Programming Language I Course Code: CSE110 Course Credit: 3 ===== 2 ===== Course Name: Data Structures Course Code: CSE220 Course Credit: 3 ===== 3 ===== Course Name: Programming Language II Course Code: CSE111 Course Credit: 3</pre>

## Task 2

Create a **Dog** class so that the tester code generates the given output:

Driver Code	Expected Output
<pre>public class Tester2{     public static void main (String[] args) {         Dog scooby = new Dog();         Dog oldie = new Dog();         Dog goofy = new Dog();          scooby.changeName("Scooby");         goofy.changeName("Goofy");          System.out.println("1. =====");         System.out.println(scooby.bark());         System.out.println("2. =====");         System.out.println(oldie.bark());         System.out.println("3. =====");         oldie.changeColor("White");         System.out.println("4. =====");         System.out.println(oldie.bark());         System.out.println("5. =====");         System.out.println(goofy.bark());         System.out.println("6. =====");         scooby.changeColor("Brown");         System.out.println("7. =====");         System.out.println(scooby.bark());         System.out.println("8. =====");         goofy.changeColor("Black");     } }</pre>	<pre>1. ===== Scooby is barking 2. ===== A dog is barking 3. ===== This dog is White 4. ===== White dog is barking 5. ===== Goofy is barking 6. ===== Scooby is Brown 7. ===== Scooby the Brown dog is barking 8. ===== Goofy is Black</pre>

## Task 3

Create an **Employee** class to provide the expected output.

- An employee will have a name, salary and designation.
- The name will be assigned inside the newEmployee() method
- Whenever a New Employee joins his/her salary will be **Tk. 30,000** and the designation will be **junior**.
- Employees with salaries greater than **Tk. 50,000** and **Tk. 30,000** need to pay **30%** and **10%** of salary as tax respectively.
- Employees can be promoted to **senior**, **lead** and **manager** positions. Based on their promotion they will get an increment of **Tk. 25,000**, **Tk. 50,000** and **Tk. 75,000** respectively.

Driver Code	Expected Output
<pre> public class Tester3{     public static void main(String[] args){         Employee emp1 = new Employee();         Employee emp2 = new Employee();         Employee emp3 = new Employee();          emp1.newEmployee("Harry Potter");         emp2.newEmployee("Hermione Granger");         emp3.newEmployee("Ron Weasley");          System.out.println("1 =====");         emp1.displayInfo();         System.out.println("2 =====");         emp2.displayInfo();         System.out.println("3 =====");         emp3.displayInfo();         System.out.println("4 =====");         emp1.calculateTax();         System.out.println("5 =====");         emp1.promoteEmployee("lead");         System.out.println("6 =====");         emp1.calculateTax();         System.out.println("7 =====");         emp1.displayInfo();         System.out.println("8 =====");         emp3.promoteEmployee("manager");         System.out.println("9 =====");         emp3.calculateTax();         System.out.println("10 ====="); </pre>	<pre> 1 ===== Employee Name: Harry Potter Employee Salary: 30000.0 Tk Employee Designation: junior 2 ===== Employee Name: Hermione Granger Employee Salary: 30000.0 Tk Employee Designation: junior 3 ===== Employee Name: Ron Weasley Employee Salary: 30000.0 Tk Employee Designation: junior 4 ===== No need to pay tax 5 ===== Harry Potter has been promoted to lead New Salary: 80000.00 Tk 6 ===== Harry Potter Tax Amount: 24000.00 Tk 7 ===== Employee Name: Harry Potter Employee Salary: 80000.0 Tk Employee Designation: lead 8 ===== Ron Weasley has been promoted to manager New Salary: 105000.00 Tk 9 ===== Ron Weasley Tax Amount: 31500.00 Tk 10 ===== Employee Name: Ron Weasley Employee Salary: 105000.0 Tk </pre>

<pre>emp3.displayInfo(); } }</pre>	Employee Designation: manager
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### Task 4

You are building a tracker system that will keep track of a person's income and expenses.

