Department of Information Science and Engineering
The National Institute of Engineering, Mysuru

Object Oriented Programming with Java (21IS4C03)
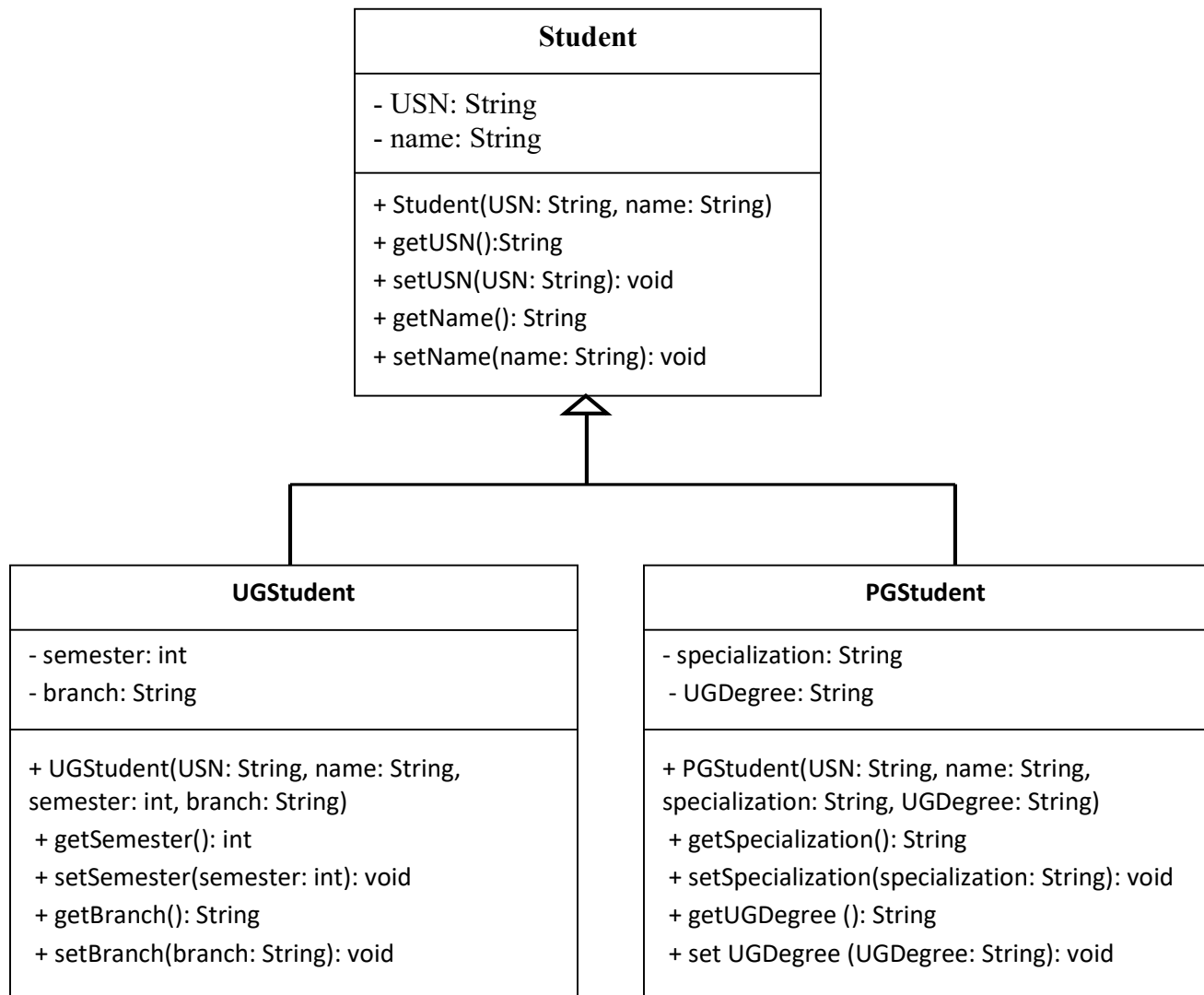**Sem- 4 AY: 2022-2023**
Programming Assignment-1

Develop a Java program that represents a student system for a university, adhering to the specifications provided in the class diagram.

➢ system should have three classes: Student, UGStudent, and PGStudent.
➢ program that allows the user to create an array of objects.
➢ array should have a minimum capacity of 10 students.
➢ program should prohibit any modifications to the UGDegree attribute as defined in the PGStudent class.

Write the Java program to implement the above requirements. You can include any additional methods or functionalities you think are necessary.

Here are some general rules for the programming assignments:

➢ Original Work: Ensure that the assignment is your original work. Do not copy code from external sources, including other students, the internet, or previous assignments.

➢ Requirements Understanding: Thoroughly understand the assignment requirements before starting the implementation. Seek clarification if any part is unclear.

➢ Follow all instructions and guidelines provided. Pay attention to the required programming language, class structure, naming conventions, and submission format.

➢ Maintain a well-organized code structure. Use appropriate class and method names, and follow proper indentation and coding style guidelines.

➢ Include helpful comments throughout your code to explain the logic

➢ Test your code thoroughly to ensure it functions correctly and handles different scenarios or cases. Verify the expected output against the provided examples or specifications.

➢ Follow the specified submission guidelines for the assignment, including file format, naming conventions, and any additional requirements

➢ Submit the assignment before the deadline