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Status	Finished
Started	Wednesday, 9 October 2024, 7:36 PM
Completed	Thursday, 10 October 2024, 9:44 PM
Duration	1 day 2 hours

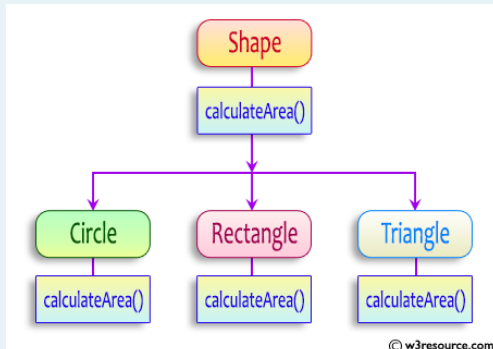
Question 1

Correct

Marked out of 5.00

Create a base class Shape with a method called calculateArea(). Create three subclasses: Circle, Rectangle, and Triangle. Override the calculateArea() method in each subclass to calculate and return the shape's area.

In the given exercise, here is a simple diagram illustrating polymorphism implementation:



```

abstract class Shape {
    public abstract double calculateArea() ;
}

```

```
System.out.printf("Area of a Triangle :%.2f%n",((0.5)*base*height)); // use this statement
```

sample Input :

```

4 // radius of the circle to calculate area PI*r*r
5 // length of the rectangle
6 // breadth of the rectangle to calculate the area of a rectangle
4 // base of the triangle
3 // height of the triangle

```

OUTPUT:

Area of a circle :50.27

Area of a Rectangle :30.00

Area of a Triangle :6.00

For example:

Test	Input	Result
1	4 5 6 4 3	Area of a circle: 50.27 Area of a Rectangle: 30.00 Area of a Triangle: 6.00
2	7 4.5 6.5 2.4 3.6	Area of a circle: 153.94 Area of a Rectangle: 29.25 Area of a Triangle: 4.32

Answer: (penalty regime: 0 %)

```

1 import java.util.Scanner;
2 abstract class Shape{
3     public abstract double calculateArea();
4 }
5
6 class circle extends Shape{
7     double r;
8     public circle(double r){
9         this.r = r;
10    }
11    public double calculateArea(){
12        return Math.PI*r*r;
13    }
14 }
15 class Rectangle extends Shape{
16     double l,b;
17     public Rectangle(double l,double b){
18         this.l = l;

```

```

19     this.b = b;
20 }
21 public double calculateArea(){
22
23     return l*b;
24 }
25 }
26 class Triangle extends Shape{
27     double b;
28     double h;
29     public Triangle(double b,double h){
30         this.b = b;
31         this.h = h;
32     }
33     public double calculateArea(){
34
35         return 0.5*b*h;
36     }
37 }
38 class prog{
39     public static void main(String[] args){
40         Scanner sc = new Scanner(System.in);
41         double r = sc.nextDouble();
42         circle c = new circle(r);
43         double lenght = sc.nextDouble();
44         double breadth = sc.nextDouble();
45         Rectangle R = new Rectangle(lenght,breadth);
46         double b = sc.nextDouble();
47         double h =sc.nextDouble();
48         Triangle t = new Triangle(b,h);
49
50         double area1 = c.calculateArea();
51         double area2 = R.calculateArea();
52         double area3 = t.calculateArea();

```

	Test	Input	Expected	Got	
✓	1	4 5 6 4 3	Area of a circle: 50.27 Area of a Rectangle: 30.00 Area of a Triangle: 6.00	Area of a circle: 50.27 Area of a Rectangle: 30.00 Area of a Triangle: 6.00	✓
✓	2	7 4.5 6.5 2.4 3.6	Area of a circle: 153.94 Area of a Rectangle: 29.25 Area of a Triangle: 4.32	Area of a circle: 153.94 Area of a Rectangle: 29.25 Area of a Triangle: 4.32	✓

Passed all tests! ✓

Question **2**

Correct

Marked out of 5.00

As a logic building learner you are given the task to extract the string which has vowel as the first and last characters from the given array of Strings.

