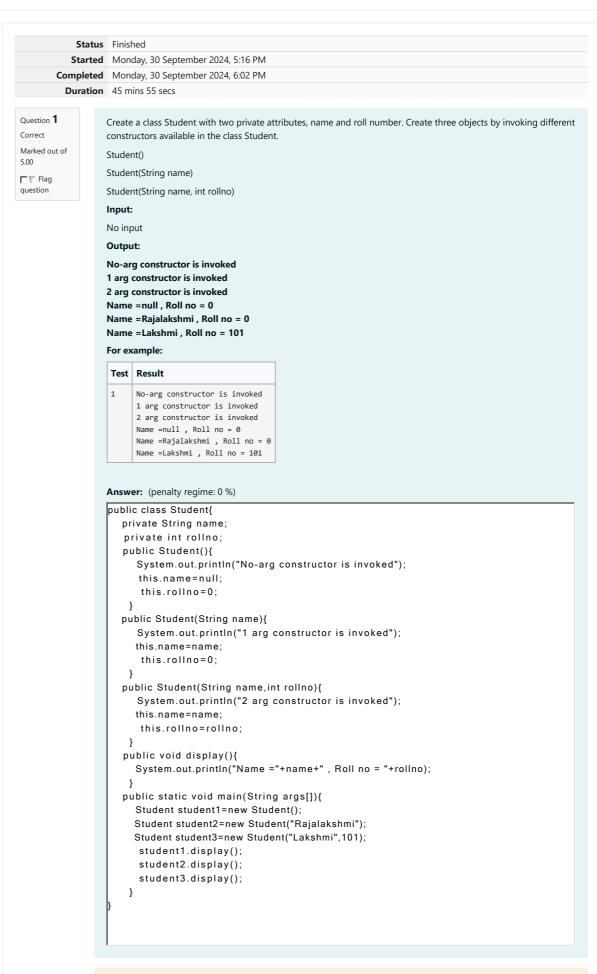
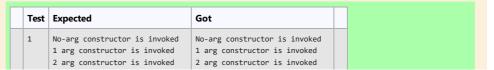
CS23333-Object Oriented Programming Using Java-2023







	Test	Expected	Got	
		Name =null , Roll no = 0 Name =Rajalakshmi , Roll no = 0 Name =Lakshmi , Roll no = 101	Name =null , Roll no = 0 Name =Rajalakshmi , Roll no = 0 Name =Lakshmi , Roll no = 101	
_				

Question **2**

Correct

Marked out of

☐
▼ Flag
question

Create a Class Mobile with the attributes listed below,

private String manufacturer; private String operating_system;

public String color;

Passed all tests!

private int cost;

Define a Parameterized constructor to initialize the above instance variables.

Define getter and setter methods for the attributes above.

for example : setter method for manufacturer is

void setManufacturer(String manufacturer){

this.manufacturer= manufacturer;

}

String getManufacturer(){

return manufacturer;}

Display the object details by overriding the toString() method.

For example:

```
Test Result

1 manufacturer = Redmi
operating_system = Andriod
color = Blue
cost = 34000
```

Answer: (penalty regime: 0 %)

```
public class Mobile{
  private String manufacturer;
  private String operating_system;
   private int cost;
   public String color;
  public Mobile(String manufacturer, String operating_system, String color, int cost){
     this.manufacturer=manufacturer;
     this.operating_system=operating_system;
      this.color=color;
      this.cost=cost;
  public void setmanufacturer(String manufacturer){
     this.manufacturer=manufacturer;
  public String getmanufacturer(){
     return manufacturer;
  public void setoperatingsystem(String operating_system){
     this.operating_system=operating_system;
    }
  public String getoperatingsystem(){
     return operating_system;
   public void setcolor(String color){
      this.color=color;
   public String getcolor(){
      return color;
   public void setcost(int cost){
      this.cost=cost;
    }
   public int getcost(){
      return cost;
   public String toString(){
     return "manufacturer = "+manufacturer+"\n"+"operating_system =
"+operating_system+"\n"+"color = "+color+"\n"+"cost = "+cost;
   public static void main(String args[]){
     Mobile mobile=new Mobile("Redmi","Andriod","Blue",34000);
      System.out.println(mobile.toString());
```

Test	Expected	Got	
1	<pre>manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000</pre>	manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000	

Passed all tests!

Question ${\bf 3}$

Correct

Marked out of 5.00

☐ Flag question Create a class called "Circle" with a radius attribute. You can access and modify this attribute using getter and setter methods. Calculate the area and circumference of the circle.

Area of Circle = πr^2

Circumference = $2\pi r$

Input:

2

Output:

Area = 12.57 Circumference = 12.57

For example:

Test	Input	Result
1	4	Area = 50.27 Circumference = 25.13

Answer: (penalty regime: 0 %)

Reset answer

```
import java.io.*;
import java.util.Scanner;
class Circle
  private double radius;
  public Circle(double radius){
     this.radius=radius;
  public void setRadius(double radius){
      this.radius=radius;
  public double getRadius() {
      return radius;
  public double calculateArea() {
    return Math.PI*radius*radius;
  public double calculateCircumference() {
     // complete the statement
     return 2*Math.PI*radius;
class prog{
  public static void main(String[] args) {
       int r;
     Scanner sc= new Scanner(System.in);
      r=sc.nextInt();
      Circle c= new Circle(r);
     System.out.println("Area = "+String.format("\%.2f", c.calculateArea()));\\
     // invoke the calculatecircumference method
     System.out.println("Circumference =
"+String.format("%.2f",c.calculateCircumference()));
```

Test	Input	Expected	Got	
1	4	Area = 50.27 Circumference = 25.13	Area = 50.27 Circumference = 25.13	
2	6	Area = 113.10 Circumference = 37.70	Area = 113.10 Circumference = 37.70	
3	2	Area = 12.57 Circumference = 12.57	Area = 12.57 Circumference = 12.57	

Passed all tests!

Save the state of the flags

Finish review