

Tab 1

Lab Assignment 06



Inspiring Excellence

Course Code:	CSE111
Course Title:	Programming Language II
Topic:	Encapsulation, Static variable and Static Method
Number of Tasks:	11

[Submit all the Coding and Tracing Tasks (Task 1 to 11) in the Google Form shared on buX]

[You are not allowed to change the driver codes of any of the tasks]

Task 1

Write the “**Product**” class to show the following output

Note: Make sure to use proper *Encapsulation concepts* for the setter & getter methods.

All the attributes should have Private access.

Driver Code	Output
<pre>public class ProductTester{ public static void main(String[] args) { System.out.println("< -----1----->"); Product product1 = new Product(); product1.displayInfo(); System.out.println(); System.out.println("< -----2----->"); Product product2 = new Product("Laptop", 1200.00); product2.setQuantity(10); product2.displayInfo(true); System.out.println("< -----3----->"); System.out.println("Retrieved Price: \$" + product2.getPrice()); System.out.println("Retrieved Quantity: " + product2.getQuantity()); } }</pre>	<pre>< -----1-----> Product Name: Unknown Price: \$0.0 < -----2-----> Product Name: Laptop Price: \$1200.0 Quantity: 10 < -----3-----> Retrieved Price: \$1200.0 Retrieved Quantity: 10</pre>

Task 2

Design the **Passenger** class in such a way that the following code provides the expected output.

- Passenger class has two static variables ***no_of_passenger*** and ***total_fare***.
- Each passenger has to pay 20 TK/Distance and extra 10 TK/BaggageWeight.

Given Code	Expected Output
<pre>public class PassengerTester{ public static void main(String args[]){ System.out.println("Total Passenger: "+ Passenger.no_of_passenger); System.out.println("Total Fare: "+ Passenger.total_fare + " TK"); System.out.println("=====1====="); Passenger p1 = new Passenger("Lara", 5.6); p1.passengerDetails(); System.out.println("=====2====="); Passenger p2 = new Passenger("Kevin", 10.0); p2.storeBaggageWeight(6.8); p2.passengerDetails(); System.out.println("=====3====="); Passenger p3 = new Passenger("Robin", 2.3); p3.storeBaggageWeight(5.0); p3.passengerDetails(); System.out.println("=====4====="); System.out.println("Total Passenger: "+ Passenger.no_of_passenger); System.out.println("Total Fare: "+ Passenger.total_fare + " TK"); } }</pre>	<pre>Total Passenger: 0 Total Fare: 0.0 TK =====1===== Name: Lara Fare: 112.0 TK =====2===== Name: Kevin Fare: 268.0 TK =====3===== Name: Robin Fare: 96.0 TK =====4===== Total Passenger: 3 Total Fare: 476.0 TK</pre>

Task 3

Design a **Book** class in such a way that the following code provides the expected output.

- The Book class has two static variables: total_books_sold and total_revenue.
- Each book has a base price of 150 TK. If the discountPercentage is applied, the book's price is reduced by that percentage.
- The Book class should have a method to calculate the price after the discount

Given Code	Expected Output
<pre>public class BookTester { public static void main(String[] args) { System.out.println("Total Books Sold: " + Book.total_books_sold); System.out.println("Total Revenue: "+Book.total_revenue + " TK"); System.out.println("=====1====="); Book b1 = new Book("Java Programming", 10); // 10% discount b1.bookDetails(); System.out.println("=====2====="); Book b2 = new Book("Python Programming", 15); // 15% discount b2.bookDetails(); System.out.println("=====3====="); Book b3 = new Book("Data Structures", 5); // 5% discount b3.bookDetails(); System.out.println("=====4====="); System.out.println("Total Books Sold: " + Book.total_books_sold); System.out.println("Total Revenue: "+Book.total_revenue + " TK"); } }</pre>	<pre>Total Books Sold: 0 Total Revenue: 0.0 TK =====1===== Title: Java Programming Price after Discount: 135.0 TK =====2===== Title: Python Programming Price after Discount: 127.5 TK =====3===== Title: Data Structures Price after Discount: 142.5 TK =====4===== Total Books Sold: 3 Total Revenue: 405.0 TK</pre>

Task 4

Write a class called Circle with the required constructor and methods to get the following output.

