North South University Department of Electrical and Computer Engineering CSE 215L: Programming Language II Lab

Lab – 11: Abstract Class & Interface

Objective:

- To understand abstract class
- To understand interface

Task:

1. Implement the following classes:

Shape

- name: String
- + Shape(name: String)
 /* accessor-mutator */
- + area(): double
- + perimeter(): double

Rectangle extends Shape

- length: double
- width: double
- + Rectangle(name: String, length:
- double, width: double)
- /* accessor-mutator */
- + area(): double
 + perimeter(): double
- 2. Implement the following classes and invoke discountedPrice() for object of each class.

<<interface>> Discountable

discountedPrice(price: double): double

PercentageDiscount

- percentage: double
- + PercentageDiscount(percentage:
 double)
- + getPercentage(): double
- + setPercentage(percentage: double):
 void
- + discountedPrice(price: double):
 double

ThresholdDiscount

- threshold: double
- discount: double
- + ThresholdDiscount(threshold: double, discount: double)
- + getThreshold(): double
- + getDiscount(): double
- + setThreshold(threshold: double):
- + setDiscount(discount: double): void
- + discountedPrice(price: double):
 double