<u>Dashboard</u> / <u>My courses</u> / <u>CS23333-OOPUJ-2023</u> / <u>Lab-08 - Polymorphism, Abstract Classes, final Keyword</u> / <u>Lab-08-Logic Building</u>

Status	Finished
Started	Wednesday, 16 October 2024, 7:57 PM
Completed	Wednesday, 16 October 2024, 8:39 PM
Duration	42 mins 1 sec

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

As a logic building learner you are given the task to extract the string which has vowel as the first and last characters from the given array of Strings.

Step1: Scan through the array of Strings, extract the Strings with first and last characters as vowels; these strings should be concatenated.

Step2: Convert the concatenated string to lowercase and return it.

If none of the strings in the array has first and last character as vowel, then return no matches found

input1: an integer representing the number of elements in the array.

input2: String array.

Example 1:

input1: 3

input2: {"oreo", "sirish", "apple"}

output: oreoapple

Example 2:

input1: 2

input2: {"Mango", "banana"}

output: no matches found

Explanation:

None of the strings has first and last character as vowel.

Hence the output is no matches found.

Example 3:

input1: 3

input2: {"Ate", "Ace", "Girl"}

output: ateace

For example:

Input	Result
3 oreo sirish apple	oreoapple
2 Mango banana	no matches found
3 Ate Ace Girl	ateace

Answer: (penalty regime: 0 %)

```
import java.util.Scanner;

public class VowelStringExtractor {

public static String extractVowelStrings(String[] stringArray) {

StringBuilder result = new StringBuilder();

String vowels = "aeiouAEIOU";
```

```
11 •
            for (String s : stringArray) {
                 // Check if the string is not empty and if both the first and last characters are v_{\rm i}
12
                if (s.length() > 0 && vowels.indexOf(s.charAt(0)) != -1 && vowels.indexOf(s.charAt(
13
                     result.append(s); // Append matching string to the result
14
15
            }
16
17
18
19
            return result.length() > 0 ? result.toString().toLowerCase() : "no matches found";
20
        }
21
22
        public static void main(String[] args) {
23
            Scanner scanner = new Scanner(System.in);
24
25
26
27
            int n = scanner.nextInt();
28
            scanner.nextLine();
29
30
31
32
            String input = scanner.nextLine();
            String[] strings = input.split(" ");
33
34
35
            String result = extractVowelStrings(strings);
            System.out.println(result);
36
37
38
            scanner.close();
39
40
41
```

	Input	Expected	Got	
~	3 oreo sirish apple	oreoapple	oreoapple	~
~	2 Mango banana	no matches found	no matches found	~
~	3 Ate Ace Girl	ateace	ateace	~

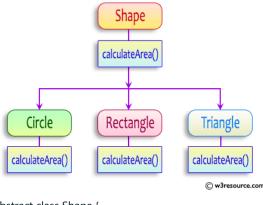
Passed all tests! <

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

Create a base class Shape with a method called calculateArea(). Create three subclasses: Circle, Rectangle, and Triangle. Override the calculateArea() method in each subclass to calculate and return the shape's area.

In the given exercise, here is a simple diagram illustrating polymorphism implementation:



```
abstract class Shape {
  public abstract double calculateArea();
  }
}
```

 $System.out.printf("Area \ of \ a \ Triangle : \%.2f\%n", ((0.5)*base*height)); \ // \ use \ this \ statement$

sample Input:

- 4 // radius of the circle to calculate area PI*r*r
- 5 // length of the rectangle
- 6 // breadth of the rectangle to calculate the area of a rectangle
- 4 // base of the triangle
- 3 // height of the triangle

OUTPUT:

Area of a circle :50.27 Area of a Rectangle :30.00 Area of a Triangle :6.00

For example:

Test	Input	Result		
1	4	Area of a circle: 50.27		
	5	Area of a Rectangle: 30.00		
	6	Area of a Triangle: 6.00		
	4			
	3			
2	7	Area of a circle: 153.94		
	4.5	Area of a Rectangle: 29.25		
	6.5	Area of a Triangle: 4.32		
	2.4			
	3.6			

Answer: (penalty regime: 0 %)

```
import java.util.Scanner;

a
abstract class Shape {
```

```
public abstract double calculateArea();
 6
 7
 8
 9 v class Circle extends Shape {
10
        private double radius;
11
12
        public Circle(double radius) {
            this.radius = radius;
13
14
15
16
        @Override
        public double calculateArea() {
17
            return Math.PI * radius * radius; // Area of circle: \pi r^2
18
19
20
21
22
23
    class Rectangle extends Shape {
        private double length;
24
25
        private double breadth;
26
27
        public Rectangle(double length, double breadth) {
            this.length = length;
28
            this.breadth = breadth;
29
30
        }
31
32
        @Override
33
        public double calculateArea() {
34
            return length * breadth;
35
    }
36
37
38
39

▼ class Triangle extends Shape {
40
        private double base;
41
        private double height;
42
43
        public Triangle(double base, double height) {
44
            this.base = base;
45
            this.height = height;
46
        }
47
48
        @Override
49
        public double calculateArea() {
50
            return 0.5 * base * height;
51
52 }
```

	Test	Input	Expected	Got	
~	1	4	Area of a circle: 50.27	Area of a circle: 50.27	~
		5	Area of a Rectangle: 30.00	Area of a Rectangle: 30.00	
		6	Area of a Triangle: 6.00	Area of a Triangle: 6.00	
		4			
		3			
~	2	7	Area of a circle: 153.94	Area of a circle: 153.94	~
		4.5	Area of a Rectangle: 29.25	Area of a Rectangle: 29.25	
		6.5	Area of a Triangle: 4.32	Area of a Triangle: 4.32	
		2.4			
		3.6			

Passed all tests! ✓

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

1 Final Variable:

- Once a variable is declared final, its value cannot be changed after it is initialized.
- It must be initialized when it is declared or in the constructor if it's not initialized at declaration.
- It can be used to define constants

final int MAX_SPEED = 120; // Constant value, cannot be changed

2. Final Method:

- A method declared final cannot be overridden by subclasses.
- It is used to prevent modification of the method's behavior in derived classes.

```
public final void display() {
    System.out.println("This is a final method.");
}
```

3. Final Class:

- A class declared as final cannot be subclassed (i.e., no other class can inherit from it).
- It is used to prevent a class from being extended and modified.
- public final class Vehicle {
 // class code
 }

Given a Java Program that contains the bug in it, your task is to clear the bug to the output. you should delete any piece of code.

For example:

Test	Result		
1	The maximum speed is: 120 km/h		
	This is a subclass of FinalExample.		

Answer: (penalty regime: 0 %)

```
Reset answer
```

```
1 • final class FinalExample {
2
3
        final int MAX_SPEED = 120; // Constant value
 4
 5
        public final void display() {
            System.out.println("The maximum speed is: " + MAX_SPEED + " km/h");
6
 7
8
9
10
    public class Test {
        public static void main(String[] args) {
11
12
            FinalExample example = new FinalExample();
13
14
            example.display();
15
16
            System.out.println("This is a subclass of FinalExample.");
17
18
        }
19
20
```

	Test	Expected	Got	
~	1	The maximum speed is: 120 km/h This is a subclass of FinalExample.	The maximum speed is: 120 km/h This is a subclass of FinalExample.	~

Passed all tests! 🗸

■ Lab-08-MCQ

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FindStringCode ►