



United International University (UIU)

Dept. of Computer Science & Engineering (CSE)

Mid Exam :: Summer 2021

Course Code: CSE 1115 Course Title: Object Oriented Programming

Total Marks: 20

Time: 1hr

READ THIS CAREFULLY: Any examinee found adopting unfair means will be expelled from the trimester / program as per UIU disciplinary rules

Question 1 (4) [CO1]

Consider the following code and answer the questions:

<pre>package com.example.test; public class Address { public String city; public int postCode; }</pre>	<pre>package com.example.test; public class Person{ private String name; private int age; private Address address; Person(){ name = "Tamim Iqbal"; age = 35; address = new Address(); address.postCode = 1200; address.city = "Dhaka"; } }</pre>
<pre>package com.example.test1; public class Student extends Person{ public void print(){ // prints the value of name, age, address } }</pre>	

- Suggest two modifications in the Person class so that the class variables can be accessible from Student class. You are not allowed to use the **public** keyword for the variables. [2]
- Add the necessary code lines in Student class so that it can access variables in Address and Person classes. [2]

Question 2 (4) [CO1]

Consider the following code:

<pre>class Book{ public int chapters; public int pages; public Book(int chapters, int pages){ this.chapters = chapters; this.pages = pages; } public void printSummary(){ System.out.println("Chapters: " + chapters); System.out.println("Pages: " + pages); } }</pre>	<pre>public class InheritanceTest{ public static void main(String[] args) { EBook java = new EBook(); int chapters = 8, pages = 500; EBook c = new EBook(chapters, pages, "pdf"); Book b = java; b.printSummary(); b = c; b.printSummary(); } }</pre>
<pre>class EBook extends Book{ public String format; }</pre>	

Class EBook that extends or inherits the class Book. EBook has different types of formats: pdf/epub/mobi, etc. In the code, an incomplete version of the EBook class is given.

The main method inside the InheritanceTest class is used to test the classes (Book/EBook).

Now, Complete the EBook Class by creating one or more constructors and overriding methods if needed. You need to rewrite the EBook class only. You cannot change any other classes. Consider all three classes within the same package. Also write the output of the main method.

Question 3 (4) [CO1]

Suppose your brother owns an online shop and recently he decided to give discounts on some of the items in the shop. Different items can have different discounts, i.e., 5% discount, 10% discount etc. Now, your brother has sold some discounted items (let's say 5 items). Now he wants your help in finding the total sales value of the items sold.

To help you with the task, the Item class and the DiscountedItem class (partial) is written for you.

<pre>class Item { String name; double price; public double getPrice() { return price; } }</pre>	<pre>class DiscountedItem extends Item{ double discount; DiscountedItem(String name, double price, double discount){ this.name = name; this.price = price; this.discount = discount; } public double getPrice() { // Code 1: Calculate and return // the discounted price } }</pre>
<pre>class Shop{ public static void main(String[] args) { Item[] items = new Item[5]; // Code 2: Initialize itmes array and // calculate the total price } }</pre>	

You will need to:

- Complete the DiscountedItem class by writing the code inside the **getPrice** method. The **getPrice** method in the DiscountedItem class should calculate and return the discounted price using **price** and **discount** instance variables.
- Initialize the array **items** in the **main** method. The array should contain **DiscountedItem** objects. After that, use the array to calculate the total sales value.

[Note: You can only write the necessary codes, with the heading **Code 1 & Code 2**.]

Question 4 (4) [CO1]

Write a Java program to accomplish each of the following tasks (Each task has 0.5 marks):

- Create a package named "movies".
- In "movies" package, create a Class named "Titanic" which has the **main** method.
- In "Titanic" class, declare two instance variables named "directorName" and "featuredSong" of String type.
- Write the constructor for the "Titanic" class and initialized the instance variables using this reference keyword.
- Write a block in "Titanic" class to print "Titanic sank in the North Atlantic Ocean on 15 April 1912 after striking an iceberg".
- Write a method named "showDetails" that prints the values of instances variables.
- Create an object of "Titanic" class in the **main** method of "Titanic" class and pass the following Strings by the constructor: "James Cameron" and "My Heart Will Go On".
- Call the "showDetails" method from the **main** method of "Titanic" class.

Question 5 (4) [CO1]

Consider you working as a backend developer in a team for developing a game named *Dhaka Road Simulator*. Now your front-end developer of your team wants the following output of the right side whenever she will execute the code on the left side. Your team lead is very strict about object oriented design.

Now, define necessary classes **with proper abstraction**[Concrete/Abstract/Interface] and **make method implementations common wherever is applicable** so that the following output of the right side can be generated from the codes on the left side:

[You don't need to write the following codes in the answer script. **Just write the solution part.**]

<pre>public class Main { public static void main(String[] args) { Vehicle rickshaw = new Rickshaw(); Vehicle cng = new CNG(); Vehicle car = new Car(); Vehicle bus = new Bus(); rickshaw.move(); cng.move(); car.move(); bus.move(); System.out.println(); rickshaw.permission(); cng.permission(); car.permission(); bus.permission(); System.out.println(); ((MotorVehicle) cng).refill_tank(); ((MotorVehicle) car).refill_tank(); ((MotorVehicle) bus).refill_tank(); } }</pre>	<p>Output:</p> <p>Paddling the chain Burning engine fuel Burning engine fuel Burning engine fuel</p> <p>Rickshaw can move in narrow streets CNG can move in city streets Car can move in highway Bus can move in expressway</p> <p>Filled with fuel Filled with fuel Filled with fuel</p>
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