

Task1

1.避免菱形问题:

当一个类继承多个具有相同方法的父类时, 会产生调用歧义, 编译器无法确定应该调用哪个父类的方法, 这会导致代码逻辑混乱和不可预测的行为.

Task2

shape类接口:

```
1. package com.duotai;
2.
3. public interface Shape {
4.     public double calculateC();
5.
6.     public double calculateS();
7.     public String getShapeType();
8. }
```

circ类:

```
1. package com.duotai;
2.
3. public class circle implements Shape{
4.     private double r;
5.     public circle(double r){
6.         this.r=r;
7.     }
8.     @Override
9.     public double calculateC() {
10.         return 2* Math.PI*r;
11.     }
12.
13.
14.     @Override
15.     public double calculateS() {
16.
17.         return Math.PI*r*r;
18.     }
19.
20.     @Override
```

```
21.     public String getShapeType() {  
22.         return "圆形";  
23.     }  
24. }
```

triangle类:

```
1. package com.duotai;  
2.  
3. public class triangle implements Shape{  
4.     private double a;  
5.     private double b;  
6.     private double c;  
7.     public triangle(double a, double b , double c){  
8.         this.a=a;  
9.         this.b=b;  
10.        this.c=c;  
11.    }  
12.    @Override  
13.    public double calculateC() {  
14.        return a+b+c;  
15.    }  
16.  
17.    @Override  
18.    public double calculateS() {  
19.        double s = (a + b + c) / 2;  
20.        return Math.sqrt(s * (s - a) * (s - b) * (s - c));  
21.    }  
22.  
23.    @Override  
24.    public String getShapeType() {  
25.        return "三角形";  
26.    }  
27. }
```

rectangle类:

```
1. package com.duotai;  
2.  
3. public class rectangle implements Shape{  
4.     private double a;  
5.     private double b;  
6.     public rectangle(double a,double b){  
7.         this.a=a;  
8.         this.b=b;  
9.     }
```

```

10.     @Override
11.     public double calculateC() {
12.         return 2*a+2*b;
13.     }
14.
15.     @Override
16.     public double calculateS() {
17.         return a*b;
18.     }
19.
20.     @Override
21.     public String getShapeType() {
22.         return "矩形";
23.     }
24. }

```

最后运行:

model类:

```

1. package com.duotai;
2.
3. public class model {
4.     public static void main(String[] args) {
5.
6.         Shape[] shapes = new Shape[]{
7.             new circle(5),
8.             new triangle(2, 1, 2),
9.             new rectangle(3, 9)
10.        };
11.
12.
13.        for (Shape shape : shapes) {
14.            System.out.println(shape.getShapeType());
15.            System.out.println("周长: " + shape.calculateC());
16.            System.out.println("面积: " + shape.calculateS());
17.            System.out.println("-----");
18.        }
19.    }
20. }

```

Task3

public: 用于可以任意访问的数据

private: 用于只能被该类直接访问的隐私数据

....

```

public class BankAccount {
// TODO 修改属性的可见性

```

```
private String accountNumber ;
public String accountHolder;
private double balance;
private String password; // 敏感信息, 需要严格保护
```

```
1.      BankAccount(String accountNumber, String accountHolder, double
initialBalance, String password) {
2.          //TODO
3.          this.accountNumber = accountNumber;
4.          this.accountHolder = accountHolder;
5.          this.balance = initialBalance;
6.          this.password = password;
7.      }
8.
9.      void deposit(double amount) {
10.         //TODO
11.         if (validateAmount(amount)) {
12.             balance += amount;
13.         }
14.
15.     }
16.
17.     boolean withdraw(double amount, String inputPassword) {
18.         //TODO
19.         if (!validatePassword(inputPassword) || !validateAmount(amount)) {
20.             return false;
21.         }
22.         if (amount > balance) {
23.             return false; // 余额不足
24.         }
25.         balance -= amount;
26.         return true;
27.
28.
29.     }
30.
31.     boolean transfer(BankAccount recipient, double amount, String
inputPassword) {
32.         //TODO
33.         if (!validatePassword(inputPassword) || !validateAmount(amount)) {
34.             return false;
35.         }
36.         if (amount > balance) {
37.             return false; // 余额不足
38.         }
39.         if (recipient == null) {
```

```
40.         return false; // 收款账户不存在
41.     }
42.     balance -= amount;
43.     recipient.deposit(amount);
44.     return true;
45. }
46.
47. double getBalance() {
48.     //TODO
49.     return balance;
50. }
51.
52. String getAccountInfo() {
53.     //TODO
54.     return "Account Number: " + accountNumber + ", Account Holder: " +
accountHolder + ", Balance: " + balance;
55.
56. }
57. // 只需修改可见性
58. private boolean validatePassword(String inputPassword) {
59.     return true;
60. }
61. // 只需修改可见性
62. private boolean validateAmount(double amount) {
63.     return true;
64. }
65. }
```