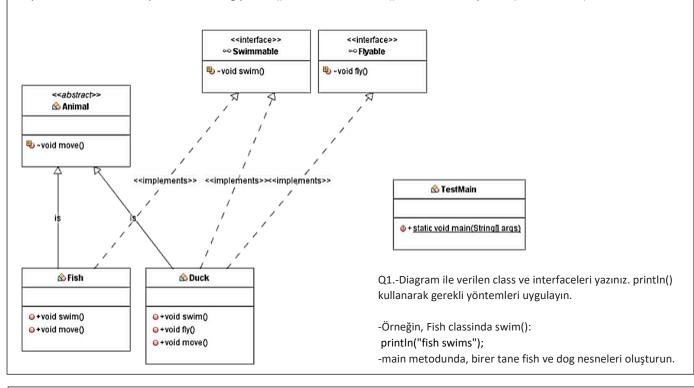
NAME:	
ID:	

~~~~	Q1	Q2	Q3	Q4	Q5	TOTAL
SCORE						

## OBJECT ORIENTED PROGRAMMING FINAL EXAM

**Q1 (25p)**: Write the classes and interfaces given by following diagram. In the main method, create fish and dog objects. Implement the necessary methods using println(). For instance swim() in class Fish: println("fish swims");



Q2(28p): Using the relationship given in the previous question, check if the following compiles and runs.

public class TestMain {
 public static void main(String[] args){
 Animal a= new Duck();
 a.swim();
 a.fly();
 a.move();
 Flyable f =(Flyable)new Fish();
 Animal a = new Duck();
 a.fly();
 }
}
Animal a = new Duck();
a.fly();

a.fly();

a.fly();

Q2.Önceki soruda verilen ilişkiyi kullanarak, tabloda verilen ifadelerin derlenip calistigini kontrol ediniz. Tam puan almak icin cevabinizi aciklayin.

Statement	Compile?	Run?	If compiles or runs, explain why?
			If not, Correct it (if it is possible)
Animal a= new Duck();	/	V	Duck is an Animal
a.swim();	X	X	Animal does not contain swim(). So you have to down to Duck. ((Duck)a).swim();
a.fly();	×	×	Animal does not contain fly(). So you have to downcas Duck. ((Duck)a).fly();
a.move();		<b>V</b>	Animal contain move().
<pre>Flyable f = (Flyable)new Fish();</pre>		X	Fish cannot be cast to Flyable. So we can cast to Anim Animal f=new Fish();
f = new Duck();		1/	
f.fly();	X	X	Animal does not contain fly(). So you have to downcas Duck. ((Duck)a).fly();

**Q3 (18p)**: 1.What is multiple inheritance in Java? Write the differences between classes and abstract classes. [Java'da çoklu miras nedir? Classlar ve abstract classlar arasındaki farkları yazın.] // Write answer here

## Q4 (24): Write the output. Explain your answer. Otherwise you will get half score. abstract class Worker { private String name; protected int hour; protected int wage; public Worker(String name, int hour) { this.name = name; this.hour = hour; public Worker(String name){ this.name = name; abstract int Salary(); @Override public String toString() { return name +" "+ this.Salary(); int baseSalary(){ return 1000; } } class Engineer extends Worker{ public Engineer(String name) { super(name); this.hour =10; this.wage = 50; @Override int Salary() { return this.hour \* wage + super.baseSalary(); } } class ChiefEngineer extends Worker{ public ChiefEngineer(String name, int hour) { super(name, hour); this.wage = 20; } @Override int Salary() { return this.hour \* wage \* 2 + super.baseSalary(); } } class TestClass{ public static void main(String[] args){ Worker w1 = new Engineer("newbie"); Worker w2 = new ChiefEngineer("senior", 40); System.out.println(w1); System.out.println(w2); } }

Q4.Write answer in here

newbie 1500 senior 2600

Q4. Çıktıyı yazın<u>. Cevabınızı açıklayın. Aksi takdirde yarım puan alırsınız.</u>

YOU HAVE 90 MINS.

ANSWER QUESTION 2, 3, 4 in the given spaces.

(Soru 2,3,4 uzerinde cevaplanacaktir)

GOOD LUCK!

## Q5:

Book adında bir class yazın. Classin 2 attribute'u olmalı: name (String) ve price (double).

- a) Constructor bu 2 attribute atamak zorundadır.
- b) Toplam fiyatı döndüren bir totalPrice () metodu oluşturun (price +% 8 \* price).
- c) Bu Classtan 4 (b1,b2,b3,b4) nesne oluşturun ve hepsini books olarak adlandırılan LinkedList'e ekleyin. d) Listedeki nesneleri toplam fiyata göre sıralayın. (İpucu: Comparable interface'ini kullanın)
- e) Listede sıralanmış olan nesneleri Iterator kullanarak yazdırın.

Q5(25p): Write a class called Book. The class must have 2 attributes: name(String) and price(double).

- a) Class constructor will have to set these 2 attributes.
- b) Create a totalPrice() method, which returns total price ( price + %8 \* price).
- c) Create 4 objects (b1, b2, b3,b4) from this class and add them all to a LinkedList called **books**.
- d) Sort objects in the list by total Price (Hint: Use Comparable interface)
- e) Print sorted objects in the list using Iterator.

## Answer Q1:

```
interface Swimmable {void swim();}
interface Flyable{void fly();}
public abstract class Animal {
abstract void move();
public class Duck extends Animal implements Swimmable, Flyable {
  @Override
  public void fly(){
    System.out.println("Duck is flying");
  @Override
  public void swim() {
    System.out.println("Duck is swimming");
  @Override
  void move() {
    System.out.println("Duck is moving");
public class Fish extends Animal implements Swimmable{
  @Override
  public void swim() {
    System.out.println("Fish is swimming");
  }
  @Override
  void move() {
    System.out.println("Fish is moving");
  }
}
public class AnimalMain {
  public static void main(String[] args) {
    Animal a=new Duck();
    a.swim();
    a.fly();
    a.move();
    Flyable f =(Flyable)new Fish();
    f = new Duck();
    f.fly();
  }
}
```

```
Q5)
public class Book implements Comparable<Book>{
  String name;
  double price;
  public Book(String name, double price) {
    this.name = name;
```

```
this.price = price;
 }
 double totalPrice(){
   return price+(0.08*price);
 }
 @Override
 public int compareTo(Book b) {
   return (int)(this.totalPrice()- b.totalPrice());
 }
 @Override
 public String toString() {
   return "Name: "+name+", Price: "+price;
 }
}
import java.util.Collections;
import java.util.lterator;
import java.util.LinkedList;
```

import java.util.List;

```
public class JavaApplication96 {
  public static void main(String[] args) {
    Book b1=new Book("book1",15.6d);
    Book b2=new Book("book2",25.4d);
    Book b3=new Book("book3",20.4d);
    Book b4=new Book("book4",30.4d);
    List<Book> Books= new LinkedList();
    Books.add(b1);
    Books.add(b2);
    Books.add(b3);
    Books.add(b4);
    Collections.sort(Books);
    Iterator iter=Books.iterator();
    while(iter.hasNext()) System.out.println(iter.next());
 }
}
```