Course outline

How does an NPTEL online course work?

Week 0 : Assignment 0

Week 1 :

Week 2 :

Week 3 :

Week 4 :

Week 5 :

Week 6 :

Week 7 :

Week 8 :

Week 9 :

Week 10 :

Week 11 :

Week 12 :

Solution

DOWNLOAD VIDEOS

Text Transcripts

Programming Test - (April 11 - 10AM - 12 PM)

Programming Test - (April 11 - 8PM - 10 PM)

- Java SET-II : Q1
- Java SET-II : Q2
- Java SET-II : Q3
- Java SET-II : Q4
- Java SET-II : Q5

Java SET-II : Q5

Due on 2021-04-11, 22:00 IST

An interface "Number" is defined in the following program. You have to declare a class "A", which will implement the interface "Number". Note that the method " findCube(n)" will return the cube of the number n.

Private Test cases used for evaluation	Input	Expected Output	Actual Output	Status
Test Case 1	4	64	64	Passed

The due date for submitting this assignment has passed.
1 out of 1 tests passed.
You scored 100.0/100.

Assignment submitted on 2020-12-12, 20:41 IST

Your last recorded submission was :

```java
import java.util.Scanner;
interface Number {
    int findCube(int i);  // Returns the cube of a number
}

//Create a class A which implements the interface Number.

class A implements Number
{
  public int findCube(int i)
  {
    return i*i*i;
  }
}
public class Question5{
     public static void main (String[] args){
           A a = new A();   //Create an object of class A
           // Read a number from the keyboard
           Scanner sc = new Scanner(System.in);
           int n = sc.nextInt();
           System.out.print(a.findCube(n));
    }
}

```

Sample solutions (Provided by instructor)

```java
import java.util.Scanner;
interface Number {
    int findCube(int i);  // Returns the cube of a number
}

class A implements Number {
    //Define a method to find the cube of a number
     int i, cube;
     public int findCube(int i) {
         cube=i*i*i;
           return cube;
      }
}

public class Question5{
     public static void main (String[] args){
           A a = new A();   //Create an object of class A
           // Read a number from the keyboard
           Scanner sc = new Scanner(System.in);
           int n = sc.nextInt();
           System.out.print(a.findCube(n));
    }
}

```