

NAME:
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SCORE	Q1	Q2	Q3	Q4	TOTAL

OBJECT ORIENTED PROGRAMMING FINAL EXAM| 06.01.2020 | 75 mins

Q1 (20p): Please read the below statements carefully and put a check mark (✓) in one of the YES/NO boxes of the related question for which they hold true.

	Yes	No		Yes	No
<i>a</i> is a private int attribute of class <i>C</i> . I can assign 5 to <i>a</i> directly in the main method from another class.	<input type="checkbox"/>	<input type="checkbox"/>	I can write two methods in the same class with same name and different arguments, and compiler does not give any error. This is called overriding	<input type="checkbox"/>	<input type="checkbox"/>
If you extend an abstract class, you must implement all abstract methods.	<input type="checkbox"/>	<input type="checkbox"/>	A class that implements the interface must implement all the methods of the interface	<input type="checkbox"/>	<input type="checkbox"/>
Information: Class <i>S</i> is inherited from class <i>P</i> . int <i>i</i> is public, int <i>j</i> is protected, and int <i>k</i> is private in <i>P</i> . Both <i>S</i> and <i>P</i> have a method named <i>f</i> . <i>f</i> of <i>S</i> takes an int and <i>f</i> of <i>P</i> takes a float parameter. Class <i>S</i> has a member of class <i>R</i> , which has a public method <i>f</i> that takes no parameters. Answer the follows.					
Method <i>f</i> of class <i>S</i> can change <i>i</i> .	<input type="checkbox"/>	<input type="checkbox"/>	In the main, if method <i>f</i> of class <i>S</i> is called with a float parameter, this call is directed to the <i>f</i> of <i>P</i> .	<input type="checkbox"/>	<input type="checkbox"/>
The action in question 1.5 is called overloading .	<input type="checkbox"/>	<input type="checkbox"/>	<i>i</i> may be changed directly over an <i>R</i> object.	<input type="checkbox"/>	<input type="checkbox"/>
Method <i>f</i> of Class <i>R</i> overrides method <i>f</i> of Class <i>S</i>	<input type="checkbox"/>	<input type="checkbox"/>	<i>j</i> may be changed directly over an <i>S</i> object.	<input type="checkbox"/>	<input type="checkbox"/>

Q2(35p): In Main, we first create 4 tickets and add them all in the tickets list. Then ticketSeller takes the list and then sells them all. Finally, ticketSeller gets incomes. Sell() removes the specified ticket from the collection and compute Price. (Standard ticket price=10). To do this, write all necessary missing parts (Classes, methods, attribute) using UML and written lines of code.

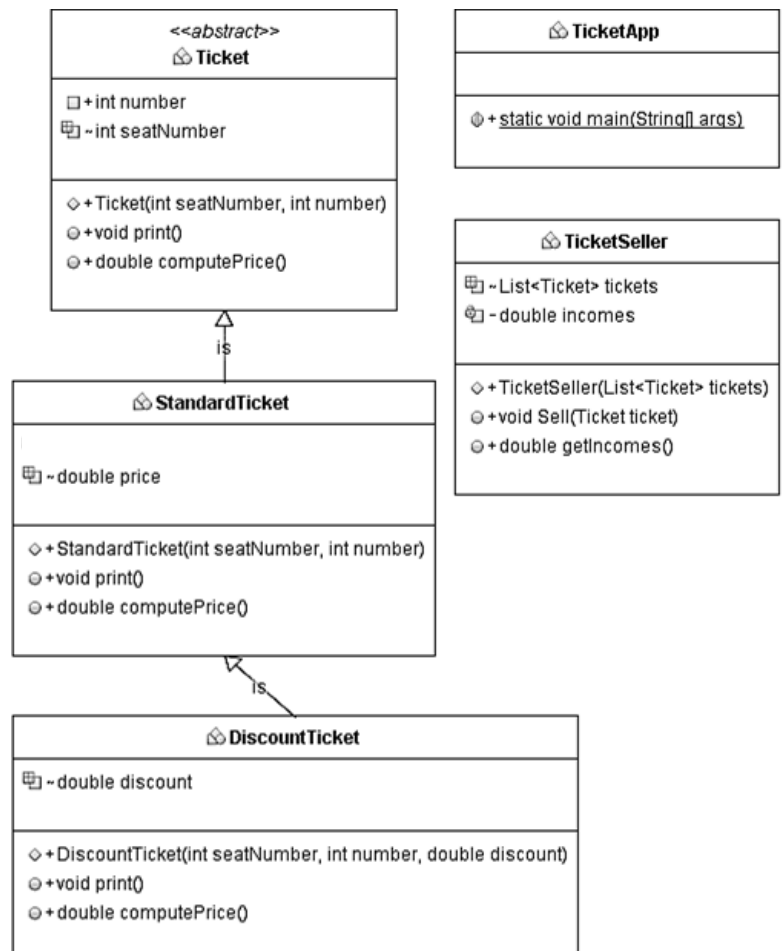
```
public class TicketApp {
    public static void main(String[] args) {
        Ticket t1 = new StandardTicket(10, 1);
        Ticket t2 = new DiscountTicket(22, 2, 0.1);
        Ticket t3 = new DiscountTicket(12, 3, 0.2);
        Ticket t4 = new StandardTicket(35, 4);

        List<Ticket> tickets = new ArrayList<>();
        tickets.add(t1);
        tickets.add(t2);
        tickets.add(t3);
        tickets.add(t4);

        //Sorts Tickets by seat number(for Question2)
        SortAndPrint(tickets);

        TicketSeller ts = new TicketSeller(tickets);
        ts.Sell(t1);
        ts.Sell(t2);
        ts.Sell(t3);
        ts.Sell(t4);

        System.out.println(ts.getIncomes()); } }
```



