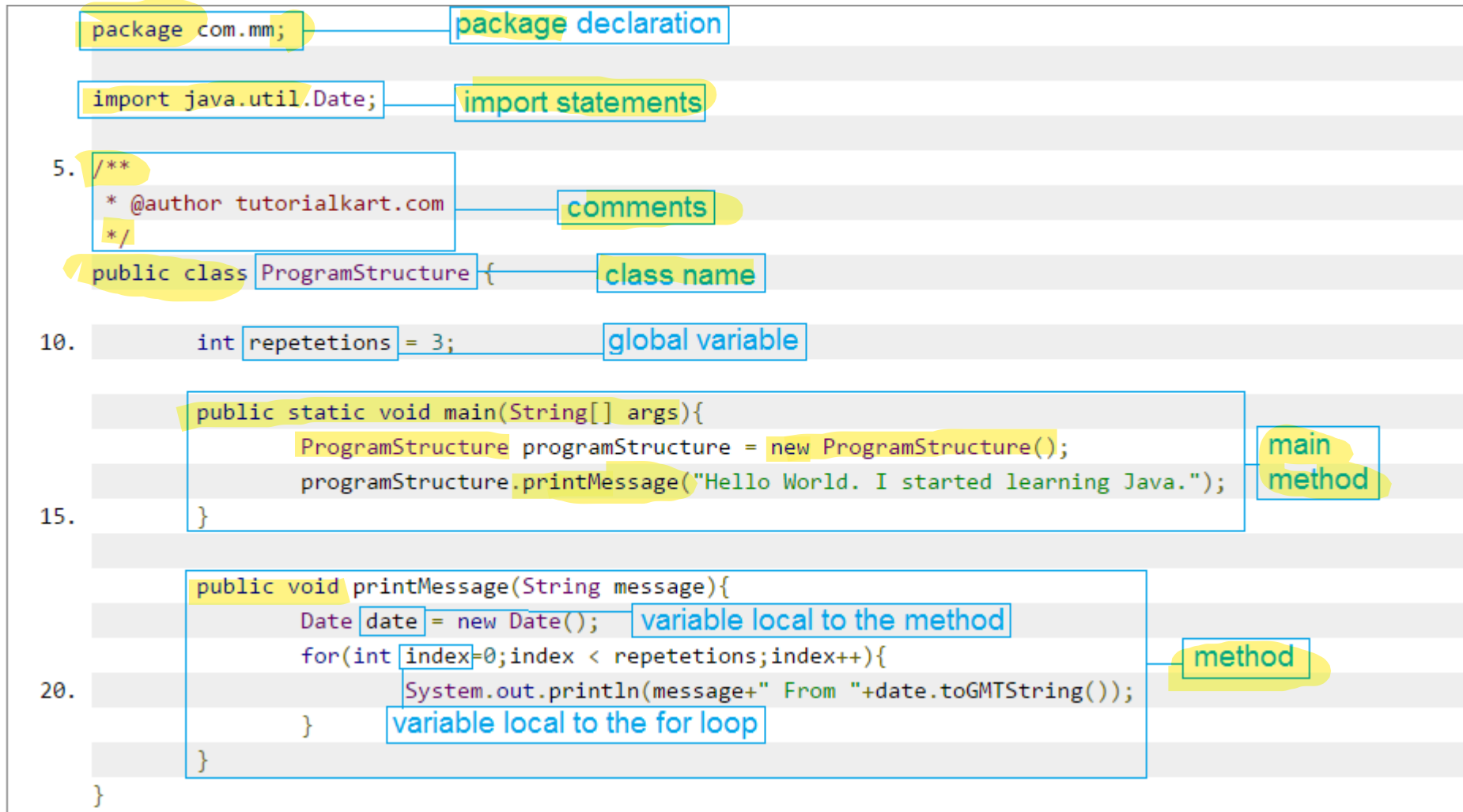


TUTORIAL 2

Classes & Objects

**Using multiple classes
in a Java program**



Structure of a Java class

Package statement [Optional] [Must be the first line if written. Only exception is comments]

Import statement(s) [Optional]

Comments [Optional] [Can be written anywhere in the code]

Class declaration

{

Variable declarations

Comments

Constructors

Methods

Nested Classes

Nested Interfaces

Enums

}

These things can be
written in any order
and all are optional

```
class Class1
```

```
{
```

```
.....
```

```
.....
```

```
class Class2
```

```
{
```

```
.....
```

```
.....
```

```
class Class3
```

```
{
```

```
    main()
```

```
    { ..... }
```

Q1

- The UML class diagram for the Circle class is given below:

Circle
- radius: double
+ Circle(rad: double) + setRadius (rad: double): void + getRadius(): double + area(): double + circumference(): double + printArea(): void + printCircumference(): void

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Given the UML diagram of rectangle, write the code for method findArea.

