

CS101- Algorithms and Programming I

Lab 08

Lab Objectives: Classes and Objects

- For all labs in CS 101, your solutions must conform to the CS101 style guidelines (rules!)

1. Create a Java class, `Project`, that has the following functionality:

Constant Data Members:

- `TAX`: tax rate to be applied to the project. Fixed at 13%.
- `OVERHEAD`: the project overhead, fixed at 50000TL
- `EMP_HOURS_WEEK`: standard number of hours each employee works per week (45)

Static data members:

- `projectCounter`: counts the number of projects created. Initialized to 5000.

Instance Data Members:

- `projectId`: stores the unique id number of the project (example: 2021-5000)
- `projectName`: stores the name of the project.
- `projectType`: stores the character representing the project type.
- `personHours`: stores the estimated person hours for the project.
- `ratePerHour`: stores the standard rate per person hour.
- `projectWeeks`: stores the estimated duration of the project in weeks.

Methods:

- **Constructor:**
 - Counts the project.
 - Takes `projectName`, `personHours`, `ratePerHour`, `projectWeeks` as parameters.
 - Initializes the `projectName` to the value passed as a parameter.
 - Initializes the `projectId`, `projectType`, `personHours`, `ratePerHour`, `projectWeeks` using the set methods.
- **Accessor methods for the following data members:**
 - `projectName`, `projectId`, `projectType`, `personHours`, `ratePerHour`, `projectWeeks`.
- **Mutator methods:**
 - `setProjectName`: sets the `projectName` to the value passed as a parameter.
 - `setPersonHours`: sets the `personHours` to the value passed as a parameter if it is a positive value, otherwise sets to zero.
 - `setRatePerHour`: sets the `ratePerHour` to the value passed as a parameter if it is positive, otherwise sets to zero.
 - `setProjectWeeks`: sets the `projectWeeks` to the value passed as a parameter if it is positive, otherwise sets to zero.
 - `setProjectId`: private method that sets the `projectId` using the current year plus the `projectCounter`. (ex:2021-5010 if 10 projects have been created)

- `setProjectType()`: sets the type according to the calculated project cost. If the `projectCost` is over 1000000 it is a (m)ajor project, between 500000 and 1000000 it is a (l)arge-scale, between 0 and 500000, (s)tandard project. Projects with a project cost of 0 are (i)nactive.

- **Service Methods:**

- `deactivateProject()`: sets the project to (i)nactive. Set `personHours`, `ratePerHour` to zero.
- `activateProject()`: sets the `personHours`, `ratePerHour` to values passed as parameters. Updates `projectType` according to the calculated project cost.
- `calculateProjectCost()`: calculates and returns the cost of the project. Cost is the sum of the human resource cost (`personHours` multiplied by `ratePerHour`), and the project overhead, increased by the tax rate. Note: if the cost before overhead is less than 20000, the `OVERHEAD` is not added.
- `calculatePersonResources()`: calculates and returns the number of employees required for the project, using the `personHours`, `projectWeeks`. Assume each employee is contracted for `EMP_HOURS_WEEK`.
- `toString()`: returns a `String` representation of a project. See sample output for format details. Active and inactive projects will display differently as shown below.

2. Create a Tester Application for your Project class which does the following:

- Create 2 Projects.
- Display the Projects.
- Update the projects:
 - Change their `personWeeks` and `ratePerHour`.
 - Update the `projectType`.
 - Deactivate one of the projects.
 - Display the updated projects.

Sample Output:

```
Project Name: ArcTech Business Solution
Project ID: 2023-5001
Project Type: m
Team Size: 5
Estimated Project Cost: 2855284.0
```

```
Project Name: SunMarkets POS Implementation
Project ID: 2023-5002
Project Type: s
Team Size: 1
Estimated Project Cost: 170404.0
```

```
-----INACTIVE PROJECT-----
Project Name: HealthTech Hospital
Project ID: 2023-5003
```

3. Create a class `Department`:

- **Instance Data Members:**
 - `deptName`: stores the name of the department.
 - `deptCode`: stores the code of the department.
- **Methods:**
 - **Constructor:**
 - Initializes the department name and department code using the ones passed as parameters.
 - **Accessor methods for:**
 - `deptName`, `deptCode`.
 - **Other methods:**
 - `equals()`: instance method that takes an `Object` as a parameter, and returns true if the target department and the `Department` passed as a parameter are the same, false if not.
 - `toString()`: returns a `String` representation of a department. See sample output for format details.

