Status	Finished
Started	Thursday, 3 October 2024, 8:11 PM
Completed	Thursday, 3 October 2024, 9:07 PM
Duration	56 mins 8 secs

Question **1**

Correct

Marked out of 5.00

Create a class Student with two private attributes, name and roll number. Create three objects by invoking different constructors available in the class Student.

Student()

Student(String name)

Student(String name, int rollno)

Input:

No input

Output:

No-arg constructor is invoked
1 arg constructor is invoked
2 arg constructor is invoked
Name =null , Roll no = 0
Name =Rajalakshmi , Roll no = 0
Name =Lakshmi , Roll no = 101

For example:

Test	Result
1	No-arg constructor is invoked 1 arg constructor is invoked 2 arg constructor is invoked Name =null , Roll no = 0 Name =Rajalakshmi , Roll no = 0 Name =Lakshmi , Roll no = 101

Answer: (penalty regime: 0 %)

```
public class Student{
    private String name;
    private int roll_number;
    Student(){
        System.out.println("No-arg constructor is invoked");
    }
    Student(String name){
        System.out.println("1 arg constructor is invoked");
    }
    Student(String name,int roll_number){
        System.out.println("2 arg constructor is invoked");
    }
    public static void main(String [] args){
        Student s1 = new Student();
        Student s2 = new Student("Rajalakshmi");
        Student s3 = new Student("Lakshmi",101);
        s2.name = "Rajalakshmi";
        s3.name = "Lakshmi";
        s3.roll_number = 101;
       System.out.println("Name ="+s1.name +" ,"+" Roll no = "+s1.roll_number);
       System.out.println("Name ="+s2.name+" , Roll no = "+s2.roll_number);
       System.out.println("Name ="+s3.name+" , Roll no = "+s3.roll_number);

    }
}
```

	Test	Expected	Got	
✓	1	No-arg constructor is invoked 1 arg constructor is invoked 2 arg constructor is invoked Name =null , Roll no = 0 Name =Rajalakshmi , Roll no = 0 Name =Lakshmi , Roll no = 101	No-arg constructor is invoked 1 arg constructor is invoked 2 arg constructor is invoked Name =null , Roll no = 0 Name =Rajalakshmi , Roll no = 0 Name =Lakshmi , Roll no = 101	✓

Passed all tests! ✓

Question **2**

Correct

Marked out of 5.00

Create a class called "Circle" with a radius attribute. You can access and modify this attribute using getter and setter methods. Calculate the area and circumference of the circle.

Area of Circle = πr^2

Circumference = $2\pi r$

Input:

2

Output:

Area = 12.57
Circumference = 12.57

For example:

Test	Input	Result
1	4	Area = 50.27 Circumference = 25.13

Answer: (penalty regime: 0 %)

Reset answer

```
import java.io.*;
import java.util.Scanner;
class Circle
{
    private double radius;
    public Circle(double radius){
        // set the instance variable radius
       this.radius = radius;

    }
    public void setRadius(double radius){
        // set the radius
        this.radius = radius;


    }
    public double getRadius()    {
        return radius;


    }
    public double calculateArea()  { // complete the below statement
       return Math.PI*radius*radius;

    }
    public double calculateCircumference()    {
        // complete the statement
       return  2*Math.PI*radius;
    }
}
class prog{
    public static void main(String[] args)  {
        int r;
        Scanner sc= new Scanner(System.in);
        r=sc.nextInt();
        Circle c= new Circle(r);
        System.out.println("Area = "+String.format("%.2f", c.calculateArea()));
        // invoke the calculatecircumference method
        System.out.println("Circumference = "+String.format("%.2f",c.calculateCircumference()));


    }
}

```

	Test	Input	Expected	Got	
✓	1	4	Area = 50.27 Circumference = 25.13	Area = 50.27 Circumference = 25.13	✓
✓	2	6	Area = 113.10 Circumference = 37.70	Area = 113.10 Circumference = 37.70	✓
✓	3	2	Area = 12.57 Circumference = 12.57	Area = 12.57 Circumference = 12.57	✓

Passed all tests! ✓

Question **3**

Correct

Marked out of 5.00

Create a Class Mobile with the attributes listed below,

private String manufacturer;
private String operating_system;
public String color;
private int cost;

Define a Parameterized constructor to initialize the above instance variables.

Define getter and setter methods for the attributes above.

for example : setter method for manufacturer is

void setManufacturer(String manufacturer){

this.manufacturer= manufacturer;

}

String getManufacturer(){

return manufacturer;}

Display the object details by overriding the toString() method.

For example:

Test	Result
1	manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000

Answer: (penalty regime: 0 %)

```
public class Mobile{
    private String manufact;
    private String os;
    private String Colour;
    private int cost;
    public Mobile(String manufact,String os,String Colour,int cost){
        this.manufact = manufact;
        this.os = os;
        this.Colour = Colour;
        this.cost = cost;
    }
   public void setmanu(String manufact){
        this.manufact = manufact;
    }
   public  void setOs(String os){
        this.os = os;
    }
   public  void setColour(String Colour){
        this.Colour = Colour;
    }
   public  void setCost(int cost){
        this.cost = cost;
    }
    public String getmanu(String manufact){
        return manufact;
    }
    public String getOs(String os){
        return os;
    }
    public String getColour(String Colour ){
        return Colour;
    }
    public int getcost(int cost){
        return cost;
    }
    public String toString(){
        return "manufacturer = "+manufact +"\n"+
               "operating_system = "+os +"\n"+
               "color = "+Colour +"\n"+
```

```
                "cost = "+cost;

    }
    public static void main(String[] args){
        Mobile m = new Mobile("Redmi","Andriod","Blue",34000);
        System.out.println(m.toString());
    }

}
```

	Test	Expected	Got	
✓	1	manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000	manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000	✓

Passed all tests! ✓

◄ Lab-04-MCQ

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