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Rectangle

- width: double
- height: double

- + findArea(): double
- + findPerimeter(): double

```
public double findArea() { return width * height ;}
```

Q1

- Write a class **Circle** that has the following instance variables and methods:

```
public class Circle {  
    private double radius;           // radius of circle  
    private static final double PI = 3.14159;  
    public Circle(double rad) {...} // constructor  
    public void setRadius(double rad){...} // mutator  
    public double getRadius(){...} // accessor method  
    public double area(){...} // calculate area  
    public double circumference() {...}  
    public void printArea(){...} // print area  
    public void printCircumference(){...} }
```

Modifier	Class	Package	Subclass	Global
Public	Yes	Yes	Yes	Yes
Protected	Yes	Yes	Yes	No
Default	Yes	Yes	No	No
Private	Yes	No	No	No


```
public class MobilePhone {
    public static final double MIN_SCREENSIZE = 8;
    protected double screenSize;
    String color;
    private double availableCredit;

    public MobilePhone() {
        this(5.2, "red", 25);
    }

    public MobilePhone(double screenSize, String color, double credit) {
        this.screenSize = screenSize;
        this.color = color;
        availableCredit = credit;
    }
}
```

```
public class MobilePhoneApp {

    public static void main(String[] args) {
        MobilePhone phone = new MobilePhone();
        System.out.print(phone.color);
        System.out.print(phone.availableCredit);
    }
}
```

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What is the output of the previous slide?

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```
public class MobilePhone {  
    public static final double MIN_SCREENSIZE = 8;  
    protected double screenSize;  
    String color;  
    private double availableCredit;  
  
    public MobilePhone() {  
        this(5.2, "red", 25);  
    }  
  
    public MobilePhone(double screenSize, String color, double credit) {  
        this.screenSize = screenSize;  
        this.color = color;  
        availableCredit = credit;  
    }  
}
```

Error: The field MobilePhone.availableCredit is not visible

```
public class MobilePhoneApp {  
  
    public static void main(String[] args) {  
        MobilePhone phone = new MobilePhone();  
        System.out.print(phone.color);  
        System.out.print(phone.availableCredit);  
    }  
}
```

```
public class MobilePhone {  
    public static final double MIN_SCREENSIZE = 8;  
    protected double screenSize;  
    String color;  
    private double availableCredit;  
  
    public MobilePhone() {  
        this(5.2, "red", 25);  
    }  
  
    public MobilePhone(double screenSize, String color, double credit) {  
        this.screenSize = screenSize;  
        this.color = color;  
        availableCredit = credit;  
    }  
  
    public double getCredit(){  
        return availableCredit;  
    }  
}
```

```
public class MobilePhoneApp {  
  
    public static void main(String[] args) {  
        MobilePhone phone = new MobilePhone();  
        System.out.print(phone.color);  
        System.out.print(phone.getCredit());  
    }  
}
```

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What is the output of the previous slide?

① Start presenting to display the poll results on this slide.

```
public class MobilePhone {  
    public static final double MIN_SCREENSIZE = 8;  
    protected double screenSize;  
    String color;  
    private double availableCredit;
```

```
    public MobilePhone() {  
        this(5.2, "red", 25);  
    }
```

red25.0

```
    public MobilePhone(double screenSize, String color, double credit) {  
        this.screenSize = screenSize;  
        this.color = color;  
        availableCredit = credit;  
    }
```

```
    public double getCredit(){  
        return availableCredit;  
    }
```

```
}
```

```
public class MobilePhoneApp {  
  
    public static void main(String[] args) {  
        MobilePhone phone = new MobilePhone();  
        System.out.print(phone.color);  
        System.out.print(phone.getCredit());  
    }  
}
```

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**The differences between a
Constructor and a Method are**

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THE DIFFERENCES BETWEEN A CONSTRUCTOR AND A METHOD ARE

- a. the return type (with and without)
- b. the naming constraint




