

1.	<p>FizzBuzz</p> <p>Time: 25 Minutes</p> <p>Write a method named <i>getFizzyBuzz</i> in a class <i>FizzBuzz</i>. The method should take an integer <i>n</i> as a parameter and return a string. The logic should be:</p> <ol style="list-style-type: none"> 1. If <i>n</i> is divisible by 3, return “Fizz”. 2. If <i>n</i> is divisible by 5, return “Buzz”. 3. If <i>n</i> is divisible by both, return “Fizzbuzz”. 4. Otherwise, return “Boom”. <p>Write at least 4 unit tests to validate each of the cases.</p>	5
2.	<p>MaxStack</p> <p>Time: 50 minutes</p> <p>You need to create a class named <i>MaxStack</i> that represents a last-in-first-out (LIFO) data structure with the following properties:</p> <ol style="list-style-type: none"> 1. It has <i>push(int)</i> and <i>pop()</i> operations that work the same way as a normal stack. 2. In addition, it has a <i>max()</i> operation that returns the maximum value in the current stack. <p>Constraints</p> <p>The <i>max()</i> operation should operate at constant complexity, $O(1)$. This means you cannot use a loop or recursion to find the minimum value.</p> <p>Test cases</p> <ol style="list-style-type: none"> 1. Push 3, 2, 5, 1. Assert max = 5. 2. Push 3, 2, 5, 1. Pop. Assert max = 5. 3. Push 1, 2, 3, 4. Assert max = 4. 4. Pop 4 from 1, 3, 4, Assert max = 3. <p>Hint</p> <ol style="list-style-type: none"> 1. You can use the built-in Stack class if necessary. 2. An additional hint will be given after 15 minutes if you ask for it. 	10
3.	<p>Practice Generics (Implement the concept discussed in the Theory class)</p> <p>Time: 35 minutes</p> <p>You have to create a generic method <i>printList</i> in <i>Printer</i> class that takes a list of <i>Faculties</i> or <i>students</i> i.e., can support an Inheritance hierarchy.</p> <ol style="list-style-type: none"> 1. Create a <i>Person</i> class having a name, address, and age attribute. Override <i>toString</i> method. 	5

	<ol style="list-style-type: none"> 2. Create a Student class that extends the Person class and has one additional attribute studentID. Override toString method. 3. Create a Faculty class that extends the Person class and has one additional attribute designation. Override toString method. 4. Create a generic Printer class and declare a generic method. 	
	<p>Bonus Generics</p> <p>Convert the task 2 into a generic implementation</p> <p>[If you can complete this you will get 5 marks bonus.]</p>	