COMP1161 Introduction to Object-Oriented Programming

Lab 2 – Exercises (Set A)

1. Create a package named lab2.
2. Download the file lab2\_3.zip from the course web site
3. Extract the file **Ticket**.java from the zip file and add it to your project.
4. Examine the documentation of the Ticket class (given on the course web site), then write a small program to:
   1. Declare a variable that will hold a Ticket object. [1 mark]
   2. Accept details of ticket being the name of the passenger, departure location and destination. [1 mark]
   3. Create a Job object that stores the data entered. [1 mark]
   4. Accept the number of bags that the passenger will check in.
   5. Set the number of bags for the ticket. [1 mark]
   6. Display the ticket information the following format:

<Example data is given in red>

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Passenger: James Brown

Route: Kingston to New York [1 mark]

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Number of bags: 5 [1 mark]

Baggage Charge: 27.00 [1 mark]

Overweight Insurance: 10.00 [1 mark]

Space Surcharge: 10.00 [1 mark]

Total Charge: 47.00 [1 mark]

**Notes:**

1. You do not need to calculate the baggage charge. The Ticket object does this for you.
2. Overweight insurance of $10 is added only if the baggage charge exceeds $15.
3. A space surcharge of $5/bag is charged for extra bags (more than 3)