```
public class Rectangle {  
    private double width;  
    private double height;  
  
    public double findArea() {  
        return width * height ;  
    }  
  
    public double findPerimeter() {  
        return ( width + height ) * 2;  
    }  
}
```

```
public class RectangleApp {  
    public static void main(String[] args) {  
        Rectangle rect1=new Rectangle();  
        System.out.println(rect1.findArea());  
    }  
}
```

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What is the output of the previous slide?

① Start presenting to display the poll results on this slide.

```
public class Rectangle {  
    private double width;  
    private double height;  
    public Rectangle() { }
```

```
    public double findArea() {  
        return width * height ;  
    }
```

0.0

```
    public double findPerimeter() {  
        return ( width + height ) * 2;  
    }
```

```
}
```

```
public class RectangleApp {  
    public static void main(String[] args) {  
        Rectangle rect1=new Rectangle();  
        System.out.println(rect1.findArea());  
    }  
}
```

Data Type	Default Values(for fields)
byte	0
short	0
int	0
long	0L
Float	0.0f
double	0.0d
char	'\u0000'
String (or any object)	null
boolean	false

1:18

A1

```
public class Circle
{
    private double radius; // radius of circle
    private static final double PI = 3.14159; // Math.PI
    // constructor
    public Circle(double radius) {
        setRadius(radius);
    }
    // mutator method - set radius
    public void setRadius(double rad){
        this.radius = rad ;
    }
    // accessor method - get radius
    public double getRadius(){ return radius;}
    // calculate area
    public double area(){
        return PI*radius*radius ; //Math.PI*Math.pow(radius,2);
    }
    // calculate circumference
    public double circumference() {
        return 2*PI * radius;
    }
    // print area
    public void printArea(){
        System.out.println("Area of circle");
        System.out.println("Radius: " + radius);
        System.out.println("Area: " + area());
    }
    // print circumference
    public void printCircumference(){
        System.out.println("Circumference of circle");
        System.out.println("Radius: " + radius);
        System.out.printf("Circumference: %.2f\n", circumference());
    }
}
```

Q1

- Write an application class `CircleApp` to test the `Circle` class.
- The class `CircleApp` should display a menu.
- The user can then select an option of the following:
 - (1) create a new circle
 - (2) print area
 - (3) print circumference
 - (4) quit
- Implement the operations for each option.

Q1

==== Circle Computation =====

- |1. Create a new circle |
- |2. Print Area |
- |3. Print circumference |
- |4. Quit |

=====

Choose option (1-3):

1

Enter the radius to compute the area and circumference

5

A new circle is created

Choose option (1-3):

2

Area of circle

Radius: 5.0

Area: 78.53975

Choose option (1-3):

3

Circumference of circle

Radius: 5.0

Circumference: 31.4159

Choose option (1-3):

4

Thank you!!

You may use the program template in Figure 1 to test your methods developed in this lab. The program contains a `main()` which includes a switch statement so that the following methods can be tested by the user. Write the code for each method and use the suggested test cases to test your code for correctness.

Program template for Lab 2.

```
import java.util.Scanner;
public class Lab2p1 {
    public static void main(String[] args)
    {
        int choice;
        Scanner sc = new Scanner(System.in);
        do {
            System.out.println("Perform the following methods:");
            System.out.println("1: multiplication test");
            System.out.println("2: quotient using division by subtraction");
            System.out.println("3: remainder using division by subtraction");
            System.out.println("4: count the number of digits");
            System.out.println("5: position of a digit");
            System.out.println("6: extract all odd digits");
            System.out.println("7: quit");
            choice = sc.nextInt();

            switch (choice) {
                case 1: /* add mulTest() call */
                    break;
                case 2: /* add divide() call */
                    break;
                case 3: /* add modulus() call */
                    break;
                case 4: /* add countDigits() call */
                    break;
                case 5: /* add position() call */
                    break;
                case 6: /* add extractOddDigits() call */
                    break;

                case 7: System.out.println("Program terminating ....");
            }
        } while (choice < 7);
    }