4. Create a class `Employee`:

- Constant data member:
 - `WORKING_DAYS`: there are 261 working days per year.
- **Instance Data Members:**
 - `employeeName`: stores the name of the employee.
 - `dailyRate`: stores the double daily pay rate of the employee.
 - `department`: stores the `Department` of the employee.
 - `project`: stores the project the employee has been assigned to.
- **Methods:**
 - **Constructor:**
 - Initializes the employee name, rate and project using the ones passed as parameters. Also takes the department name and code as parameters, initializes a new department using the ones passed as a parameter.
 - **Constructor:**
 - Copy constructor: creates a new `Employee` object using the data from the `Employee` passed as a parameter. The new employee will be assigned to the same project.
 - **Accessor / Mutator methods for:**
 - `employeeName`, `dailyRate`, `department`, `project`.
 - **Other methods:**
 - `calculateYearlySalary()`: Calculates and returns yearly salary.
 - `toString()`: returns a `String` representation of an `Employee`. See sample output for format details.

b. Create an application, `EmployeeApp` that does the following:

- Create a `Project`.
- Create 3 `Employees` who are assigned to the project.
- Create a new `Employee` that is a copy of the first.
- Display the 4 `Employees`.
- Compare the `Department` of all `Employees`, and display `Employees` with matching `Departments`.

Sample Output:

Employees:

Employee Name: Karakus, Zana Yearly Salary: 56115.0
DeptName: Information Technology Dept Code: ITProject Name: SunMarkets POS
Implementation
Project ID: 2023-5001
Project Type: 1
Team Size: 1
Estimated Project Cost: 532004.0

Employee Name: Rocca, Denis Yearly Salary: 45675.0
DeptName: Human Resources Dept Code: HRProject Name: SunMarkets POS
Implementation
Project ID: 2023-5001
Project Type: 1
Team Size: 1
Estimated Project Cost: 532004.0

Employee Name: Anders, Jamie Yearly Salary: 71775.0
DeptName: Human Resources Dept Code: HRProject Name: SunMarkets POS
Implementation
Project ID: 2023-5001
Project Type: 1
Team Size: 1
Estimated Project Cost: 532004.0

Employee Name: Karakus, Zana Yearly Salary: 56115.0
DeptName: Information Technology Dept Code: ITProject Name: SunMarkets POS
Implementation
Project ID: 2023-5001
Project Type: 1
Team Size: 1
Estimated Project Cost: 532004.0

----- end employee list -----

Employees with Matching Departments (1)

Employee Name: Karakus, Zana Yearly Salary: 56115.0
DeptName: Information Technology Dept Code: ITProject Name: SunMarkets POS
Implementation
Project ID: 2023-5001
Project Type: 1
Team Size: 1
Estimated Project Cost: 532004.0

Employee Name: Karakus, Zana Yearly Salary: 56115.0
DeptName: Information Technology Dept Code: ITProject Name: SunMarkets POS
Implementation
Project ID: 2023-5001
Project Type: 1
Team Size: 1
Estimated Project Cost: 532004.0

Employees with Matching Departments (2)

Employee Name: Rocca, Denis Yearly Salary: 45675.0
DeptName: Human Resources Dept Code: HRProject Name: SunMarkets POS
Implementation
Project ID: 2023-5001
Project Type: 1
Team Size: 1
Estimated Project Cost: 532004.0

Employee Name: Anders, Jamie Yearly Salary: 71775.0
DeptName: Human Resources Dept Code: HRProject Name: SunMarkets POS
Implementation
Project ID: 2023-5001
Project Type: 1
Team Size: 1
Estimated Project Cost: 532004.0