

Q1) a) abstract class is a class that can't be instantiated and meant to be super class
interface same as abstract class can't be instantiated (meant to be implemented - not extend -)

abstract class	interface
can't be instantiated (no object)	can't be instantiated (no object)
can be a reference	can be a reference
other classes extend it	other classes implement it (other interfaces extend it)

b) Encapsulation: hide the data belonging to an object (private, protected)

Abstraction: the main idea of it \rightarrow know what the object do not how it does it, so it hide unnecessary details

inheritance: the main idea of it is to reduce duplicate code between classes (objects) that have mutual features such as data, methods

Animal
├── Fish
└── reptile

polymorphism: one interface multiple methods (implementations)
 \rightarrow when 2 classes inherit same method then can override it (dynamic binding or non-static)

Q1) c) public class exam {

public void exam-time(int time)

}

overload

public void exam-time(int tim, int eac-q)

(different
proto type (signature))

{

}

}

public class Midterm extends exam {

@Override

public void

exam-time(int time)

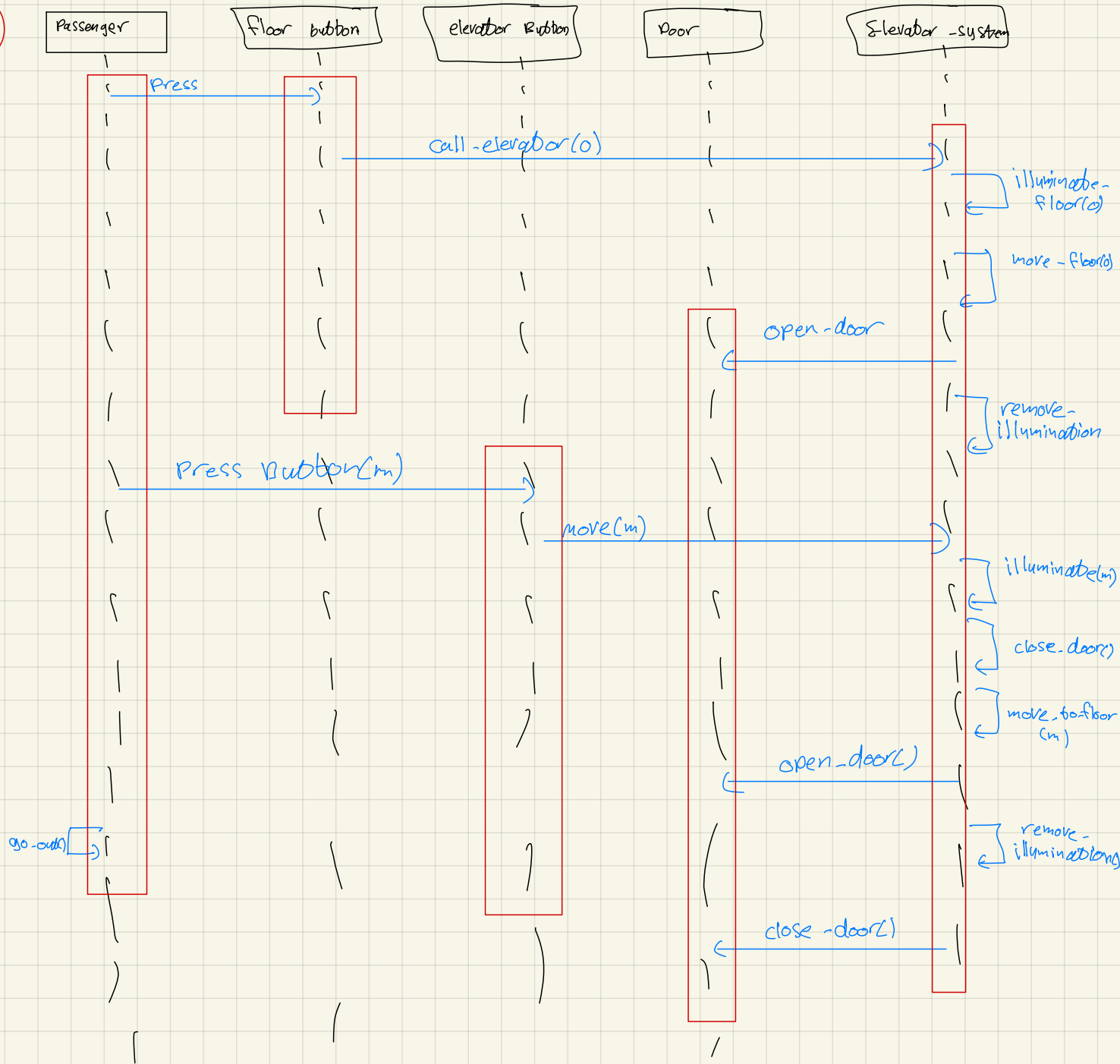
(must be same
name and signature
and the access
modifier can't be
lower than super's)