- When the ***createTracker()*** method is invoked it sets the balance to 1.0 taka.
- The ***info()*** method **returns** a String with the trackers information.
- If the total balance becomes 0 after the ***expense()*** method is called it prints "You're broke!". Again if the available balance is less than the expense it prints "Not enough balance.". Otherwise the method prints "Balance updated" after updating the balance.
- The last expense and income history can be seen by using the ***history()*** method.

Driver Code	Output
<pre>public class Tester4{     public static void main(String[] args) {         MoneyTracker tr1 = new MoneyTracker();         System.out.println(tr1.info());          tr1.createTracker("John");          System.out.println("1 =====");         System.out.println(tr1.info());         System.out.println("2 =====");         tr1.income(1000);         System.out.println(tr1.info());         System.out.println("3 =====");         tr1.expense(800);         tr1.expense(100);         System.out.println(tr1.info());         System.out.println("4 =====");         tr1.showHistory();     } }</pre>	<pre>Name: null Current Balance: 0.0 1 ===== Name: John Current Balance: 1.0 2 ===== Balance Updated! Name: John Current Balance: 1001.0 3 ===== Balance Updated. Balance Updated. Name: John Current Balance: 101.0 4 ===== Last added: 1000.0 Last spent: 100.0 5 ===== You're broke! 6 ===== Not enough balance. 7 ===== Balance Updated! Last added: 200.0 Last spent: 100.0 8 =====</pre>

<pre> System.out.println("5 ====="); tr1.expense(101); System.out.println("6 ====="); tr1.expense(200); System.out.println("7 ====="); tr1.income(200); tr1.showHistory(); System.out.println("8 ====="); } } </pre>	
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## Task 5

Create a **MagicItem** class to provide the expected output. A character will have a name, energy level, and three individual magic items (item1, item2, and item3).

- The name will be assigned inside the **newCharacter()** method. Whenever a new character is created, they will start with 0 energy and no magic items.
- Characters can find and use magic items, each with a specific energy boost. Magic items include "Potion" (+50), "Elixir" (+100), and "Amulet" (+200).
- Characters can use a magic item if they have it, which increases their energy level.

Driver Code	Output
<pre> public class StrangerMagic {     public static void main(String[] args){         MagicItem char1 = new MagicItem();         MagicItem char2 = new MagicItem();          char1.newCharacter("Eleven");         char2.newCharacter("Mike Wheeler");          System.out.println("1 =====");         char1.displayInfo();         System.out.println("2 =====");         char2.displayInfo();         System.out.println("3 =====");     } } </pre>	<pre> 1 ===== Character Name: Eleven Energy Level: 0 Item 1: null Item 2: null Item 3: null 2 ===== Character Name: Mike Wheeler Energy Level: 0 Item 1: null Item 2: null Item 3: null 3 ===== Eleven found a Potion Eleven found a Elixir Eleven found a Elixir Mike Wheeler found a Potion </pre>

<pre> char1.findItem("Potion"); char1.findItem("Elixir"); char1.findItem("Elixir"); char2.findItem("Potion"); System.out.println("4 ====="); char1.findItem("Amulet"); System.out.println("5 ====="); char1.displayInfo(); System.out.println("6 ====="); char1.useItem("Potion"); char1.useItem("Elixir"); System.out.println("7 ====="); char1.displayInfo(); System.out.println("8 ====="); char1.findItem("Amulet"); System.out.println("9 ====="); char1.displayInfo(); System.out.println("10 ====="); char2.useItem("Amulet"); System.out.println("11 ====="); char2.displayInfo(); } } </pre>	<pre> 4 ===== All item slots occupied. 5 ===== Character Name: Eleven Energy Level: 0 Item 1: Potion Item 2: Elixir Item 3: Elixir 6 ===== Eleven used a Potion Energy Level after using item: 50 Eleven used a Elixir Energy Level after using item: 150 7 ===== Character Name: Eleven Energy Level: 150 Item 1: null Item 2: null Item 3: Elixir 8 ===== Eleven found a Amulet 9 ===== Character Name: Eleven Energy Level: 150 Item 1: Amulet Item 2: null Item 3: Elixir 10 ===== Item not in inventory. 11 ===== Character Name: Mike Wheeler Energy Level: 0 Item 1: Potion Item 2: null Item 3: null </pre>
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## Task 6

