|  |  |
| --- | --- |
| 1. A set of classes is used to handle the different ticket types for a theater. The class hierarchy is shown in the following diagram.     All tickets have a serial number and a price. The class Ticket is specified as an abstract as shown in the following declaration.  public abstract class Ticket{      private int serialNumber;//unique ticket id number      public Ticket(){          serialNumber = getNextSerialNumber();      }      //returns the price for this ticket      public abstract double getPrice();      //returns a string with information about the ticket      public String toString(){          return "Number: " + serialNumber + "\nPrice: " + getPrice();      }      //returns a new unique serial number      private static int getNextSerialNumber(){          /\*implementation not shown \*/      }  }  Each ticket has a unique seral number that is assigned when the ticket is constructed. For all ticket classes, the toString method returns a string containing the information for that ticket. Three additional classes are used to represent the different types of tickets and are described below.    Using the hierarchy and specifications given above, you will write complete class declarations for the Advance and StudentAdvance classes. | |
| 1. Write the complete class declaration for the class Advance. Include all necessary instance variable and implementations of its constructor and method(s). The constructor should take a parameter that indicates the number of days in advance that this ticket is being purchased. Tickets purchased ten or more days in advance cost $30; tickets purchased nine or fewer days in advance cost $40. | |
|  | /4 |
| 1. Write the complete class declaration for the class StudentAdvance. Include all necessary instance variables and implementations of its constructor and method(s). The constructor should take a parameter that indicates the number of days in advance that this ticket is being purchased. The toString method should include a notation that a student ID is required for this ticket. A StudentAdvance ticket costs half of what that Advance ticket would normally cost. If the pricing scheme for Advance tickets changes, the StudentAdvance price should continue to be computed correctly with no code modifications to the StudentAdvance class. | |
|  | /6 |

|  |  |
| --- | --- |
| 2. The StringChecker interface describes classes that check if strings are valid, according to some criterion.    public interface StringChecker {      /\*\*Returns true if str is vvalid \*/      boolean isValid(String str);  }  The CodeWordChecker is a StringChecker. A CodeWordChecker object can be constructed with three parameters: two integers and a string. The first two parameters specify the minimum and maximum code word lengths, respectively, and the third parameter specifies a string that must not occur in the code word. A CodeWordChecker object can also be constructed with a single parameter that specifies a string that must not occur in the code word; in this case the minimum and maximum lengths will default to 6 and 20, respectively.  The following examples illustrate the behavior of CodeWordChecker objects.  Example 1  StringChecker sc1 = new CodeWordChecker(5, 8, "$");  Valid code words have 5 to 8 characters and must not include the string “$”.    Example 2  StringChecker sc2 = new CodeWordChecker("pass");  Valid code words must not include the string “pass”. Because the bounds are not specified, the length bounds are 6 and 20, inclusive.    Write the complete CodeWordChecker class. Your implementation must meet all specifications and conform to all examples. | |
|  | /9 |

|  |  |  |
| --- | --- | --- |
| 3. Consider the hierarchy of classes shown in the following diagram,    Note that Cat “is-a” Pet, a Dog “is-a” Pet, and a LoudDog “is-a” Dog.  The class Pet is specified as an abstract class as shown in the following declaration. Each Pet has a name that is specific when it is constructed.  public abstract class Pet {      private String myName;        public Pet(String name){          myName = name;      }      public String getName(){          return myName;      }      public abstract String speak();  }  The subclass Dog has the partial class declaration shown below.  public class Dog extends Pet{      public Dog(String name){          /\* implementation not shown \*/      }      public String speak(){          /\* implementation not shown \*/      }  } | | |
| 1. Given the class hierarchy shown above, write a complete class declaration for the class Cat, including implementations of its constructor and method(s). The Cat method speak returns “meow” when it is invoked. | | |
|  | | /2 |
| 1. Assume that class Dog has been declared as shown at the beginning of the question. If the String *dog-sound* is returned by the Dog method speak, then the LoudDog method speak returns a String containing *dog-sound* repeated two times.   Given the class hierarchy shown previously, write a complete class declaration for the class LoudDog, including implementations of its constructor and method(s). | | |
|  | /3 | |
| 1. Consider the following partial declaration of class Kennel.   public class Kennel {      private Pet pets[] = new Pet[5];      public void allSpeak(){          /\* To be implemented in this part \*/      }    }  Write the Kennel method allSpeak. For each Pet in the kennel, all Speak prints a line with the name of the Pet followed by the result of a call to its speak method.  In writing allSpeak, you may use any of the methods defined for any of the classes specified for this problem. Assume that these methods work as specified, regardless of what you wrote in parts (a) and (b). Solutions that reimplement functionality provided by these methods, rather than invoking these methods, will not receive full credit. | | |
|  | /4 | |

This question is not include abstract classes or interfaces. Move to set 24?

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| The Parrot class represents a parrot with an age in years and the ability to learn sounds which it can repeat back when asked to speak. The declaration of the Parrot class is shown below.  public class Parrot{      /\*\* Constructs a new Parrot object \*/      public Parrot(String name)      {/\* implementation not shown \* }      /\*\* @return the age of the parrot in years \*/      public int getAge()      { /\* implementation not shown }      /\*\* Adds sound to the list of sounds the parrot can make        \* @param sound the sound to add \*/      public void train(String sound)      { /\* implementation not shown \*/ }      /\*\* @return a random sound that the parrot can make \*/      public String speak()      { /\* implementation not shown \*/ }      // There may be instance variables, constructors, and methods that are not shown.  }  A PirateParrot is a type of Parrot. A PirateParrot knows how to make the sound "Polly want a cracker" immediately upon birth. A pirate parrot can also steal souls whose age becomes part of the pirate parrot’s age. A pirate parrot is represented by the PirateParrot class, which you will write.  Assume that the following code segment appears in a class other than PirateParrot. The code segment shows an example of using the PirateParrot class.   |  |  |  | | --- | --- | --- | | **Call** | **Return value** | **Description** | | PirateParrot polly = new PirateParrot("Polly"); |  | Creates a new PirateParrot named Polly | | polly.getAge(); | 5 | Returns the age of the PirateParrot Polly | | polly.stealSoul(5); |  | Adds 5 to the PirateParrot age | | polly.stealSoul(10); |  | Adds 10 to the PirateParrot age | | polly.getAge(); | 20 | Returns the age of the PirateParrot Polly | | polly.train("Walk the plank"); |  | Trains Polly to say “Walk the plank” | | polly.train("Off with his head"); |  | Trains Polly to say “Off with his head” | | Parrot myPetPolly = polly; |  | Polly retires as a PirateParrot and resumes life as a normal Parrot | | myPetPolly.getAge() | 20 | Returns the age of Parrot Polly | | myPetPolly.train("Time for bed"); |  | Trains Polly to say “Time for bed” | | myPetPolly.speak() | Off with his head | Prints one of the following, chosen at random:  \* Polly want a cracker  \* Walk the plank  \* Off with his head  \* Time for bed | |