BSc (Hons) in Information Technology
Year 2

Lab Exercise 4

IT2030 – Object Oriented Programming   **Semester 1, 2023**

Objectives:

- Write Programs that make use of Static Methods and Properties

Exercise 1

a) Create a `Student` class with the properties `studentID` (int), `name` (string), `degree` (string), `mobile` (string).

b) Create a constructor for the `Student` class to set values for `name`, `degree` and `mobile` number. The student id should be generated by the system making use of a static property called `max` which is initialized to 100 initially to assign a unique value for each student id.

c) Create setters and getters for name, degree and mobile

d) Create a `print()` method to print details of a student.

e) Create a static method called `getNextStudentID()` to return the next `studentID`

f) Create a separate class called `StudentApp` with the main method.

g) Create an array of Student of objects. Instantiate 5 Student objects using the constructors and the setters you have developed.

h) Display the details of all the 5 students making use of the for loop.

Exercise 2

a) Implement the Feet class mentioned in Tutorial 03