Step1: Scan through the array of Strings, extract the Strings with first and last characters as vowels; these strings should be concatenated.

Step2: Convert the concatenated string to lowercase and return it.

If none of the strings in the array has first and last character as vowel, then return no matches found

input1: an integer representing the number of elements in the array.

input2: String array.

Example 1:

input1: 3

input2: {"oreo", "sirish", "apple"}

output: oreoapple

Example 2:

input1: 2

input2: {"Mango", "banana"}

output: no matches found

Explanation:

None of the strings has first and last character as vowel.

Hence the output is no matches found.

Example 3:

input1: 3

input2: {"Ate", "Ace", "Girl"}

output: ateace

For example:

Input	Result
3 oreo sirish apple	oreoapple
2 Mango banana	no matches found
3 Ate Ace Girl	ateace

Answer: (penalty regime: 0 %)

```

1 import java.util.Scanner;
2 public class Main{
3     public static void main(String[] args){
4         Scanner sc = new Scanner(System.in);
5         int n = sc.nextInt();
6         sc.nextLine();
7         String str[] = new String[n];
8         for(int i = 0; i < n; i++){
9             str[i] = sc.next();
10            str[i] = str[i].toLowerCase();
11        }
12        String res = "";
13        for(String St:str){
14
15            char fc = St.charAt(0);
16            char lc = St.charAt(St.length()-1);
17            if((fc == 'a' || fc == 'e' || fc == 'i' || fc == 'o' || fc == 'u') && (lc == 'a' || lc == 'e' || lc == 'i' || lc == 'o' || lc == 'u')){
18                res += St;
19            }
20
21        }
22
23    }
24
25    if(res.isEmpty()){
26        System.out.print("no matches found");

```

```
27     }  
28     else{  
29         System.out.print(res);}  
30     }  
31 }
```

	Input	Expected	Got	
✓	3 oreo sirish apple	oreoapple	oreoapple	✓
✓	2 Mango banana	no matches found	no matches found	✓
✓	3 Ate Ace Girl	ateace	ateace	✓

Passed all tests! ✓

Question **3**

Correct

Marked out of 5.00

1. Final Variable:

- Once a variable is declared **final**, its value cannot be changed after it is initialized.
- It must be initialized when it is declared or in the constructor if it's not initialized at declaration.
- It can be used to define constants

```
final int MAX_SPEED = 120; // Constant value, cannot be changed
```

2. Final Method:

- A method declared **final** cannot be overridden by subclasses.
- It is used to prevent modification of the method's behavior in derived classes.

```
public final void display() {
    System.out.println("This is a final method.");
}
```

3. Final Class:

- A class declared as **final** cannot be subclassed (i.e., no other class can inherit from it).
- It is used to prevent a class from being extended and modified.
- public final class Vehicle {
 // class code
}

Given a Java Program that contains the bug in it, your task is to clear the bug to the output. you should delete any piece of code.

For example:

Test	Result
1	The maximum speed is: 120 km/h This is a subclass of FinalExample.

Answer: (penalty regime: 0 %)

Reset answer

```
1 class FinalExample {
2
3     // Final variable
4     final int maxSpeed = 120;
5
6     // Final method
7     public void displayMaxSpeed() {
8         System.out.println("The maximum speed is: " + maxSpeed + " km/h");
9     }
10 }
11
12 class SubClass extends FinalExample {
13
14     public void displayMaxSpeed() {
15         System.out.println("Cannot override a final method");
16     }
17
18     // You can create new methods here
19     public void showDetails() {
20         System.out.println("This is a subclass of FinalExample.");
21     }
22 }
23
24 class prog {
25     public static void main(String[] args) {
26         FinalExample obj = new FinalExample();
27         obj.displayMaxSpeed();
28
29         SubClass subObj = new SubClass();
30         subObj.showDetails();
31     }
32 }
33
```

	Test	Expected	Got	
✓	1	The maximum speed is: 120 km/h This is a subclass of FinalExample.	The maximum speed is: 120 km/h This is a subclass of FinalExample.	✓

Passed all tests! ✓

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