    /* add method code here */
}
```



```
import java.util.Scanner;
public class CircleApp
{
    public static void main(String[] args)
    {
        Scanner sc = new Scanner(System.in);
        int option ;
        Circle cir = null;//= new Circle(1);

        System.out.println("==== Circle Computation =====");
        System.out.println("|1. Create a new circle      |");
        System.out.println("|2. Print Area              |");
        System.out.println("|3. Print circumference    |");
        System.out.println("|4. Quit                    |");
        System.out.println("=====");

        do {
            System.out.println("Choose option (1-4):");
            option = sc.nextInt();
            switch (option) {
                case 1 :

                case 2 :

                case 3 :

                default:
                    break ;
            }

        }while((option < 4) && (option > 0));
    }
}
```

```

public class CircleApp
{
    public static void main(String[] args)
    {
        Scanner sc = new Scanner(System.in);
        int option ;
        Circle cir = null;//= new Circle(1);

        System.out.println("==== Circle Computation =====");
        System.out.println("|1. Create a new circle      |");
        System.out.println("|2. Print Area              |");
        System.out.println("|3. Print circumference    |");
        System.out.println("|4. Quit                    |");
        System.out.println("=====");

        do {
            System.out.println("Choose option (1-4):");
            option = sc.nextInt();
            switch (option) {
                case 1 :
                    System.out.println("Enter the radius to compute the area and circumference");
                    double r = sc.nextDouble();
                    cir = new Circle(r);
                    System.out.println("A new circle is created");
                    break ;
                case 2 :

                case 3 :

                default:
                    break ;
            }

        }while((option < 4) && (option > 0));
    }
}

```

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What is the correct code for case2?

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```
if (cir != null)
    cir.printArea();
break;
```

A1

```
import java.util.Scanner;
public class CircleApp
{
    public static void main(String[] args)
    {
        Scanner sc = new Scanner(System.in);
        int option ;
        Circle cir = null; //= new Circle(1);

        System.out.println("==== Circle Computation =====");
        System.out.println("|1. Create a new circle      |");
        System.out.println("|2. Print Area              |");
        System.out.println("|3. Print circumference    |");
        System.out.println("|4. Quit                    |");
        System.out.println("=====");

        do {
            System.out.println("Choose option (1-4):");
            option = sc.nextInt();
            switch (option) {
                case 1 :
                    System.out.println("Enter the radius to compute the area and circumference");
                    double r = sc.nextDouble();
                    cir = new Circle(r);
                    System.out.println("A new circle is created");
                    break ;
                case 2 :
                    if (cir != null) // to always check for null to avoid NullPointerException
                        cir.printArea();
                    break;
                case 3 :
                    if (cir != null)
                        cir.printCircumference();
                    break;
                default:
                    break ;
            }
        } while((option < 4) && (option > 0));
    }
}
```

Q2

- Write a class `Dice` that has the following instance variables and methods:
- The UML class diagram for the `Dice` class is given below:

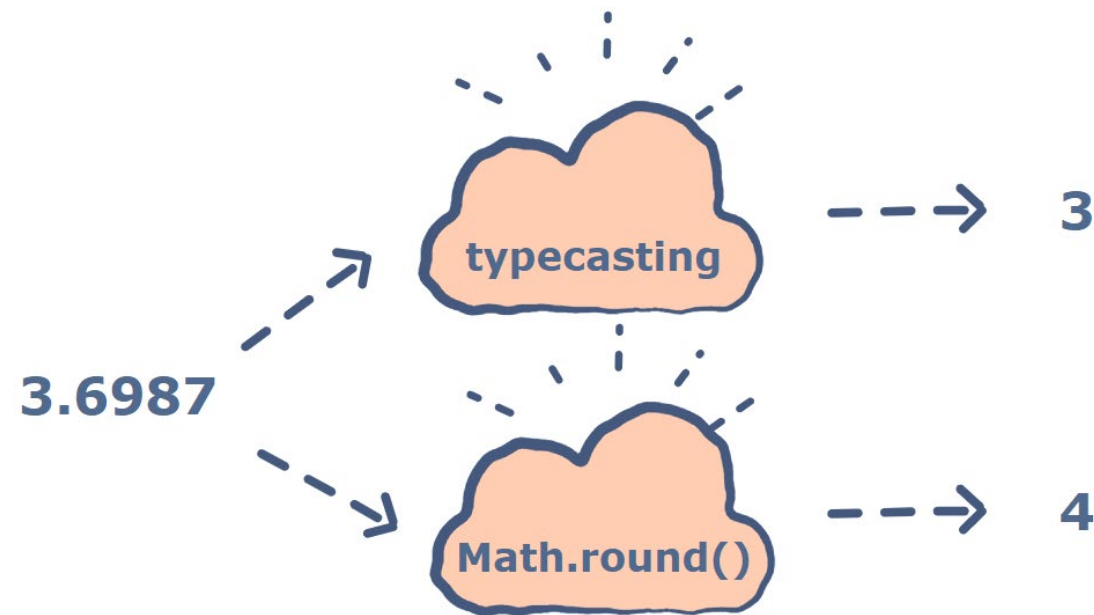
Dice
- valueOfDice: int
+ Dice() + setDiceValue(): void + getDiceValue(): int + printDiceValue (): void

