

Vanier College Computer Science Department

Programming 2

LAB 5

Q1: Define a class named `Payment` that contains an instance variable of type `double` that stores the amount of the payment and appropriate accessor and mutator methods. Also create a method named `paymentDetails` that outputs an English sentence to describe the amount of the payment.

Next, define a class named `CashPayment` that is derived from `Payment`. This class should redefine the `paymentDetails` method to indicate that the payment is in cash. Include appropriate constructor(s).

Define a class named `CreditCardPayment` that is derived from `Payment`. This class should contain instance variables for the name on the card, expiration date, and credit card number. Include appropriate constructor(s). Finally, redefine the `paymentDetails` method to include all credit card information in the printout.

Create a main method that creates at least two `CashPayment` and two `CreditCardPayment` objects with different values and calls `paymentDetails` for each.

Q2: Define a class named `Document` that contains an instance variable of type `String` named `text` that stores any textual content for the document. Create a method named `toString` that returns the `text` field and also include a method to set this value.

Next, define a class for `Email` that is derived from `Document` and includes instance variables for the sender, recipient, and title of an email message. Implement appropriate accessor and mutator methods. The body of the email message should be stored in the inherited variable `text`. Redefine the `toString` method to concatenate all text fields.

Similarly, define a class for `File` that is derived from `Document` and includes a instance variable for the `pathname`. The textual contents of the file should be stored in the inherited variable `text`. Redefine the `toString` method to concatenate all text fields. Finally, create several sample objects of type `Email` and `File` in your main method. Test your objects by passing them to the following subroutine that returns `true` if the object contains the specified keyword in the `text` property.

```
public static boolean ContainsKeyword(Document docObject, String keyword)
{
    if (docObject.toString().indexOf(keyword,0) >= 0)
        return true;
    return false;
}
```