



## Object-Oriented programming

### SIS #1

**Deadline: 4<sup>th</sup> week. No late submissions will be accepted!**

#### Problem #1

You need to write a `Temperature` class that has two fields: a temperature value (a double number) and a character for the scale, either 'C' for Celsius or 'F' for Fahrenheit. Make sure that these two fields can ONLY be accessed through the accessor methods outside of the class.

#### Constructors:

The class should have four constructors:

- one for each instance field (assume zero degree if no value is specified and Celsius if no scale is specified)
- one with two parameters for the two instance variables
- default constructor (set to zero degrees Celsius).

#### Methods:

The class should have 2 types of methods

(1) Two methods to return the temperature: one to return the degrees in Celsius, the other to return the degrees in Fahrenheit. Use the following formulas for conversion:

$$\text{degreesC} = 5(\text{degreesF} - 32) / 9$$

$$\text{degreesF} = (9(\text{degreesC} / 5) + 32)$$

- (2) Three methods to set the fields: one to set the value, one to set the scale ('F' or 'C'), and one to set both.
- (3) Method to return scale.

## Problem # 2

Implement a class `Car` with the following properties. A class has a certain fuel efficiency, measured in km/liters and a certain amount of fuel in the gas tank. The efficiency is specified in the constructor, and the initial fuel level is 0.

- Supply a method `drive()` that simulates driving the car for a certain distance, reducing the amount of gasoline in the fuel tank.
- Also create a method `getGasInTank()`, returning the current amount of gasoline in the fuel tank, and `addGas()`, to add gasoline to the fuel tank.

*Note:* You can assume that the `drive` method is never called with a distance that consumes more than the available gas. Also create a `CarTester` class that tests all methods.

## Problem #3

There is a very scary dragon living in Almaty city near KBTU. Everyday he needs to eat several young students for a launch. He usually kidnaps them one by one in the morning and eats at a launch time, having put them in a line at a cell in his prison. But sometimes he has problems with his launch, because students vanish! He still doesn't know that *pair of boy and a girl (B-G) can disappear if they stand together exactly in this order (B-G)* due to the magic of love. After that line becomes smaller. So, there is a possibility that no one will be left for a dragon launch!

You need to model a dragon launch. You need to have:

- Enumeration `Gender` that is used to distinguish boys / girls.
- Class `Person` containing an instance variable of type `Gender`, method `toString()` and any fields you want.
- Main class – `DragonLaunch`, with methods  
`kidnap(Person p)`, `willDragonEatOrNot()`.

For example, for a line BBGG, there will be no launch, because firstly middle pair will vanish, after that two corner persons will become BG pair, and vanish in the same way. However, a line GBGB leaves 2 persons for a launch.

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