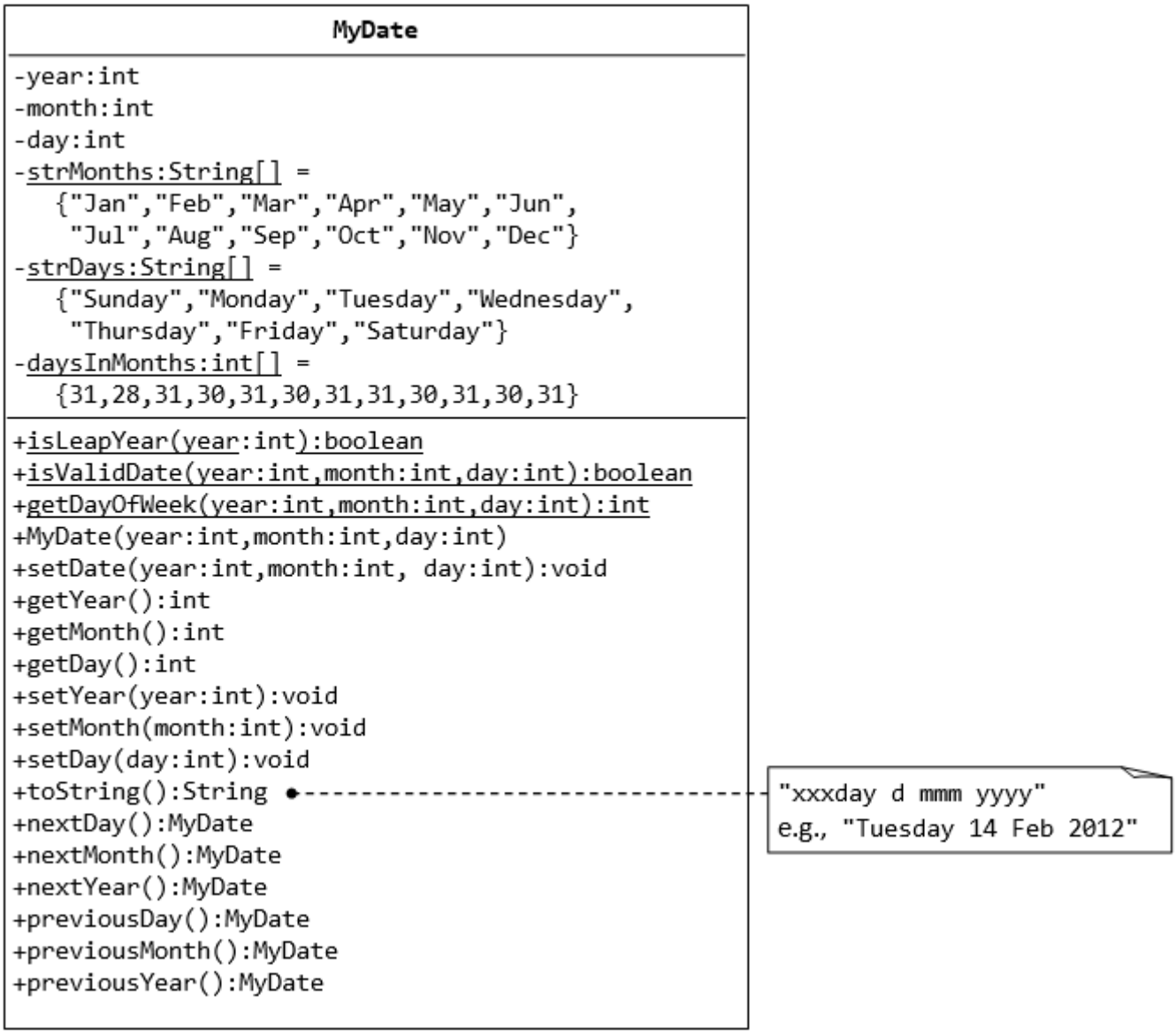
3.5 Ex: The MyDate Class



A class called `MyDate`, which models a date instance, is defined as shown in the class diagram.
The `MyDate` class contains the following `private` instance variables:

- `year` (`int`): Between `1` to `9999`.
- `month` (`int`): Between `1` (Jan) to `12` (Dec).
- `day` (`int`): Between `1` to `28|29|30|31`, where the last day depends on the month and whether it is a leap year for Feb (`28|29`).

It also contains the following `private static` variables (drawn with underlined in the class diagram):

- `strMonths` (`String[]`), `strDays` (`String[]`), and `dayInMonths` (`int[]`): `static` variables, initialized as shown, which are used in the methods.

