Assignment-2

1) Create a class called "Car" that has the following properties: make, model, year, color, and price. Include a constructor and getter and setter methods for each property.

Code: https://codeshare.io/8plkbv

2) Create a class called "Student" that has the following properties: name, age, gender, grade, and GPA. Include a constructor and getter and setter methods for each property.

Code: https://codeshare.io/mpbXAj

```
## this.gender = gender;
## spublic void setGrade(int grade) {
## this.grade = grade;
## this.GFA = GFA;
## compublic void setGFA(double GPA) {
## this.GFA = GFA;
## compublic static void main(String[] args) {
## student student1 = new Student("modi", 19, 'M', 11, 4.1);
## system.out.println(student1.getName());
## system.out.println(student1.getGFA());
## system.out.println(student1.getGFA());
## system.out.println(student1.getGFA());
## system.out.println(student1.getGFA());
## system.out.println(student1.getGFA());
## system.out.println(student1.getGFA());
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3) Create a class called "Circle" that has the following properties: radius, diameter, and area. Include a constructor and methods to calculate the diameter and area of the circle.

Code: https://codeshare.io/0gve6l

```
1 package as7;
2
3 public class circle {
4 private double radius;
5 private double diameter;
6 private double area;
7 // Constructor
8 public circle (double radius) {
9 this.setRadius(radius);
10 this.diameter = radius * 2;
11 this.area = Math.PI * radius * radius;
12 }
13 // Method to calculate diameter
14 public couble calculateDiameter() {
15 public double calculateDiameter() {
16 }
17 // Method to calculate area
18 public double calculateArea() {
19 return area;
20 }
21 // Main function for testing
8 Problems Javadoc Declaration Console ×

**Cerminated > circle [Java Application] CAProgram Files Java Juk - 19 \text{\text{bin \substack} java w.exe} (Mar 1, 2023, 6:32:07 AM - 6:32:11 AM) [pid: 8016]
14.0
153.93804002589985
```

4) Create a class called "Rectangle" that has the following properties: length, width, and area. Include a constructor and a method to calculate the area of the rectangle.

Code: https://codeshare.io/gL9vrR

5) Create a class called "BankAccount" that has the following properties: account number, account balance, account holder name, and account type. Include a constructor and methods to deposit and withdrawmoney from the account.

Code: https://codeshare.io/YLE3vN

6) Create a class called "Person" that has the following properties: name, age, address, phone number, and email address. Include a constructor and getter and setter methods for each property.

Code: https://codeshare.io/wnv8w9

```
42 }

43 public void setPhoneNumber(String phoneNumber) {

44 this.phoneNumber = phoneNumber;

45 }

46 // Getter and Setter methods for emailAddress

47 public String getEmailAddress() {

48 return emailAddress;

49 }

50 public void setEmailAddress(String emailAddress) {

51 this.emailAddress = emailAddress;

52 }

53 // Main function for testing

54 public static void main(String[] args) {

55 Person personl = new Person("Modi", 50, "Banglore", "4884884884", "modi@gmail.com");

56 System.out.println(personl.getName());

57 personl.setAddress("Mysore");

58 System.out.println(personl.getAddress());

59 System.out.println(personl.getAddress());

60 }

61 }

62 }

63 Problems **Javadoc **Declaration** **Console ×*

**cterminated > Person [Java Application] C\Program Files\Java\Jdk-19\bin\Javaw.exe (Mar 1, 2023, 6:48:14 AM - 6:48:16 AM) [pid: 20516]

Modi

Mysore

4884884884
```

7) Create a class called "Animal" that has the following properties: name, species, age, and weight. Include a constructor and getter and setter methods for each property.

Code: https://codeshare.io/8plk0v

```
29 // Getter and Setter methods for age
30 public int getAge() {
31 return age;
32 }
33 public void setAge(int age) {
34 this.age = age;
35 }
36 // Getter and Setter methods for weight
37 public double getWeight() {
38 return weight;
39 }
40 public void setWeight(double weight) {
41 this.weight = weight;
42 }
43 // Main function for testing
44 public static void main(String[] args) {
45 Animal animall = new Animal("Ginger", "Cat", 1, 9.9);
46 System.out.println(animall.getWeight());
47 animall.setWeight(10);
48 System.out.println(animall.getWeight());
49 }}

& Problems • Javadoc & Declaration • Console ×
cterminated: Animal Java Application] CAProgram FilesUava\()dk-19\\\)bin\()avaw.exe (Mar 1, 2023, 6.52:13 AM - 6.52:16 AM) [pid: 13932]

Ginger
10.0
```

8) Create a class called "Triangle" that has the following properties: base, height, and area. Include a constructor and a method to calculate the area of the triangle.

Code: https://codeshare.io/LwEOQb

9) Create a class called "Employee" that has the following properties: name, employee ID, department, job title, and salary. Include a constructor and getter and setter methods for each property.

Code: https://codeshare.io/MNEz6Q

```
41 }
42*public void setJobTitle(String jobTitle) {
43 this.jobTitle = jobTitle;
44 }
45 // Getter and Setter methods for salary
46*public double getSalary() {
47 return salary;
48 }
49*public void setSalary(double salary) {
50 this.salary = salary;
51 }
52 // Main function for testing
53*public static void main(String[] args) {
54 Employee employee = new Employee("Modi", 1001, "Accounting", "Accountant", 60000.0);
55 System.out.println(employeel.getName());
55 System.out.println(employeel.getSalary());
56 System.out.println(employeel.getSalary());
58 System.out.println(employeel.getSalary());
59 }
60 }
60 }
61

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10) Create a class called "Address" that has the following properties: street, city, state, zip code, and country. Include a constructor and getter and setter methods for each property.

Code: https://codeshare.io/9OLxeX

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