Subtasks:

1. Create a class called Circle.
2. Create the required constructor. Use Encapsulation to protect the variables.
[Hint: Assign the radius variable in private]
3. Create getRadius() and setRadius() method to access variables.
4. Create a method called area to calculate the area of circles.

Given Code	Expected Output
<pre>public class CircleTester { public static void main(String[] args) { System.out.println("Total Circle: "+ Circle.count); Circle c1 = new Circle(4); System.out.println("1-----"); System.out.println("Total Circle: "+ Circle.count); System.out.println("First circle radius: " + c1.getRadius()); System.out.println("First circle area: " + c1.area()); System.out.println("2-----"); Circle c2 = new Circle(5); System.out.println("Total Circle: "+ Circle.count); System.out.println("Second circle radius: " + c2.getRadius()); System.out.println("Second circle area: " + c2.area()); System.out.println("3-----"); } }</pre>	<pre>Total Circle: 0 1----- Total Circle: 1 First circle radius: 4.0 First circle area: 50.26548245743669 2----- Total Circle: 2 Second circle radius: 5.0 Second circle area: 78.53981633974483 3-----</pre>

Task 5

Suppose you have opened a new library, from where your friends can borrow books. Initially you have bought 3 books (Pather Panchali, Durgesh Nandini & Anandmath) each of 3 copies only. Design the **Borrower** class in such a way that the following code provides the expected output.

- You are given the arrays **book_count** and **book_name** to keep track of the number of books available. For simplicity, assume that there will be no other books in the library.
- You must reuse the **remainingBooks()** method when needed.

Given Code	Expected Output
<pre>public class Tester{ public static void main(String args[]){ Borrower.bookStatus(); System.out.println("*****1*****"); Borrower b1 = new Borrower("Nabila"); b1.borrowBook("Pather Panchali"); b1.borrowBook("Anandmath"); b1.borrowerDetails(); System.out.println("*****2*****"); Borrower b2 = new Borrower("Sadia"); b2.borrowBook("Anandmath"); b2.borrowBook("Durgesh Nandini"); b2.borrowBook("Pather Panchali"); b2.borrowerDetails(); System.out.println("*****3*****"); System.out.println(Borrower.remainingBooks("Anandmath")+ "copies of Anandmath is remaining."); System.out.println("*****4*****"); Borrower b3 = new Borrower("Anika"); b3.borrowBook("Anandmath"); Borrower.bookStatus(); System.out.println("*****5*****"); Borrower b4 = new Borrower("Oishi"); b4.borrowBook("Anandmath"); b4.borrowBook("Durgesh Nandini"); b4.borrowerDetails(); } } public class Borrower{ public static int book_count[] = {3, 3, 3}; public static String book_name[] = {"Pather Panchali", "Durgesh Nandini", "Anandmath"}; // Your Code here }</pre>	<pre>Available Books: Pather Panchali: 3 Durgesh Nandini: 3 Anandmath: 3 *****1***** Name: Nabila Books Borrowed: Pather Panchali Anandmath *****2***** Name: Sadia Books Borrowed: Anandmath Durgesh Nandini Pather Panchali *****3***** 1 copies of Anandmath is remaining. *****4***** Available Books: Pather Panchali: 1 Durgesh Nandini: 2 Anandmath: 0 *****5***** This book is not available. Name: Oishi Books Borrowed: Durgesh Nandini</pre>

Task 6

For this task, you need to design the **Cargo** class with appropriate static and non-static variables and methods to produce this given output for the given tester code.