Complete the following **Cart** class to generate the given output from the tester code:

- A cart will have a cart number which will be assigned in *create\_cart()* method.
- Each cart can hold up to 3 items (at max).
- Each cart must have two arrays to store items and their respective prices.

- The items inside a cart will be added in ***addItem()*** method only if the cart items do not exceed 3.
- The ***giveDiscount()*** method saves the discount given to that cart object and updates the price accordingly.

Driver Code	Expected Output
<pre> public class Tester6{     public static void main(String [] args){         Cart c1 = new Cart ();         Cart c2 = new Cart ();         Cart c3 = new Cart ();          c1.create_cart(1);         c2.create_cart(2);         c3.create_cart(3);          System.out.println("====1====");         c1.addItem("Table", 3900.5);         c1.addItem("Chair", 1400.76);         c1.addItem("Television", 5400.87);         c1.addItem("Refrigerator", 5000);          System.out.println("====2====");         c2.addItem("Stove",439.90);          System.out.println("====3====");         c3.addItem("Chair",1400.5);         c3.addItem("Chair",3400);          System.out.println("====4====");         c1.cartDetails();          System.out.println("====5====");         c2.cartDetails();          System.out.println("====6====");         c3.cartDetails();         c1.giveDiscount(10);          System.out.println("====7====");         c1.cartDetails(); </pre>	<pre> ====1==== Table added to cart 1. You have 1 item(s) in your cart now. Chair added to cart 1. You have 2 item(s) in your cart now. Television added to cart 1. You have 3 item(s) in your cart now. You already have 3 items on your cart ====2==== Stove added to cart 2. You have 1 item(s) in your cart now. ====3==== Chair added to cart 3. You have 1 item(s) in your cart now. Chair added to cart 3. You have 2 item(s) in your cart now. ====4==== Your cart(c1) : Table - 3900.5 Chair - 1400.76 Television - 5400.87 Discount Applied: 0.0% Total price: 10702.130000000001 ====5==== Your cart(c2) : Stove - 439.9 Discount Applied: 0.0% Total price: 439.9 ====6==== Your cart(c3) : Chair - 1400.5 Chair - 3400.0 Discount Applied: 0.0% Total price: 4800.5 ====7==== Your cart(c1) : Table - 3900.5 Chair - 1400.76 Television - 5400.87 Discount Applied: 10.0% Total price: 9631.917000000001 </pre>



<pre> } } </pre>	
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## Task 7

Design the **Reader** class in such a way so that the following code provides the expected output.

- A reader will have a name, capacity to read and an array of books they are reading.
- The initial capacity of a reader will be 0. The initial name will be “New user”.
- A new array is created every time a reader’s capacity is increased, which replaces the initial array.

Driver Code	Expected Output
<pre> public class Reader_tester {     public static void main(String[] args){         Reader r1 = new Reader();         Reader r2 = new Reader();          r1.createReader("Messi", 2);         r2.createReader("Ronaldo", 5);          System.out.println("1 =====");         r1.readerInfo();          System.out.println("2 =====");         r2.addBook("Java");         r2.addBook("Python");         r2.addBook("C++");         r2.readerInfo();          System.out.println("3 =====");         r1.addBook("C#");         r1.addBook("Rust");         r1.addBook("GoLang");          System.out.println("4 =====");         r1.increaseCapacity(5);         r1.addBook("Python");          System.out.println("5 ====="); </pre>	<pre> 1 ===== Name: Messi Capacity: 2 Books: No books added yet 2 ===== Name: Ronaldo Capacity: 5 Books: Book 1: Java Book 2: Python Book 3: C++ 3 ===== No more space for new book 4 ===== Messi's capacity increased to 5 5 ===== Name: Messi Capacity: 5 Books: Book 1: C# Book 2: Rust Book 3: GoLang </pre>

<pre> r1.readerInfo();     } } </pre>	
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## Task 8

You are building a ride booking app called UberApp. Using this app, a customer can book 3 rides.

