<u>Dashboard</u> / <u>My courses</u> / <u>CS23333-OOPUJ-2023</u> / <u>Lab-04-Classes and Objects</u> / <u>Lab-04-Logic Building</u>

Status	Finished
Started	Sunday, 6 October 2024, 7:30 PM
Completed	Sunday, 6 October 2024, 7:54 PM
Duration	23 mins 36 secs

```
Question 1
Correct
Marked out of 5.00
```

Create a Class Mobile with the attributes listed below,

private String manufacturer; private String operating_system; public String color; private int cost;

Define a Parameterized constructor to initialize the above instance variables.

Define getter and setter methods for the attributes above.

for example: setter method for manufacturer is void setManufacturer(String manufacturer){ this.manufacturer= manufacturer;

}

String getManufacturer(){ return manufacturer;}

Display the object details by overriding the toString() method.

For example:

Test	Result		
1	manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000		

Answer: (penalty regime: 0 %)

```
1 v public class mobile{
        private String man;
 2
 3
        private String os;
 4
        public String clr;
 5
        private int cost;
        public mobile(String man, String os, String clr, int cost){
 6
 7
            this.man=man;
 8
            this.os=os;
 9
            this.clr=clr;
10
            this.cost=cost;
11
12
            public String toString(){
                 return "manufacturer = "+man+"\n"+"operating_system = "+os+"\n"+"color = "+ clr+"\n
13
14
            public static void main(String[]args){
15
16
                mobile mobile=new mobile("Redmi", "Andriod", "Blue", 34000);
17
                 System.out.println(mobile);
18
19
```

	Test	Expected	Got	
~	1	manufacturer = Redmi	manufacturer = Redmi	~
		operating_system = Andriod	operating_system = Andriod	
		color = Blue	color = Blue	
		cost = 34000	cost = 34000	

Passed all tests! 🗸

```
Question 2
Correct
Marked out of 5.00
```

Create a class called "Circle" with a radius attribute. You can access and modify this attribute using getter and setter methods. Calculate the area and circumference of the circle.

Area of Circle = πr^2

Circumference = $2\pi r$

Input:

2

Output:

Area = 12.57

Circumference = 12.57

For example:

Test	Input	Result
1	4	Area = 50.27
		Circumference = 25.13

Answer: (penalty regime: 0 %)

```
Reset answer
  1 | import java.io.*;
    import java.util.Scanner;
  3
     class Circle
  4 ▼ {
  5
         private double radius;
  6 •
         public Circle(double radius){
  7
             // set the instance variable radius
  8
           this.radius =radius;
  9
 10 •
         public void setRadius(double radius){
 11
             // set the radius
 12
            this.radius=radius;
13
 14
         public double getRadius()
 15
            // return the radius
 16
            return radius;
 17
 18
 19
         public double calculateArea() { // complete the below statement
 20
 21
            return Math.PI*radius*radius;
 22
 23
 24
         public double calculateCircumference()
 25
             // complete the statement
 26
            return 2*Math.PI*radius;
 27
 28
    }
 29 v class prog{
 30
         public static void main(String[] args) {
 31
             int r;
 32
             Scanner sc= new Scanner(System.in);
 33
             r=sc.nextInt();
 34
             Circle c= new Circle(r);
             System.out.println("Area = "+String.format("%.2f", c.calculateArea()));
 35
 36
             // invoke the calculatecircumference method
 37
             System.out.println("Circumference = "+String.format("%.2f" , c.calculateCircumference()
 38
 39
             sc.close();
 40
 41
```

	Test	Input	Expected	Got	
~	1	4	Area = 50.27 Circumference = 25.13	Area = 50.27 Circumference = 25.13	~
~	2	6	Area = 113.10 Circumference = 37.70	Area = 113.10 Circumference = 37.70	~
~	3	2	Area = 12.57 Circumference = 12.57	Area = 12.57 Circumference = 12.57	~

Passed all tests! 🗸

```
Question 3
Correct
Marked out of 5.00
```

Create a class Student with two private attributes, name and roll number. Create three objects by invoking different constructors available in the class Student.

Student()

Student(String name)

Student(String name, int rollno)

Input:

No input

Output:

No-arg constructor is invoked 1 arg constructor is invoked 2 arg constructor is invoked Name =null , Roll no = 0 Name =Rajalakshmi , Roll no = 0 Name =Lakshmi , Roll no = 101

For example:

Test	Result		
1	No-arg constructor is invoked 1 arg constructor is invoked 2 arg constructor is invoked		
	Name =null , Roll no = 0 Name =Rajalakshmi , Roll no = 0 Name =Lakshmi , Roll no = 101		

Answer: (penalty regime: 0 %)

```
1 ▼ public class stud{
 2
          private String name;
 3
          private int roll;
 4
          public stud(){
 5
               System.out.println("No-arg constructor is invoked");
 6
               name=null;
 7
               roll=0;
 8
 9
10
          public stud(String name){
11
               System.out.println("1 arg constructor is invoked");
               this.name=name;
12
13
               roll=<mark>0</mark>;
14
15
          public stud(String name,int roll){
16
17
               System.out.println("2 arg constructor is invoked");
18
               this.name=name;
19
               this.roll=roll;
20
21
22
          public static void main (String[]args){
23
24
                         stud s1=new stud();
                         stud s2=new stud("Rajalakshmi");
25
26
                         stud s3=new stud("Lakshmi",101);
                         System.out.println("Name ="+s1.name+" , Roll no = "+s2.roll);
System.out.println("Name ="+s2.name+" , Roll no = "+s2.roll);
System.out.println("Name ="+s3.name+" , Roll no = "+s3.roll);
27
28
29
30
                    }
               }
31
```

	Test	Expected	Got	
~	1	No-arg constructor is invoked	No-arg constructor is invoked	~
		1 arg constructor is invoked	1 arg constructor is invoked	
		2 arg constructor is invoked	2 arg constructor is invoked	
		Name =null , Roll no = 0	Name =null , Roll no = 0	
		Name =Rajalakshmi , Roll no = 0	Name =Rajalakshmi , Roll no = 0	
		Name =Lakshmi , Roll no = 101	Name =Lakshmi , Roll no = 101	

Passed all tests! <

■ Lab-04-MCQ

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