Note: .load() method marks an object as selected for transport, and .unload() method unmarked it. At a time, the transport capacity is 10.0 Tonnes. Each Cargo object is initialized with 2 attributes from the constructor - the contents and the weight. Carefully observe the outputs to identify the other attributes and design the class.

Given Code	Expected Output
<pre>public class CargoTester { public static void main(String[] args) { System.out.println("Cargo Capacity: " + Cargo.capacity()); System.out.println("1====="); Cargo a = new Cargo("Industrial Machinery", 4.5); a.details(); System.out.println("2====="); a.load(); System.out.println("3====="); Cargo b = new Cargo("Steel Ingot", 2.7); b.details(); System.out.println("4====="); System.out.println("Cargo Capacity: " + Cargo.capacity()); System.out.println("5====="); b.load(); System.out.println("Cargo Capacity: " + Cargo.capacity()); System.out.println("6====="); Cargo c = new Cargo("Tree Trunks", 3.6); c.load(); System.out.println("7====="); c.details(); b.details(); System.out.println("8====="); Cargo d = new Cargo("Processed Goods", 1.8); d.load(); System.out.println("Cargo Capacity: " + Cargo.capacity()); System.out.println("9====="); b.unload(); System.out.println("Cargo Capacity: " + Cargo.capacity()); System.out.println("10====="); c.load(); System.out.println("11====="); b.details(); System.out.println("Cargo Capacity: " + Cargo.capacity()); } }</pre>	<pre>Cargo Capacity: 10.0 1===== Cargo ID: 1, Contents: Industrial Machinery, Weight: 4.5, Loaded: false 2===== Cargo 1 loaded for transport. 3===== Cargo ID: 2, Contents: Steel Ingot, Weight: 2.7, Loaded: false 4===== Cargo Capacity: 5.5 5===== Cargo 2 loaded for transport. Cargo Capacity: 2.8 6===== Cannot load cargo, exceeds weight capacity. 7===== Cargo ID: 3, Contents: Tree Trunks, Weight: 3.6, Loaded: false Cargo ID: 2, Contents: Steel Ingot, Weight: 2.7, Loaded: true 8===== Cargo 4 loaded for transport. Cargo Capacity: 1.0 9===== Cargo 2 unloaded. Cargo Capacity: 3.7 10===== Cargo 3 loaded for transport. 11===== Cargo ID: 2, Contents: Steel Ingot, Weight: 2.7, Loaded: false Cargo Capacity: 0.09999999999999964</pre>

Task 7

Design a **Student** class in such a way that the following code provides the expected output.

Driver Code	Output
<pre>public class StudentTester { public static void main(String[] args) { Student.printDetails(); System.out.println("-----"); Student mikasa = new Student("Mikasa", 3.75); mikasa.individualDetail(); System.out.println("-----"); Student.printDetails(); System.out.println("-----"); Student harry = new Student("Harry", 2.5, "Charms"); harry.individualDetail(); System.out.println("-----"); Student.printDetails(); System.out.println("-----"); Student levi = new Student("Levi", 3.33); levi.individualDetail(); System.out.println("-----"); Student.printDetails(); } }</pre>	<pre>Total Student(s): 0 CSE Student(s): 0 Other Department Student(s): 0 ----- ID: 1 Name: Mikasa CGPA: 3.75 Department: CSE ----- Total Student(s): 1 CSE Student(s): 1 Other Department Student(s): 0 ----- ID: 2 Name: Harry CGPA: 2.5 Department: Charms ----- Total Student(s): 2 CSE Student(s): 1 Other Department Student(s): 1 ----- ID: 3 Name: Levi CGPA: 3.33 Department: CSE ----- Total Student(s): 3 CSE Student(s): 2 Other Department Student(s): 1</pre>

Task 8

Design the Player class with the necessary property to produce the output from the given driver code. **Hint: The total number of players is maximum 11**

