**Lab 2**

Question 1

In the UML diagram below, Taxable is an Interface, Vehicle is an Abstract Class, Driver, Lorry and Bus are concrete instantiable classes.



***Taxable***: Write the full code for the ***Taxable*** interface.   
  
**Vehicle:** Write the full code, including the class header, attributes and all appropriate methods for the Vehicle class. The code should include accessor and mutator methods as well as two appropriate abstract methods and a toString() method.

**Bus**: Write the full code, including the class header, attributes and all appropriate methods for the Bus class.

**Application**: Write the code for an application that creates a collection of Bus objects. The application should terminate when the user clicks “No” on a confirm dialog box when prompted if they would like to enter more buses.

**Question2**

In the UML diagram below, IDable is an Interface. Computer, Memory and Laptop are concrete instantiable classes.



Write the full code for the *IDable* interface.

Write the full code, including the class header, attributes and all appropriate methods for the Computer class.

Write the full code, including the class header, attributes, and all appropriate methods for the Laptop class.

Write an instance method called makeLaptop that will create and return a single Laptop object. The method should prompt the user for the appropriate values. You can assume that the JOptionPane class is available. (7 mark)

An application that uses the Computer class is required to create a collection of Computer objects.