The `MyDate` class has the following `public static` methods (drawn with underlined in the class diagram):

- `isLeapYear(int year)`: returns `true` if the given `year` is a leap year. A year is a leap year if it is divisible by 4 but not by 100, or it is divisible by 400. Pozn.: tato metoda je statická, protože se použije v konstruktoru pro ověření, zda je datum platné. Tedy se metoda zavolá dříve, než je instance vytvořena. Podobně i další metoda.

- `isValidDate(int year, int month, int day)`: returns `true` if the given `year`, `month`, and `day` constitute a valid date. Assume that `year` is between `1` and `9999`, `month` is between `1`(Jan) to `12` (Dec) and `day` shall be between `1` and `28|29|30|31` depending on the `month` and whether it is a leap year on Feb.
- `getDayOfWeek(int year, int month, int day)`: returns the day of the week, where `0` for Sun, `1` for Mon, ..., `6` for Sat, for the given date. Assume that the date is valid. Read the earlier exercise on how to determine the day of the week (or Wiki "Determination of the day of the week"). Pozn.: tato metoda by mohla být i instanční, vyzkoušejte obě verze.

The `MyDate` class has one constructor, which takes 3 parameters: `year`, `month` and `day`. It shall invoke `setDate()` method (to be described later) to set the instance variables.

The `MyDate` class has the following `public` methods:

- `setDate(int year, int month, int day)`: It shall invoke the `static` method `isValidDate()` to verify that the given `year`, `month` and `day` constitute a valid date.
  (Advanced: Otherwise, it shall throw an `IllegalArgumentException` with the message "Invalid year, month, or day!".)
- `setYear(int year)`: It shall verify that the given `year` is between `1` and `9999`. (Advanced: Otherwise, it shall throw an `IllegalArgumentException` with the message "Invalid year!".)
- `setMonth(int month)`: It shall verify that the given `month` is between `1` and `12`. (Advanced: Otherwise, it shall throw an `IllegalArgumentException` with the message "Invalid month!".)
- `setDay(int day)`: It shall verify that the given `day` is between `1` and `dayMax`, where `dayMax` depends on the `month` and whether it is a leap year for Feb. (Advanced: Otherwise, it shall throw an `IllegalArgumentException` with the message "Invalid month!".)
- `getYear()`, `getMonth()`, `getDay()`: return the value for the `year`, `month` and `day`, respectively.
- `toString()`: returns a date string in the format "`xxxday d mmm yyyy`", e.g., "Tuesday 14 Feb 2012".
- `nextDay()`: update `this` instance to the next day and return `this` instance. Take note that `nextDay()` for `31 Dec 2000` shall be `1 Jan 2001`.
- `nextMonth()`: update `this` instance to the next month and return `this` instance. Take note that `nextMonth()` for `31 Oct 2012` shall be `30 Nov 2012`.
- `nextYear()`: update `this` instance to the next year and return `this` instance. Take note that `nextYear()` for `29 Feb 2012` shall be `28 Feb 2013`.
  (Advanced: throw an `IllegalStateException` with the message "Year out of range!" if year > 9999.)
- `previousDay()`, `previousMonth()`, `previousYear()`: similar to the above.

Write the code for the `MyDate` class.

Use the following test statements to test the `MyDate` class:

```
MyDate d1 = new MyDate(2012, 2, 28);

System.out.println(d1);             // Tuesday 28 Feb 2012
System.out.println(d1.nextDay());   // Wednesday 29 Feb 2012
System.out.println(d1.nextDay());   // Thursday 1 Mar 2012
System.out.println(d1.nextMonth()); // Sunday 1 Apr 2012
System.out.println(d1.nextYear());  // Monday 1 Apr 2013

MyDate d2 = new MyDate(2012, 1, 2);
System.out.println(d2);                 // Monday 2 Jan 2012
System.out.println(d2.previousDay());   // Sunday 1 Jan 2012
```

