



Module 7: Board Questions- Functions Based



- Design a class name **ShowRoom** with the following description:

Instance variables / Data members:

String name - To store the name of the customer

long mobno - To store the mobile number of the customer

double cost - To store the cost of the items purchased

double dis - To store the discount amount

double amount- To store the amount to be paid after discount

Member methods:

ShowRoom() - default constructor to initialize data members

void input () - To input customer name, mobile number, cost

void calculate () -To calculate discount on the cost of purchased items, based on following criteria **[2019]**

Cost	Discount (in percentage)
Less than or equal to ₹ 10000	5%
More than ₹10000 and less than or equal to ₹ 20000	10%
More than ₹ 20000 and less than or equal to ₹ 35000	15%
More than ₹ 35000	20%

Void display () - To display customer name, mobile number , amount to be paid after discount.

Write a main method to create an object of the class and call the above member methods.

```

import java.util.*;
class ShowRoom
{
    String name;
    long mobno;
    double cost , dis, amount;
    ShowRoom( ) {
        name = " ";
        cost=0;
        mobno=0;
        dis = 0.0;
        amount=0.0;
    }
    void input() {
        Scanner sc = new Scanner(System.in);
        System.out.println("enter name, mobile no and cost");
        name=sc.next();
        mobno=sc.nextLong();
        cost=sc.nextDouble();
    }
    void calculate() {
        if(cost <=10000)
            dis=0.05*cost;

```

```

        else if(cost >10000 && cost <=20000)
            dis=0.1*cost;
        else if(cost >20000 && cost <=35000)
            dis=0.15*cost;
        else
            dis=0.2*cost;
        amount = cost - dis;
    }
    void display() {
        System.out.println("Name is :"+name);
        System.out.println("Mobile no is :"+mobno);
        System.out.println("Amount :"+ amount);
    }
    public static void main (String arg[]) {
        ShowRoom ob =new ShowRoom();
        ob.input();
        ob.calculate();
        ob.display();
    }
}

```

- Design a class ***RailwayTicket*** with the following description :

Instance variables/data members:

String name - To store the name of the customer

String coach - To store the type. of coach customer wants to travel long mobno -
To store customer's mobile number

int amt - To store basic amount of ticket

int total_amt - To store the amount to be paid after updating the original amount

Member methods:

void accept() - To take input for name, coach and amount.

void update() - To update the amount as per the coach selected
(extra amount to be added in the amount as follows)

Types of Coaches Amount

First AC 700

Second AC 500

Third AC 250

sleeper None

void display() - To display all details of a customer such as name, coach, total amount and
mobile number.

Write a main method to create an object of the class and call the above member methods.

[2018]

```
import java.util.*;
class RailwayTicket
{
    String name , coach;
    int amt , total_amt;
    void accept( ) {
        Scanner sc = new Scanner(System.in);
        System.out.println("Enter name, coach, amount");
        name = sc.next( );
        coach = sc.next( );
        amount = sc.nextInt();
    }
    void update( ) {
        if(coach.equalsIgnoreCase("First AC"))
            total_amt = amount+700;
        else if(coach.equalsIgnoreCase("Second AC"))
            total_amt = amount + 500;
        else if(coach.equalsIgnoreCase("Third AC"))
            total_amt = amount+ 250;
        else
            total_amt = amount;
    }
}
```

```
void display() {
    System.out.println("Name is :"+name);
    System.out.println("Coach is :"+mobno);
    System.out.println("Total Amount :"+ total_amt);
}
public static void main (String arg[]) {
    RailwayTicket ob =new RailwayTicket();
    ob.accept();
    ob.update();
    ob.display();
}
}
```

- Define a class ***ElectricBill*** with the following specifications : class -

ElectricBill

Instance variables/data members:

String n - to store the name of the customer

int units - to store the number of units consumed

double bill -to store the amount to be paid

Member methods:

void accept() - to accept the name of the customer and number of units consumed.

void calculate() - to calculate the bill as per the following tariff:

<u>Number of units</u>	<u>Rate per unit</u>
------------------------	----------------------

First 100 units	Rs 2.00
-----------------	---------

Next 200 units	Rs 3.00
----------------	---------

Above 300 units	Rs 5.00
-----------------	---------

void print() -to print the details as follows:

Name of the customer :.....