Q3 (20p): Consider the classes in Question 2, create a class named **SeatNumberComparator** to compare the tickets by seat number. In the class **TicketApp** implement the **SortAndPrint** method to sort the ticket collections (tickets) by seat number and print them. (Hint: use **Comparator** interface) [Write your answer here!]

Q4 (25): Assume statements are called in main method. Fill the given table.

```

interface A {
    void x();
    void y();
}

interface B {
    void z();
}

abstract class C implements A {
    @Override public void x(){ System.out.println(" c is doing x");}
    public abstract void y();
}

class D extends C {
    @Override public void x(){ System.out.println("d is doing x");}
    @Override public void y(){ System.out.println("d is doing y");}
    void q(){ System.out.println("d is doing q");}
}

class E extends C {
    void t(){ System.out.println("e doing t");}
    @Override public void y(){ System.out.println(" e is doing y");}
}

class F extends C implements B {
    @Override public void y(){ System.out.println(" c is doing y");}
    @Override public void z(){ System.out.println(" c is doing z");}
}
    
```

Statement	Compile? (yes/no)	Run? (yes/no)	If compiles or runs, explain why and write output ? If not, Correct it (if possible)
A a1 = new E(); a1.t();			
A a2 = new C(); a2.y();			
A a3 = new D(); if (a3 instanceof C) a3.x();			
a3 = a1; ((D)a3).q();			
B b = new C(); b.z();			

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Q1: Lütfen aşağıdaki ifadeleri dikkatlice okuyunuz ve ilgili sorunun YES / NO kutularından birine doğru oldukları bir onay işareti (✓) koyunuz.

Q2. Main'de önce 4 bilet oluşturun ve hepsini bilet listesine ekler. ticketSeller listeyi alır ve hepsini satar ve bu satıştan gelir elde (incomes) eder. Sell () ile belirtilen biletin fiyatın hesaplanır ve listeden kaldırılır. (Standart bilet fiyatı = 10). Bu işlemleri yapmak için eksik olan kısımları (class, method, attribute) UML ve yazılı kod satırlarını yardımıyla yazın.

Q3. Soru 2'nin devamı olarak, biletleri koltuk numarasına göre karşılaştırmak için SeatNumberComparator adlı bir sınıf oluşturun. TicketApp class'ında bilet koleksiyonları (bilet) koltuk numarasına göre sıralamak ve yazdırmak için SortAndPrint methodunu doldurun. (İpucu: Comparator Interface'sini kullanın.) Cevabınızı yukarıda verilen boşluğa yazınız.

Q4. Varsayım statement sütununda verilen ifadeler main'de çağrılıyor. Verilen tabloyu doldurun.

Q2. Answer here