

# CSC 1302: PRINCIPLES OF COMPUTER SCIENCE II

## Lab 4

### How to Submit

Please submit your answers to the lab instructor once you have completed.

Failure to submit will result in a **ZERO FOR THIS LAB. NO EXCEPTIONS.**

Implement a Java class called Square that represents square located at a given point in 2-dimensional space. Your class should have 3 integer fields: x, y and sideLength.

1. Implement 2 constructors: one should create an object of Square class based on given location (take 2 parameters and initialize x and y fields appropriately; set default side length to 5); another one should create an object of Square class based on given side length (take 1 parameter and initialize side appropriately; set default x and y to 0);
2. Implement a client class that creates 2 objects of Square class using constructors from above part so that
  - a. First object is created based on input location;
  - b. Second object is created based on side length.
3. Try creating an object of Recrangle class using default (no-parameter) constructor. Will this cause any problems? Why? If there is a problem, how would you fix it?