- ***BookRide(Location, Distance)*** method books rides for a user and prints the fare for that ride based on the distance. After booking the ride, fare will be calculated as below:  

$$\text{Fare} = 30 * \text{distance}$$
- A person can change the location of their last booked ride using ***changeLocation(Location, Distance)*** method. The new fare is calculated as;  

$$\text{Fare} = 30 * \text{distance} + 20\% \text{ of new Fare. i.g. If, new Fare} = 210, \text{ then the total fare after changing location will be } 210 + 210 * 0.2 = 252$$
- The UberApp keeps track of all the locations visited by the user in an array of String.
- The ***resetMonth()*** method resets the location visited in a month as well as the number of remaining rides of that month.

Design the **UberApp** class that will produce the following output.

Driver Code	Output
<pre> public class AppTester {     public static void main(String args[]){          UberApp account1 = new UberApp();         UberApp account2 = new UberApp();          account1.createProfile("Jonas Kahnwald", 24, "017111111111");         account2.createProfile("Martha Nielsen", 28, "018111111111");          account1.showProfile();         System.out.println("===== 1 =====");         System.out.println("You have "+ account1.remainingRides() +" ride(s) remaining."); </pre>	<pre> Hello! This is your Profile: Full Name: Jonas Kahnwald Age: 24 Phone Number: 017111111111 ===== 1 ===== You have 3 ride(s) remaining. ===== 2 ===== Hello! This is your Profile: Full Name: Martha Nielsen Age: 28 Phone Number: 018111111111 You have 3 ride(s) remaining. ===== 3 ===== Jonas Kahnwald has booked a ride! Destination: Merul Badda Fare: 360.0 Taka ===== 4 ===== Jonas Kahnwald has booked a ride! </pre>

```

System.out.println("==== 2 ====");
account2.showProfile();
System.out.println("You have "+
account2.remainingRides() +" ride(s) remaining.");

System.out.println("==== 3 ====");
account1.bookRide("Merul Badda", 12.0);

System.out.println("==== 4 ====");
account1.bookRide("Dhanmondi 27", 4.3);
account1.changeLocation("Wari", 5.6);

System.out.println("==== 5 ====");
account1.ridingHistory();

System.out.println("==== 6 ====");
account2.ridingHistory();

System.out.println("==== 7 ====");
account1.bookRide("Banani 11", 6.8);
account1.bookRide("Gulshan 1", 2.1);

System.out.println("==== 8 ====");
account1.resetMonth();
account1.bookRide("Gulshan 1", 2.1);
account1.ridingHistory();
System.out.println("You have "+
account1.remainingRides() +" ride(s) remaining.");
}
}

```

```

Destination: Dhanmondi 27
Fare: 129.0 Taka
Jonas Kahnwald has changed the
destination of his current ride to
Wari
New fare after adding 20% change
fees: 201.6 Taka.
==== 5 ====
Jonas Kahnwald, you have visited
Merul Badda, Wari this month.
==== 6 ====
Martha Nielsen, you have visited You
haven't visited anywhere this month.
==== 7 ====
Jonas Kahnwald has booked a ride!
Destination: Banani 11
Fare: 204.0 Taka
Jonas Kahnwald, please update your
plan to premium or wait till next
month!
==== 8 ====
Jonas Kahnwald has booked a ride!
Destination: Gulshan 1
Fare: 63.0 Taka
Jonas Kahnwald, you have visited
Gulshan 1 this month.
You have 2 ride(s) remaining.

