



North South University

Department of Electrical and Computer Engineering

CSE 215L: Programming Language II Lab

Lab Manual - 14

Lab Instructor: Taif Al Musabe

Objective:

- To understand interface

Task:

Implement the following classes and invoke `area()`, `perimeter()` for object of `Triangle`:

<pre><<interface>> Polygon area(): double perimeter(): double</pre>	<pre>Triangle extends Polygon - sideA: double - sideB: double - sideC: double /* constructor */ /* accessor-mutator */ + area(): double + perimeter(): double</pre>
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Homework:

Implement the following class and invoke `discountedPrice()`:

<pre><<interface>> Discountable discountedPrice(price: double): double</pre>	<pre>BestForCustomer - percentage: double - threshold: double - discount: double /* constructor, accessor, mutator */ + discountedPrice(price: double): double</pre>
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`discountedPrice()` from `BestForCustomer` class will consider both percentage and threshold discount and give the customer the best possible sales price.