I.T 1 Encapsulation

```
public class Airbus extends Plane {
  private int speed = 40;
  private int wingspan;

public Airbus (int speed, int wingspan) {
    this.speed = speed;
    this.wingspan = wingspan;
}

private int setSpeed(int newspeed) {
    return this.speed = newspeed;
}

private int getSpeed() {
    return this.speed;
}

private int setWingspan(int newWingspan) {
    return this.wingspan = newWingspan;
}

private int getWingspan() {
    return this.wingspan;
}
```

I.T 2 Inheritance

```
public class Bike {

private int wheelRPM;
private int degreeOfTurn;
private int gearRatio = 20;

private void calcWheelRPM(int pedalRPM) {
    this.wheelRPM = pedalRPM * gearRatio;
}

private void setDegreeOfTurn(int degreeOfTurn) {
    this.degreeOfTurn = degreeOfTurn;
}

private int getWheelRPM() {
    return this.wheelRPM;
}

private int getDegreeOfTurn() {
    return this.degreeOfTurn;
}
```

```
public class MountainBike extends Bike {
   private int gearRatio = 40;
   private int wheelRPM;

   public int setGearRatio(int gearRatio) {
      return this.gearRatio = gearRatio;
   }

   public void calcWheelRPM(int pedalRPM) {
      this.wheelRPM = pedalRPM * gearRatio;
   }

   public int getWheelRPM() {
      return this.wheelRPM;
   }
}
```

```
public class RunnerInherit {
 public static void main(String[] args) {
    System.out.println("Starting...");
    System.out.println("Creating a bicycle...");
    Bike bike = new Bike();
   bike.setDegreeOfTurn(0);
   bike.calcWheelRPM(30);
    System.out.println("Turning:" + bike.getDegreeOfTurn());
    System.out.println("Wheel RPM:" + bike.getWheelRPM());
    System.out.println("Creating a mountain bike..." );
   MountainBike mountainbike = new MountainBike();
   mountainbike.setDegreeOfTurn(10);
   mountainbike.setGearRatio(3);
   mountainbike.calcWheelRPM(60);
    System.out.println("Turning:" + mountainbike.getDegreeOfTurn());
    System.out.println("Wheel RPM:" + mountainbike.getWheelRPM());
```

I.T 3 Searching and sorting

```
public class SortAndSearch {
  public static void main(String[] args) {
     int□ myStartArray = {1, 4, 6, 7, 9, 2, 3};
    int□ mySortedArray;
    int target = 4;
int indexBeforeSort = 0;
     int indexAfterSort = 0;
     System.out.println("Array before selection sort");
     for(int i=0; i < myStartArray.length; i++){</pre>
         if (myStartArray[i] == target) {
            indexBeforeSort = i;
         System.out.print(myStartArray[i] + " ");
     System.out.println("");
System.out.println("Index of integer 4 after sort is : " + indexBeforeSort);
    mySortedArray = selectionSort(myStartArray);
     for(int i = 0; i < mySortedArray.length; <math>i++){
        if (mySortedArray[i] == target) {
         indexAfterSort = i;
        System.out.print(mySortedArray[i] + " ");
    System.out.println("");
System.out.println("Index of integer 4 after sort is : " + indexAfterSort);
```

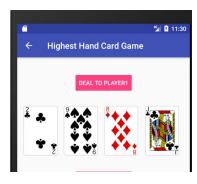
```
private static int[] selectionSort(int[] myIntArray) {
   int n = myIntArray.length;
   int temp = 0;

   for(int i = 0; i < n; i++){
      for(int j = 1; j < (n-i); j++){
        if (myIntArray[j-1] > myIntArray[j]){
            temp = myIntArray[j-1];
            myIntArray[j-1] = myIntArray[j];
            myIntArray[j] = temp;
      }
    }
   return myIntArray;
}
```