```

## Task 9

1	<code>public class Task09 {</code>
2	<code>    public int p = 3, y = 2, sum;</code>
3	<code>    public void methodA(){</code>
4	<code>        int x = 0, y = 0;</code>
5	<code>        y = y + this.y;</code>
6	<code>        x = sum + 2 + p;</code>
7	<code>        sum = x + y + methodB(p, y);</code>
8	<code>        System.out.println(x + " " + y+ " " + sum);</code>
9	<code>    }</code>
10	<code>    public int methodB(int p, int n){</code>
11	<code>        int x = 0;</code>
12	<code>        y = y + (++p);</code>
13	<code>        x = x + 2 + n;</code>
14	<code>        sum = sum + x + y;</code>
15	<code>        System.out.println(x + " " + y+ " " + sum);</code>
16	<code>        return sum;</code>
17	<code>    }</code>
18	<code>}</code>

**Driver code:**

<pre> public class Tester09 {     public static void main(String [] args){         Task09 t1 = new Task09 ();         t1.methodA();         t1.methodA();     } } </pre>	Outputs		
	x	y	Sum

## Task 10

1	<code>public class test1 {</code>
2	<code>    public int x = 3;</code>
3	<code>    public int y = 0;</code>
4	<code>    public int z = -1;</code>
5	<code>    public void case1(int x){</code>
6	<code>        int y = 12;</code>
7	<code>        this.x = y + 4 + x;</code>
8	<code>        y += this.y + 1;</code>
9	<code>        case2(this.y, z);</code>
10	<code>        System.out.println(x + " " + y + " " + z + " ");</code>
11	<code>        this.y = this.x + z;</code>
12	<code>        System.out.println(this.x + " " + this.y + " " + this.z + " ");</code>
13	<code>    }</code>
14	<code>    public void case2(int temp, int z){</code>
15	<code>        this.x = z + temp + this.z;</code>
16	<code>        this.z = y + z;</code>
17	<code>        System.out.println(x + " " + y + " " + z + " ");</code>
18	<code>        y = x + y + z;</code>
19	<code>        temp = x;</code>
20	<code>        x = this.z;</code>
21	<code>        this.z = temp;</code>
22	<code>        System.out.println(this.x + " " + this.y + " " + this.z + " ");</code>
23	<code>    }</code>
24	<code>}</code>

**Driver code:**

<pre> public class test1Driver {     public static void main(String [] args){         test1 t1 = new test1();         t1.case1(4);         t1.case2(5, 6);     } } </pre>	Outputs		

### Task 11

1	<code>public class Task11 {</code>
2	<code>    public int temp = 4;</code>
3	<code>    public int sum;</code>
4	<code>    public int y;</code>
5	<code>    public int x;</code>
6	<code>    public void methodA(int m){</code>
7	<code>        int [] n = {2,5};</code>
8	<code>        int x = 0;</code>
9	<code>        y = y + m + this.methodB(x,m)+(temp++)+y;</code>
10	<code>        x = this.x + 2 + (++n[0]);</code>
11	<code>        sum = sum + x + y;</code>
12	<code>        n[0] = sum + 2;</code>
13	<code>        System.out.println(n[0] + x + " " + y+ " " + sum + n[0]);</code>
14	<code>    }</code>
15	<code>    public int methodB(int m, int n){</code>

16	<code>int [] y = {1};</code>
17	<code>this.y = y[0] + this.y + m;</code>
18	<code>x = this.y + 2 + temp - n;</code>
19	<code>sum = x + y[0] + this.sum;</code>
20	<code>System.out.println(y[0]+ x + " " + y[0] + " " +sum);</code>
21	<code>return y[0];</code>
22	<code>}</code>
23	<code>}</code>

<pre> public class Tester11 {     public static void main(String [] args){         Task11 t1 = new Task11();         t1.methodA(5);         t1.methodA(3);     } } </pre>	<b>Outputs</b>		