North South University

Department of Electrical and Computer Engineering

CSE 215L: Programming Language II Lab

Lab Manual - 10

Lab Instructor: Taif Al Musabe

Objective:

- To understand inheritance
- To understand polymorphism

Lab Task:

Pet
- name: String - color: String
/* constructor */ /* accessor-mutator */ /* toString */ + String Sound() // return nil

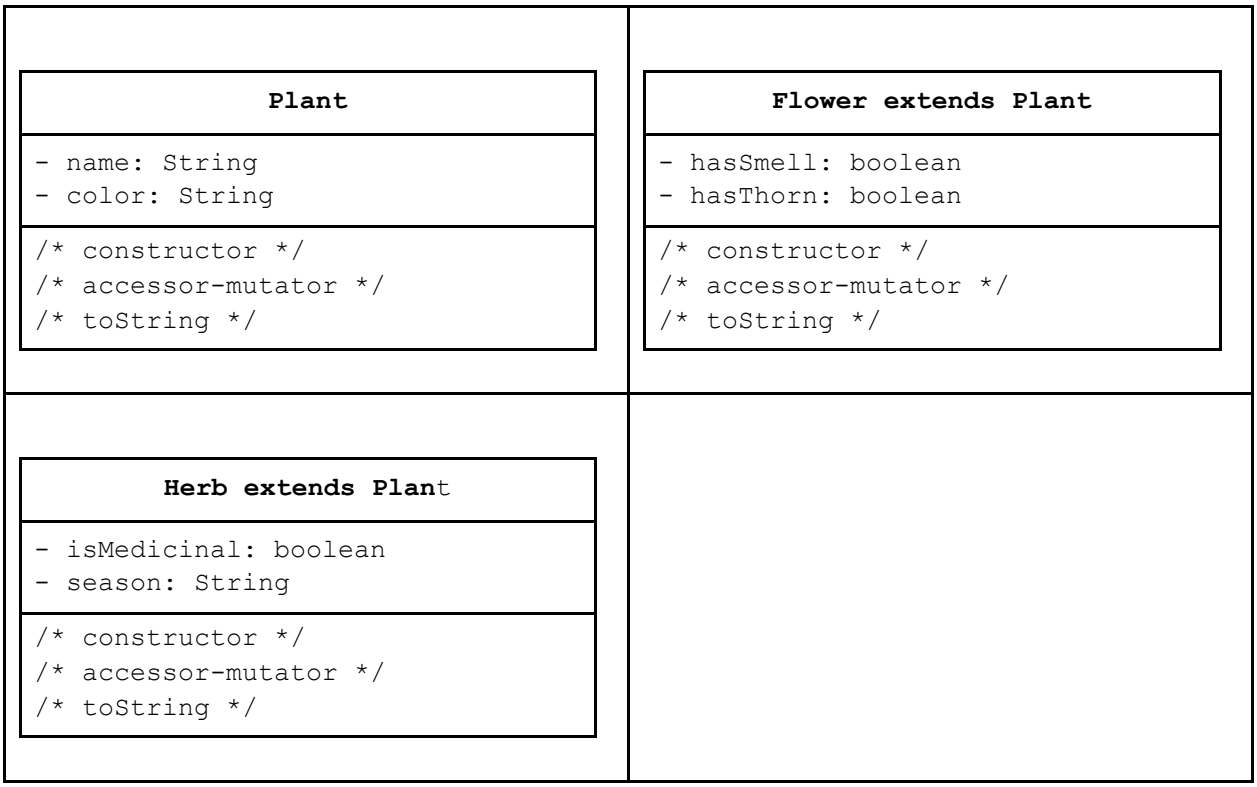
Dog extends Pet
/* constructor */ /* toString */ + String Sound()//return "woof woof"

Cat extends Pet
/* constructor */ /* toString */ + String Sound()//return "meow meow"

Rabit extends Pet
/* constructor */ /* toString */ + String Sound()//return "squeak squeak"

In main method, create a 6-size array of Pet object. After that create two objects of each child class of Pet class and assign them into the array. Then generate a random index number to pick a pet object from the array. Now show the sound and name that pet.

Homework:



In main method, create an array of Plant objects and implement these methods: static void add(Plant [] plants, Plant p) // to add new plant object into the array static void remove(Plant [] plants, String n) // remove a plant given its name static Plant search(Plant [] plants, String n) // search for a plant given its name static void display(Plant [] plants) // display all Plant objects