I.T 4 An Array

```
public void onPlayer1ButtonClick(View view) {
    hand1Details = new ArrayList<String>();
    Player1AllIcons = new ArrayList<String>();
    ArrayList<ImageView> player1CardIconImageViews = new ArrayList<>();
    player1CardIconImageViews.add(player1FirstCardImage);
    player1CardIconImageViews.add(player1FirstCardImage);
    player1CardIconImageViews.add(player1ThirdCardImage);
    player1CardIconImageViews.add(player1FourthCardImage);
    int imageViewIndex = 0;
    if(player1Hand != null && player1Hand.size() == 4) return;
    player1Hand = game.dealPlayer1Card();
    player1DealtCardRank = game.getplayer1DealtCardRank();
    player1DealtCardRank = game.getplayer1DealtCardSuit();

for (Card card:player1Hand) {
    Suit suit = card.getSuit();
    Rank rank = card.getRank();
    int cardValue = card.getValue(rank);
    player1CardDetails = rank + " of " + suit;
    player1EachIcon = card.getCardIcon(player1CardDetails);
    setCardImage(player1EachIcon, player1CardIconImageViews.get(imageViewIndex));
    imageViewIndex++;
    Player1AllIcons.add(player1EachIcon);
    hand1Details.add(player1CardDetails);
}
```



```
Wb-UZ 11:25:54.113 3Wb/-3W/3/com.codeclan.example.cardgame 1/art: Increasing code cache capacity to 12WkB 06-02 11:25:54.289 3067-3067/com.codeclan.example.cardgame I/System.out: Player 1 card in hand is: TWO of CLUBS 06-02 11:25:54.289 3067-3067/com.codeclan.example.cardgame I/System.out: Player 1 card in hand is: NINE of SPADES 06-02 11:25:54.290 3067-3067/com.codeclan.example.cardgame I/System.out: Player 1 card in hand is: EIGHT of DIAMONDS 06-02 11:25:54.290 3067-3067/com.codeclan.example.cardgame I/System.out: Player 1 card in hand is: JACK of CLUBS
```

I.T 5 A Hash

```
import java.util.*;
public class MyHash {
  public static void main(String args□) {
    MyHash myhash = new MyHash();
    HashMap<String,Integer> hashMap = new HashMap<>();
    hashMap.put("John", new Integer(10));
hashMap.put("Mike", new Integer(22));
hashMap.put("Pete", new Integer(44));
hashMap.put("Kieran", new Integer(121));
    hashMap.put("Sam", new Integer(34));
    hashMap.put("Les", new Integer(33));
    myhash.printHashMap(hashMap);
  public static void printHashMap(HashMap myHashMap) {
    Set set = myHashMap.entrySet();
    Iterator i = set.iterator();
    while(i.hasNext()) {
        Map.Entry me = (Map.Entry)i.next();
        System.out.print(me.getKey() + ": ");
        System.out.println(me.getValue());
    System.out.println();
```

```
→ ImplementationAndTesting git:(master) x java MyHash
Mike: 22
Pete: 44
John: 10
Kieran: 121
Les: 33
Sam: 34
```

I.T 6 Polymorphism

```
public interface Describable {
   public String getDescription();
}
```

```
public class Garage implements Describable {

private String description;
private int height;
private int width;
private int length;

public Garage(int height, int width, int length) {
    this.height = height;
    this.width = width;
    this.length = length;
}

public String getDescription() {
    description = "My garage is " + this.height + "ft high, " + this.width + "ft wide and " + this.
    length + "ft long";
    return description;
}

public void setDescription(String newDescription) {
    this.description = newDescription;
}
```

```
public class Car implements Describable {
   private String description;
   private String manufacturer;

public Car(String manufacturer) {
    this.description = description;
    this.manufacturer = manufacturer;
   }

public String getDescription() {
    description = "My car is a " + this.manufacturer;
    return description;
   }

public void setDescription(String newDescription) {
    this.description = newDescription;
   }
}
```

```
public class RunnerPoly {

public static void main(String[] args) {
    new RunnerPoly();
    }

public RunnerPoly() {
    Car car = new Car ("Maserati");
    Garage garage = new Garage(10, 20, 40);

    System.out.println(description(car));
    System.out.println(description(garage));
    }

private String description (Describable describable) {
    return describable.getDescription();
    }
}
```