Typecasting : `int IntValue = (int) DoubleValue;`

Using Math.round()

`Math.round()` accepts a double value and converts it into the nearest long value by adding 0.50.5 to the value and truncating its decimal points. The long value can then be converted to an int using typecasting.

```
long Math.round(double DoubleValue);
```



The `java.lang.Math.random()` method returns a pseudorandom double type number greater than or equal to 0.0 and less than 1.0.

`java.util.Random.nextInt(n) :`

Returns a pseudorandom, uniformly distributed int value between 0 (inclusive) and the specified value (exclusive), drawn from this random number generator's sequence.

Assume we already have :

```
import java.util.Random  
Random r = new Random();
```

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Please write code to generate a random integer between 1 and 6.

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The `java.lang.Math.random()` method returns a pseudorandom double type number greater than or equal to 0.0 and less than 1.0.

- `(int)(Math.random()*6) + 1`

`java.util.Random.nextInt(n) :`

Returns a pseudorandom, uniformly distributed int value between 0 (inclusive) and the specified value (exclusive), drawn from this random number generator's sequence.

Assume we already have :

```
import java.util.Random  
Random r = new Random();
```

```
    r.nextInt(6) + 1 ;
```

A2

```
public class Dice
{
    private int valueOfDice=1;
    // constructor
    public Dice() {
        setDiceValue();
    }
    // mutator method - set the dice roll
    public void setDiceValue() {
        valueOfDice = (int) (Math.random()*6) + 1;
        //Random r = new Random(); // need to import java.util.Random
        //valueOfDice = r.nextInt(6) + 1 ;
    }
    // accessor method - get the dice value
    public int getDiceValue() { return valueOfDice ;}
    // print the dice value
    public void printDiceValue() {
        System.out.println("Current Value is " + valueOfDice);
    }
}
```

Q2

- Write an application class `DiceApp` to test the class `Dice`.
- The class `DiceApp` interacts with the user to generate the numbers randomly from rolling a pair of dices.
- The generated numbers from the pair of dices and the total is then displayed on the screen.

Q2

Press <key> to roll the first dice

1

Current Value is 3

Press <key> to roll second dice

2

Current Value is 3

Your total number is: 6

```
import java.util.Scanner;

public class DiceApp
{
    public static void main(String[] args)
    {
        int diceValue ;
        Scanner sc = new Scanner(System.in);
        System.out.println("Press <key> to roll the first dice");

        System.out.println("Press <key> to roll the second dice");

        System.out.println("Your total number is: " + diceValue);
    }
}
```


A2

```
import java.util.Scanner;

public class DiceApp
{
    public static void main(String[] args)
    {
        int diceValue ;
        Scanner sc = new Scanner(System.in);
        System.out.println("Press <key> to roll the first dice");
        // no any key but "Enter"
        sc.nextLine();

        Dice d = new Dice();
        diceValue = d.getDiceValue();
        d.printDiceValue();

        System.out.println("Press <key> to roll the second dice");
        sc.nextLine();
        d.setDiceValue();
        diceValue += d.getDiceValue();
        d.printDiceValue();

        System.out.println("Your total number is: " + diceValue);
    }
}
```