**Class Test 02(A): CSI 203 – Object Oriented Programming, Spring 2019**

**Total Marks: 20, Time: 30 minutes**

Name: ID:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 1 | Define the following java class.   |  | | --- | | ClassTest | | name  score  noOfQuestion | | ClassTest(String n, float s, int noOfQ)  void addQuestion()  – This method will increase the *noOfQuestion* by 1.  int getQusetionCount()  – This method will return the *noOfQuestion* variable.  float getScore()  – This method will return *score*.  Void display()  – This method print the value of all attributes. | | 10 |
| 2 | Assume there was a Circle class which was part of an application but somehow the class gets deleted and there is no way to undo the delete or recover it from hard drive. But you have the following main method that is using the Circle class. Observe the code carefully and re-create the Circle class so that your main method doesn’t give any error.  public class TestCircle{  public static void main(String[] a){  Circle c = new Circle(2.5f);  float area = c.getArea();  System.out.printf(“Area:%.1f\n”, area);  System.out.printf(“Radius:%.1f\n”, c.radius);  }  } | 10 |

**Class Test 02(B): CSI 203 – Object Oriented Programming, Spring 2019**

**Total Marks: 20, Time: 30 minutes**

Name: ID:

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| --- | --- | --- | --- | --- | --- |
| 1 | Define the following java class.   |  | | --- | | Course | | name  credit  noOfStudents | | Course(String n, float s, int noOfSt)  void addStudent()  – This method will increase the *noOfStudents* by 1.  int getStudentCount()  – This method will return the *noOfStudents* variable.  float getCredit()  – This method will return *credit*.  Void display()  – This method print the value of all attributes. | | 10 |
| 2 | Assume there was a ***Cube*** class which was part of an application but somehow the class gets deleted and there is no way to undo the delete or recover it from hard drive. But you have the following main method that is using the ***Cube*** class. Observe the code carefully and re-create the ***Cube*** class so that your main method doesn’t give any error.  public class TestCube{  public static void main(String[] a){  Cube c = new Cube(2.5f);  float volume = c.getVolume();  System.out.printf(“Volume:%.1f\n”, volume);  System.out.printf(“Side:%.1f\n”, c.side);  }  } | 10 |

**Class Test 02(C): CSI 203 – Object Oriented Programming, Spring 2019**

**Total Marks: 20, Time: 30 minutes**

Name: ID:

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| --- | --- | --- | --- | --- | --- |
| 1 | Define the following java class.   |  | | --- | | Doctor | | name  practiceArea  rank  noOfPatients | | Doctor(String n, String p, float r, int noOfSt)  void addPatient()  – This method will increase the *noOfPatients* by 1 and rank by 0.1  void removePatient()  – This method will decrease the *noOfPatients* by 1 and rank by 0.2  int getPatientCount()  – This method will return the *noOfPatients* variable.  float getRank()  – This method will return *rank*.  Void display()  – This method print the value of all attributes. | | 10 |
| 2 | Find out if the following JAVA programs have any error. **List the errors** if any. Fix the code and **rewrite** after the errors list. You cannot **delete any line** of code. However, you are **allowed to edit or add** any code as per requirement.  public class Vehicle{  public String make, model;  public int speed;  // constructor  public void vehicle(String mk, Sting mdl, int s){  length = width = height=l;  }  // methods  public void speedup(int amt){  public int newSpeed = speed+amt;  return newSpeed;  }  } | 10 |