override

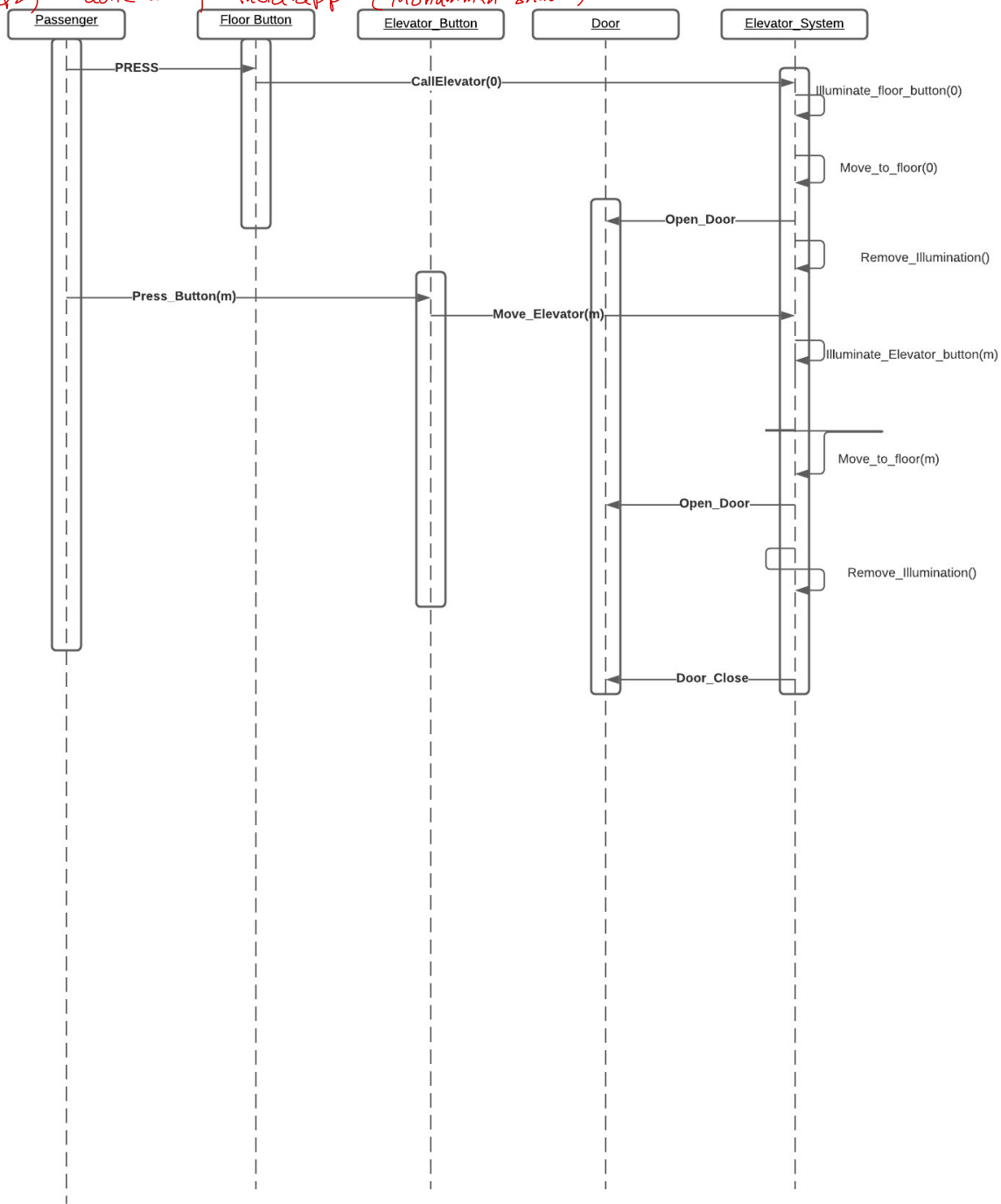
{

}

Q2)



Q2) done using UML.app (Mohammed Snab16)



Q3)

```
public class Person
{
    private String name
}

public class Staff extends Person
{
    private int ID
}

public class Passenger extends Person
{
    ...
    ArrayList<Reservation> P_reservations;
}
```

```
public class Driver extends Staff {
    ...
}
```

```
public class Hostess extends Staff {
    ...
}
```

```
public class Reservation {
    Seat reserved_seat;
}
```

```
public class seat {
    private int no;
    private int isReserved;
    private int isTaken;
}
```

```
public class Buss {
    Driver buss_driver;
    Hostess buss_hostess;
    ArrayList<Trip> buss_trips;
}
```

```
public class trip {
    Schedule trip_schedule;
}
```

```
public class BusCompany {
    ArrayList<Buss> company_busses;
```

```
public class RegularTrip extends Trip {  
    }
```

```
public class ExpressTrip extends Trip {  
    }
```

```
public class Schedule {
```

```
    ArrayList<ServiceStop> service-S ;
```

```
}
```

```
public class ServiceStop {
```

```
    Schedule name-Schedule;
```

```
}
```

```
public class BusStation extends ServiceStop {
```

```
}
```

```
public class RestArea extends ServiceStop {
```

```
}
```

Q4)

