

1. Polymorphism allows you to write code that's more \_\_\_\_\_.

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A specific

B generic

No Explanation

Parent class      specific  
FarmAnimal animal = new Cow();  
generic              specific  
animal = new Goat();

animal is a FarmAnimal object so it can hold any of the children of FarmAnimal through Polymorphism

Module 1: Polymorphism

Tuesday, November 9, 2021, 12:26 PM

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2. What would be displayed by the main method?

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A My car runs on gasoline

B My car runs on electricity

C My car runs on gasoline and electricity

No Explanation

```
// #####  
// Car.java  
// #####  
public class Car {  
    public String getFuelType() {  
        return "gasoline";  
    }  
}  
  
// #####  
// ElectricCar.java  
// #####  
public class ElectricCar extends Car {  
    @Override  
    public String getFuelType() {  
        return "electricity";  
    }  
}  
  
// #####  
// HybridCar.java  
// #####  
public class HybridCar extends Car {  
    @Override  
    public String getFuelType() {  
        return "gasoline and electricity";  
    }  
}  
  
// #####  
// Demo.java  
// #####  
public class Demo {  
    public static void main(String[] args) {  
        Car[] cars = {new HybridCar(), new ElectricCar()};  
        Car myCar = cars[1];  
        System.out.println("My car runs on " + myCar.getFuelType());  
    }  
}
```

Object

cars

0 HybridCar

1 ElectricCar

myCar = cars[1];

what will be the output?

"My car runs on electricity"

5. When an interface method has no access modifier, it is \_\_\_\_\_

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A public

B private

C protected

D static

No Explanation

public interface Singable{  
 public String getName();  
 String getSound();

By definition all interface methods are always abstract and public

```
// *****  
// Shape.java  
// *****  
  
public interface Shape {  
    double getArea();  
    double getPerimeter();  
}  
  
// *****  
// Rectangle.java  
// *****  
  
public class Rectangle implements Shape {  
    private double length;  
    private double width;  
  
    public Rectangle(double length, double width) {  
        this.length = length;  
        this.width = width;  
    }  
  
    public double getArea() {  
        return length * width;  
    }  
}
```

public abstract

where is getPerimeter()????

8. Select all of the following that are examples of interfaces:

FarmAnimal

Show Results

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A ArrayList

X

B Map

←

C String

X

D List

←

E HashMap

X

i No Explanation

programming to the interface - so we can have polymorphic behavior

List<String> myList = new ArrayList<>();

Generic

Generic

Specific

Map<String, Integer> myMap = new HashMap<>();

```
...
System.out.println("Movie ticket prices: ");
System.out.println("1. Adult - $14.00");
System.out.println("2. Child - $8.00");
System.out.println("3. Senior - $11.00");
System.out.print("Enter choice: ");
int choice = Integer.parseInt(input.nextLine());
if (choice == 1) {
    total = quantity * 14;
} else if (choice == 2) {
    total = quantity * 8;
} else if (choice == 3) {
    total = quantity * 11;
} else {
    System.out.println("Invalid entry");
}
...
```

You CANNOT use a switch statement for relational > >=

Can only use it for == .equals

```
...
System.out.println("Movie ticket prices: ");
System.out.println("1. Adult - $14.00");
System.out.println("2. Child - $8.00");
System.out.println("3. Senior - $11.00");
System.out.print("Enter choice: ");
int choice = Integer.parseInt(input.nextLine());
switch (choice) {
    case 1:
        total = quantity * 14;
        break;
    case 2:
        total = quantity * 8;
        break;
    case 3:
        total = quantity * 11;
        break;
    default:
        System.out.println("Invalid entry");
}
```

```
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System.out.println("Movie ticket prices: ");
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} else {
    System.out.println("Invalid entry");
}
...
```

break takes you out of the block of code you are in

```
...
System.out.println("Movie ticket prices: ");
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switch (choice) {
    case 1:
        total = quantity * 14;
        break;
    case 2:
        total = quantity * 8;
        break;
    case 3:
        total = quantity * 11;
        break;
    default:
        System.out.println("Invalid entry")
}
```

```

public class FarmAnimal implements Singable {
    private String name;
    private String sound;

    public FarmAnimal(String name, String sound) {
        this.name = name;
        this.sound = sound;
    }

    public String getName() { return name; }
    public String getSound() { return sound; }
}

```

1 constructor defined (declared)

FarmAnimal farmanimal = new FarmAnimal();  
new FarmAnimal("FarmAnimal", "Hi");

```

public class Alien{
    private String name;
    private String color;

    public void setName(String name) {
        .
        .
        .
    }
}

```

If you write a class and do not explicitly define a constructor, Java will provide the default one for you

Alien alien = new alien();

```

public class FarmAnimal implements Singable {
    private String name;
    private String sound;

    public FarmAnimal(String name, String sound) {
        this.name = name;
        this.sound = sound;
    }

    public String getName() { return name; }
    public String getSound() { return sound; }
}

```

1 constructor defined (declared)

If you write ANY constructors, java will no longer provide the default

FarmAnimal farmanimal = new FarmAnimal();  
new FarmAnimal("FarmAnimal", "Hi");

```

public class Alien{
    private String name;
    private String color;

    public void setName(String name) {
        .
        .
        .
    }
}

```

If you write a class and do not explicitly define a constructor, Java will provide the default one for you

Alien alien = new alien();

```

import java.math.BigDecimal;

public class Pig extends FarmAnimal implements Sellable {
    private BigDecimal price;

    public Pig() {
        // this is a default constructor for the class Pig
        super("Pig", "oink!"); // super refers to the parent
        price = new BigDecimal("300.00");
    }

    public BigDecimal getPrice() { return price; }
}

public class FarmAnimal implements Singable {
    private String name;
    private String sound;

    public FarmAnimal(String name, String sound) {
        this.name = name;
        this.sound = sound;
    }

    public String getName() { return name; }
    public String getSound() { return sound; }
}

```

```

System.out.println("Step right up and get y 3
System.out.println("Only $" + sellable.getF 4
}
5
6
7
8
9
10 List<FarmAnimal> animals = new ArrayList<>();
11 // randomly add new animals to our animals Arr
12 for (int i = 0; i < 5; i++){
13     // Math.random() returns a number between 0
14     int random = (int)(Math.random() * 3);
15     switch (random) {
16         case 0:
17             animals.add(new Chicken()); // this
18             break; // takes us to the end of t
19         case 1:
20             Cow cow = new Cow(); // this is a
21             cow.sleep();
22             animals.add(cow);
23             break;
24         default: // for 2
25             animals.add(new Pig());
26     }
27 }
28
29 public class FarmAnimal implements Singable {
30     private String name;
31     private String sound;
32     private boolean isAsleep; // p
33
34     public FarmAnimal(String name,
35         this.name = name;
36         this.sound = sound;
37         this.isAsleep = false; //
38     }
39
40     public String getName() { return name; }
41     public String getSound() { return sound; }
42
43     public void sleep() {
44         isAsleep = true; // this o
45         this.sound = "zzzzzz";
46     }
47 }
48
49 import java.math.BigDecimal;
50
51 public class Cow extends FarmAnimal implements Singable {
52     private BigDecimal price;
53
54     public Cow() {
55         super("Cow", "moo!");
56         price = new BigDecimal("1500.00");
57     }
58
59     public BigDecimal getPrice() { return price; }
60 }

```