Number of units consumed :.....

Bill amount :.....

Write a main method to create an object of the class and call the above member methods.

[2017]

```
import java.util.*;
class ElectricBill
{
    String n ;
    int units;
    double bill;
    void accept( ) {
        Scanner sc = new Scanner(System.in);
        System.out.println("Enter name and number of units");
        n = sc.next( );
        units = sc.nextInt( );
    }
    void calculate( ) {
        if(units<=100)
            bill = units *2;
        else if(units>100 && units<=300)
            bill = 100*2 +(units-100)*3;
        else
            bill = 100*2 +200*3 + (units-300)*5;
    }
}
```

```
void display() {
    System.out.println("Name is :"+name);
    System.out.println("Units Consumed :"+units);
    System.out.println("Total Bill :"+ bill);
}
public static void main (String arg[]) {
    ElectricBill ob =new ElectricBill();
    ob.accept();
    ob.calculate();
    ob.display();
}
}
```

- Define a class named ***movieMagic*** with the following description:

Instance variables/data members:

int year - to store the year of release of a movie
String title - to store the title of the movie
float rating - to store the popularity rating of the movie
 (minimum rating = 0.0 and maximum rating = 5.0)

Member methods:

movieMagic() -Default constructor to initialize numeric data members to 0 and String data member to ""
void accept() - To input and store year, title and rating
void display() - To display the title of a movie and a message based on the rating as per the table below

Ratings	Message to be displayed
0.0 to 2.0	Flop
2.1 to 3.4	Semi-hit
3.5 to 4.05	Hit
4.6 to 5.0	Super-Hit

[2015]

- Define a class **taximeter** having the following description:

Data members/instance variables:

- int taxino - to store taxi number
- String name - to store passenger's name
- int km - to store number of kilometers travelled

Member functions:

- taximeter() -- constructor to initialize taxino to 0, name to "" and b to 0.
- input() - to store taxino, name, km
- calculate() - to calculate bill for a customer according to given conditions

Kilometres(km)	Rate/km
$\leq 1\text{km}$	Rs 25
$1 < \text{km} \leq 6$	Rs 10
$6 < \text{km} \leq 12$	Rs 15
$12 < \text{km} \leq 18$	Rs 20
$>18\text{km}$	Rs 25

- display()- To display the details in the following format

Taxino	Name	Kilometers travelled	Bill amount
-	-	-	-

Create an object in the main method and call all the above methods in it.

```

import java.util.*;
class taximeter
{
    String name ;
    int taxino , km;
    double bill;

    taximeter( ){
        name ="";
        taxino = 0;
        km=0;
    }

```

```

void input( ) {
    Scanner sc = new Scanner(System.in);
    System.out.println("Enter name, taxino, number of km");
    name = sc.next( );
    taxino = sc.nextInt( );
    km = sc.nextInt( );
}

```

```

void calculate( ) {
    if(km <= 1)
        bill = km*25;
    else if(km >1 && km<=6)
        bill = 1*25+(km-1)*10;
    else if (km>6 && km<=12)
        bill = 25*1 + 5*10 + (km-6)*15;
    else if (km>12 && km<=18)
        bill = 25*1 +5*10 + 6*15 + (km-12)*20;
    else
        bill = 25*1 +5*10 + 6*15 + 6*20 + (km-18)*25;
}

void display() {
    System.out.println("Taxino \t Name \t km \t Bill");
    System.out.println(taxino+ "\t" + name + "\t" +km+ "bill");
}

public static void main (String arg[]) {
    taximeter ob =new taximeter();
    ob.accept();
    ob.calculate();
    ob.display();
}
}

```