Driver Code	Output
<pre>public class PlayerTester{ public static void main(String[] args) { System.out.println("Total number of players: " + Player.total); System.out.println("1-----"); Player p1 = new Player("Neymar", "Brazil",5); System.out.println(p1.player_detail()); System.out.println("====="); Player.info(); System.out.println("2-----"); Player p2 = new Player("Ronaldo", "Portugal", 7); System.out.println(p2.player_detail()); System.out.println("====="); Player.info(); System.out.println("3-----"); Player p3 = new Player("Messi", "Argentina", 6); System.out.println(p3.player_detail()); System.out.println("====="); Player.info(); System.out.println("4-----"); Player p4 = new Player("Mbappe", "France", 10); System.out.println(p4.player_detail()); System.out.println("====="); Player.info(); } }</pre>	<pre>Total number of players: 0 1----- Player Name: Neymar Jersey Number: 5 Country: Brazil ===== Total number of players: 1 Players enlisted so far: Neymar 2----- Player Name: Ronaldo Jersey Number: 7 Country: Portugal ===== Total number of players: 2 Players enlisted so far: Neymar, Ronaldo 3----- Player Name: Messi Jersey Number: 6 Country: Argentina ===== Total number of players: 3 Players enlisted so far: Neymar, Ronaldo, Messi 4----- Player Name: Mbappe Jersey Number: 10 Country: France ===== Total number of players: 4 Players enlisted so far: Neymar, Ronaldo, Messi, Mbappe</pre>

Task 9

1.	public class Tracing {	Output		
2.	public static int x= 0, y = 0;			
3.	public int a, b;			
4.	public Tracing(int a, int b){			
5.	this.a = a;			
6.	this.b = b;			
7.	x+=1;			
8.	y+=2;			
9.	}			
10.	public void methodA(int a){			
11.	this.a = x+a;			
12.	this.b = this.b+ this.a +this.methodB();			
13.	System.out.println(this.a+" "+this.b+" "+x);			
14.	}			
15.	public int methodB(){			
16.	this.b = y - this.b + this.a;			
17.	System.out.println(this.a+" "+this.b+" "+x);			
18.	x += this.b;			
19.	return this.b;			
20.	}			
21.	public void methodB(Tracing t1){			
22.	t1.b = this.y - t1.b + this.b;			
23.	System.out.println(t1.a+" "+t1.b+" "+x);			
24.	}			
25.	}			
26.	public class Test9{			
27.	public static void main(String [] args){			
28.	Tracing t1= new Tracing(2, 3);			
29.	t1.methodA(1);			
30.	Tracing t2= new Tracing(3, 4);			
31.	t2.methodA(2);			
32.	t1.methodB(t2);			
33.	t2.methodB(t2);			
34.	}			
35.	}			

Task 10

1	public class FinalT6A{	Outputs		
2	public static int temp = 3;			
3	public int sum;			
4	public int y = 2;			
5	public FinalT6A(int x, int p){			
6	temp+=3;			
7	y = temp - p;			
8	sum = FinalT6A.temp + x;			
9	System.out.println(x + " " + y+ " " + sum);			
10	}			
11	public void methodA(){			
12	int x=0, y =0;			
13	y = y + this.y;			
14	x = this.y + 2 + temp;			
15	sum = x + y + methodB(temp, y);			
16	System.out.println(x + " " + y+ " " + sum);			
17	}			
18	public int methodB(int temp, int n){			
19	int x = 0;			
20	y = y + (++temp);			
21	x = x + 2 + n;			
22	sum = sum + x + y;			
23	System.out.println(x + " " + y+ " " + sum);			
24	return sum;			
25	}			
26	}			
27	public class Test10{			
28	public static void main(String [] args){			
29	FinalT6A q1 = new FinalT6A(2,1);			
30	q1.methodA();			
31	q1.methodA();			
32	}			
33	}			