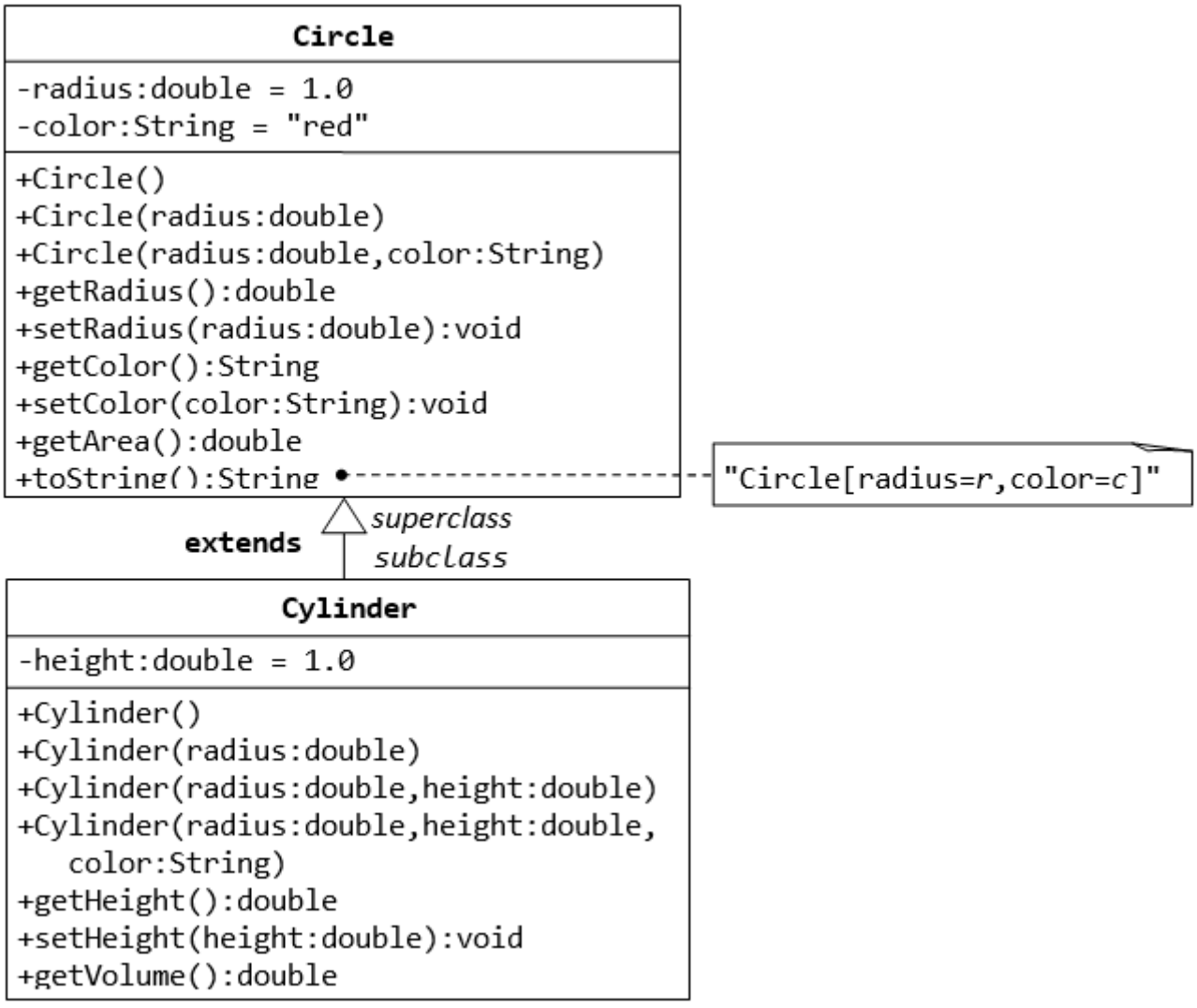
```
System.out.println(d2.previousDay());   // Saturday 31 Dec 2011
System.out.println(d2.previousMonth()); // Wednesday 30 Nov 2011
System.out.println(d2.previousYear());  // Tuesday 30 Nov 2010

MyDate d3 = new MyDate(2012, 2, 29);
System.out.println(d3.previousYear());  // Monday 28 Feb 2011

// MyDate d4 = new MyDate(2099, 11, 31); // Invalid year, month, or day!
// MyDate d5 = new MyDate(2011, 2, 29);  // Invalid year, month, or day!
```

Write a test program that tests the `nextDay()` in a loop, by printing the dates from `28 Dec 2011` to `2 Mar 2012`.

4. Exercises on Inheritance

4.1 Ex: The `Circle` and `Cylinder` Classes

This exercise shall guide you through the important concepts in inheritance.



