

## Session-3 Lab Set=7

### Assignment

1. Create a base class called Vehicle with the following methods:

- void start (): This method should print "Vehicle started." Create two subclasses of Vehicle called Car and Motorcycle. Override the start() method in each subclass to provide a specific implementation:

- Car: Print "Car started."

- Motorcycle: Print "Motorcycle started." Create a class called Garage with a method named serviceVehicle (Vehicle vehicle). Inside this method, call the start () method of the provided vehicle object and print "Vehicle serviced." In the Main class, create instances of Car and Motorcycle. Create an instance of the Garage class. Call the serviceVehicle () method of the Garage class with instances of both Car and Motorcycle

### Output

```
<terminated> Main (2) [Java Application] C:\Users\Preetham
Car started.
Vehicle serviced.
Motorcycle started.
Vehicle serviced.
```

## Source code

```
Vehicle.java × Car.java Motorcycle.java Garage.java
1 package anudip.java.lab.vehicledemo;
2
3 public class Vehicle {
4     void start() {
5         System.out.println("Vehicle started.");
6     }
7 }
8
```

```
Vehicle.java Car.java × Motorcycle.java Garage.java
1 package anudip.java.lab.vehicledemo;
2
3 public class Car extends Vehicle {
4     @Override
5     void start() {
6         System.out.println("Car started.");
7     }
8 }
9
```

```
Vehicle.java Car.java Motorcycle.java × Garage.java
1 package anudip.java.lab.vehicledemo;
2
3 public class Motorcycle extends Vehicle {
4     @Override
5     void start() {
6         System.out.println("Motorcycle started.");
7     }
8 }
```

```
Vehicle.java Car.java Motorcycle.java Garage.java × Main.java
1 package anudip.java.lab.vehicledemo;
2
3 public class Garage {
4     void serviceVehicle(Vehicle vehicle) {
5         vehicle.start();
6         System.out.println("Vehicle serviced.");
7     }
8 }
```

```
Vehicle.java Car.java Motorcycle.java Garage.java Main.java ×
1 package anudip.java.lab.vehicledemo;
2
3 public class Main {
4     public static void main(String[] args) {
5         Vehicle myCar = new Car();
6         Vehicle myMotorcycle = new Motorcycle();
7         Garage myGarage = new Garage();
8         myGarage.serviceVehicle(myCar);
9         myGarage.serviceVehicle(myMotorcycle);
10    }
11 }
12
13
```

2. Create a class called Student. Inside the Student class, implement the following instance variables (fields):

- String name

- int age

- String department Implement the following constructors in the Student class:

- A default constructor that initializes the name to "Unknown", age to 20, and department to "Unassigned".

- A constructor that takes two parameters: name and age, and initializes the department to "IT".

- A constructor that takes three parameters: name, age, and department. In the Main class, create instances of the Student class using each constructor. Print out the details of each student, including their name, age, and department.

## Source code

```
1 package anudip.java.lab;
2
3 public class Student {
4     // Instance variables
5     String name;
6     int age;
7     String department;
8
9     // Default constructor
10    public Student() {
11        this.name = "Unknown";
12        this.age = 20;
13        this.department = "Unassigned";
14    }
15
16    // Constructor with name and age, department defaults to "IT"
17    public Student(String name, int age) {
18        this.name = name;
19        this.age = age;
20        this.department = "IT";
21    }
22
23    // Constructor with name, age, and department
24    public Student(String name, int age, String department) {
25        this.name = name;
26        this.age = age;
27        this.department = department;
28    }
29
30    // Method to print student details
31    public void printDetails() {
32        System.out.println("Name: " + name + ", Age: " + age + ", Department: " + department);
33    }
34 }
35
```

```
1 package anudip.java.lab;
2
3 public class Main {
4     public static void main(String[] args) {
5         // Creating instances of Student using each constructor
6         Student student1 = new Student(); // Default constructor
7         Student student2 = new Student("Dex", 23); // Constructor with name and age
8         Student student3 = new Student("Brian", 20, "Mathematics"); // Constructor with name, age, and department
9
10        // Printing details of each student
11        System.out.println("Student 1:");
12        student1.printDetails();
13        System.out.println("Student 2:");
14        student2.printDetails();
15        System.out.println("Student 3:");
16        student3.printDetails();
17    }
18 }
```

## Output

```
<terminated> Main (3) [Java Application] C:\Users\Preetham\p2\pool\plugins
Student 1:
Name: Unknown, Age: 20, Department: Unassigned
Student 2:
Name: Dex, Age: 23, Department: IT
Student 3:
Name: Brian, Age: 20, Department: Mathematics
```