Task 11

1	<code>public class B{</code>
2	<code> public static int x;</code>
3	<code> public int y = 4;</code>
4	<code> public int temp = -5;</code>
5	<code> public int sum = 2;</code>
6	<code> public B(){</code>
7	<code> y = temp + 3 ;</code>
8	<code> sum = 3 + temp + 3;</code>
9	<code> temp-=2;</code>
10	<code> }</code>
11	<code> public B(B b){</code>
12	<code> sum = b.sum;</code>
13	<code> x = b.x;</code>
14	<code> b.methodB(1,3);</code>
15	<code> }</code>
16	<code> public void methodA(int m, int n){</code>
17	<code> int x = 2;</code>
18	<code> y = y + m + (temp++);</code>
19	<code> x = x + 7 + n;</code>
20	<code> sum = sum + x + y;</code>
21	<code> System.out.println(x + " " + y+ " " + sum);</code>
22	<code> }</code>
23	<code> public void methodB(int m, int n){</code>
24	<code> int y = 0;</code>
25	<code> y = y + this.y;</code>
26	<code> x = this.y + 3 + temp;</code>
27	<code> methodA(x, y);</code>
28	<code> sum = x + y + sum;</code>
29	<code> System.out.println(x + " " + y+ " " + sum);</code>
30	<code> }</code>
31	<code>}</code>

Consider the following code:

B b1 = new B();	x	y	sum
B b2 = new B(b1);			
b1.methodA(3, 2);			
b2.methodB(1, 2);			

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Ungraded Tasks (Optional)

(You don't have to submit the ungraded tasks)

Task 1

Design the **SultansDine** class with the necessary property to produce the output from the given driver code.

Subtasks:

1. Create SultansDine class
2. Create 2 static variable and 1 static array
3. Create 1 static method
4. Calculation of branch sell is given below
 - a. If sellQuantity < 10:
 - i. Branch_sell = quantity * 300
 - b. Else if sellQuantity < 20:
 - i. Branch_sell = quantity * 350
 - c. Else
 - i. Branch_sell = quantity * 400
5. Calculation of branch's sell percentage = (branch's sell / total sell) * 100

Driver Code	Output
<pre>public class SultansDineTester { public static void main(String[] args) { SultansDine.details(); System.out.println("1====="); SultansDine dhanmondi = new SultansDine("Dhanmondi"); dhanmondi.sellQuantity(25); dhanmondi.branchInformation(); System.out.println("2====="); SultansDine.details(); System.out.println("3====="); SultansDine baily_road = new SultansDine("Baily Road"); baily_road.sellQuantity(15); baily_road.branchInformation(); System.out.println("4====="); SultansDine.details(); System.out.println("5====="); SultansDine gulshan = new SultansDine("Gulshan"); gulshan.sellQuantity(9); gulshan.branchInformation(); System.out.println("6====="); SultansDine.details(); } }</pre>	<pre>Total Number of branch(s): 0 Total Sell: 0 Taka 1===== Branch Name: Dhanmondi Branch Sell: 10000 Taka 2===== Total Number of branch(s): 1 Total Sell: 10000 Taka Branch Name: Dhanmondi, Branch Sell: 10000 Taka Branch consists of total sell's 100.00 3===== Branch Name: Baily Road Branch Sell: 5250 Taka 4===== Total Number of branch(s): 2 Total Sell: 15250 Taka Branch Name: Dhanmondi, Branch Sell: 10000 Taka Branch consists of total sell's 65.57 Branch Name: Baily Road, Branch Sell: 5250 Taka Branch consists of total sell's 34.43 5===== Branch Name: Gulshan Branch Sell: 2700 Taka 6===== Total Number of branch(s): 3 Total Sell: 17950 Taka Branch Name: Dhanmondi, Branch Sell: 10000 Taka Branch consists of total sell's 55.71</pre>