In this exercise, a subclass called `Cylinder` is derived from the superclass `Circle` as shown in the class diagram (where an an arrow pointing up from the subclass to its superclass). Study how the

subclass `Cylinder` invokes the superclass' constructors (via `super()` and `super(radius)`) and inherits the variables and methods from the superclass `Circle`.
You can reuse the `Circle` class that you have created in the previous exercise. Make sure that you keep "`Circle.class`" in the same directory.

```
public class Cylinder extends Circle {  // Save as "Cylinder.java"
   private double height;  // private variable

   // Constructor with default color, radius and height
   public Cylinder() {
      super();        // call superclass no-arg constructor Circle()
      height = 1.0;
   }
   // Constructor with default radius, color but given height
   public Cylinder(double height) {
      super();        // call superclass no-arg constructor Circle()
      this.height = height;
   }
   // Constructor with default color, but given radius, height
   public Cylinder(double radius, double height) {
      super(radius);  // call superclass constructor Circle(r)
      this.height = height;
   }

   // A public method for retrieving the height
   public double getHeight() {
      return height;
   }

   // A public method for computing the volume of cylinder
   //  use superclass method getArea() to get the base area
   public double getVolume() {
      return getArea()*height;
   }
}
```

Write a test program (says `TestCylinder`) to test the `Cylinder` class created, as follow:

```
public class TestCylinder {  // save as "TestCylinder.java"
   public static void main (String[] args) {
      // Declare and allocate a new instance of cylinder
      //   with default color, radius, and height
      Cylinder c1 = new Cylinder();
      System.out.println("Cylinder:"
            + " radius=" + c1.getRadius()
            + " height=" + c1.getHeight()
            + " base area=" + c1.getArea()
            + " volume=" + c1.getVolume());

      // Declare and allocate a new instance of cylinder
      //   specifying height, with default color and radius
      Cylinder c2 = new Cylinder(10.0);
      System.out.println("Cylinder:"
            + " radius=" + c2.getRadius()
```

```
            + " height=" + c2.getHeight()
            + " base area=" + c2.getArea()
            + " volume=" + c2.getVolume());

      // Declare and allocate a new instance of cylinder
      //   specifying radius and height, with default color
      Cylinder c3 = new Cylinder(2.0, 10.0);
      System.out.println("Cylinder:"
            + " radius=" + c3.getRadius()
            + " height=" + c3.getHeight()
            + " base area=" + c3.getArea()
            + " volume=" + c3.getVolume());
   }
}
```

Method Overriding and "Super": The subclass `Cylinder` inherits `getArea()` method from its superclass Circle. Try *overriding* the `getArea()` method in the subclass `Cylinder` to compute the surface area (=2π×radius×height + 2×base-area) of the cylinder instead of base area. That is, if `getArea()` is called by a `Circle` instance, it returns the area. If `getArea()` is called by a `Cylinder` instance, it returns the surface area of the cylinder.

If you override the `getArea()` in the subclass `Cylinder`, the `getVolume()` no longer works. This is because the `getVolume()` uses the *overridden* `getArea()` method found in the same class. (Java runtime will search the superclass only if it cannot locate the method in this class). Fix the `getVolume()`.

Hints: After overridding the `getArea()` in subclass `Cylinder`, you can choose to invoke the `getArea()` of the superclass `Circle` by calling `super.getArea()`.

TRY:

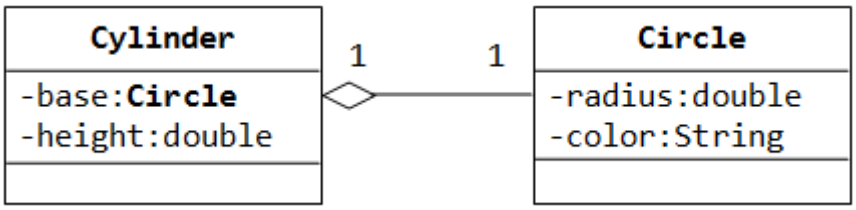
Provide a `toString()` method to the `Cylinder` class, which overrides the `toString()` inherited from the superclass `Circle`, e.g.,

```
@Override
public String toString() {      // in Cylinder class
   return "Cylinder: subclass of " + super.toString()  // use Circle's toString()
          + " height=" + height;
}
```

Try out the `toString()` method in `TestCylinder`.

Note: `@Override` is known as *annotation* (introduced in JDK 1.5), which asks compiler to check whether there is such a method in the superclass to be overridden. This helps greatly if you misspell the name of the `toString()`. If `@Override` is not used and `toString()` is misspelled as `ToString()`, it will be treated as a new method in the subclass, instead of overriding the superclass. If `@Override` is used, the compiler will signal an error. `@Override` annotation is optional, but certainly nice to have.

5.2 Ex: The `Circle` and `Cylinder` Classes Using Composition



Try rewriting the `Circle-Cylinder` of the previous exercise using *composition* (as shown in the class diagram) instead of *inheritance*. That is, "a cylinder is composed of a base circle and a height".

```
public class Cylinder {
   private Circle base;   // Base circle, an instance of Circle class
   private double height;

   // Constructor with default color, radius and height
   public Cylinder() {
      base = new Circle(); // Call the constructor to construct the Circle
      height = 1.0;
   }
   ......
}
```

Which design (inheritance or composition) is better?