Branch Name: Baily Road, Branch Sell: 5250 Taka Branch consists of total sell's 29.25 Branch Name: Gulshan, Branch Sell: 2700 Taka Branch consists of total sell's 15.04

Task 2

Implement the design of the **Travel** class so that the following output is produced.
Use Encapsulation to protect the variables. [Hint: Assign all the variables in private]

Driver Code	Output
<pre> public class TravelTester { public static void main(String[] args) { System.out.println("No. of Traveller = " + Travel.getCount()); System.out.println("1====="); Travel t1 = new Travel("Dhaka", "India"); System.out.println(t1.displayTravelInfo()); System.out.println("2====="); Travel t2 = new Travel("Kuala Lumpur", "Dhaka"); t2.setTime(23); System.out.println(t2.displayTravelInfo()); System.out.println("3====="); Travel t3 = new Travel("Dhaka", "New_Zealand"); t3.setTime(15); t3.setDestination("Germany"); System.out.println(t3.displayTravelInfo()); System.out.println("4====="); Travel t4 = new Travel("Dhaka", "India"); t4.setTime(9); t4.setSource("Malaysia"); t4.setDestination("Canada"); System.out.println(t4.displayTravelInfo()); System.out.println("5====="); System.out.println("No. of Traveller = " + Travel.getCount()); } } </pre>	<pre> No. of Traveller = 0 1===== Source: Dhaka Destination: India Flight Time: 1:00 2===== Source: Kuala Lumpur Destination: Dhaka Flight Time: 23:00 3===== Source: Dhaka Destination: Germany Flight Time: 15:00 4===== Source: Malaysia Destination: Canada Flight Time: 9:00 5===== No. of Traveller = 4 </pre>

Task 3

1.	public class Maze{	Output	
2.	public static int x;		
3.	public void methodA(){		
4.	int m = 5;		
5.	x=11;		
6.	System.out.println(x+" "+m);		
7.	m=methodB(m-3)+x;		
8.	System.out.println(x+" "+(m));		
9.	methodB(x,m);		
10.	System.out.println(x+" "+m+x);		
11.	}		
12.	public int methodB(int y){		
13.	x=y*y;		
14.	System.out.println(x+" "+y);		
15.	return x+3;		
16.	}		
17.	public void methodB(int z, int x){		
18.	z=z-2;		
19.	x=x*1%z;		
20.	System.out.println(z+" "+x);		
21.	}		
22.	}		
23.	public class TestU3{		
24.	public static void main(String [] args){		
25.	Maze c = new Maze();		
26.	c.methodA();		
27.	c.methodB(-11, 45);		
28.	}		
29.	}		

Task 4

Find the outputs after running the main() method in **Test11** class.

1	public class Quiz1{	Outputs		
2	public static int temp = 4;			
3	public int sum;			
4	public int y;			
5	public Quiz1(){			
6	y = temp - 1;			
7	sum = temp + 1;			
8	temp+=2;			
9	}			
10	public Quiz1(int p){			
11	y = temp + p ;			
12	sum = p + temp + 1;			
13	temp-=1;			
14	}			
15	public void methodA(){			
16	int x=0, y =0;			
17	y = y + this.y;			
18	x = this.y + 2 + temp;			
19	sum = x + y + methodB(x, y);			
20	System.out.println(x + " " + y+ " " + sum);			
21	}			
22	public int methodB(int m, int n){			
23	int x = 0;			
24	y = y + m + (++temp);			
25	x = x + 2 + n;			
26	sum = sum + x + y;			
27	System.out.println(x + " " + y+ " " + sum);			
28	return sum;			
29	}			
30	}			
31	public class TestU4{			
32	public static void main(String [] args){			
33	Quiz1 q1 = new Quiz1();			
34	q1.methodA();			
35	q1.methodA();			
36	Quiz1.temp+= 2;			
37	Quiz1 q2 = new Quiz1(2);			

38	q2.methodA();	
39	q2.methodA();	
40	}	
41	}	