

Lab Assignment 03

HOMEWORK

Task 1

Design the **Toy** class in such a way that it produces the following output

Driver Code	Expected Output
<pre>public class ToyTester{ public static void main(String[] args){ Toy t1 = new Toy("Car", 230); System.out.println("1=========="); t1.updatePrice(250); System.out.println("2=========="); System.out.println(t1.name); t1.showPrice(); System.out.println("3=========="); Toy t2 = new Toy("Robot", 450); System.out.println("4=========="); t2.updateName("Autobot"); System.out.println("5=========="); System.out.println(t2.name); t2.showPrice(); } }</pre>	A new toy has been made! 1===== 2===== Car price: 250 Taka 3===== A new toy has been made! 4===== Changing old name: Robot new name: Autobot 5===== Autobot price: 450 Taka

Task 2

Complete the following **Cart** class to generate the given output from the tester code:

- A cart will have a cart number which will be assigned in *create_cart()* method.
- Each cart can hold up to 3 items (at max).
- Each cart must have two arrays to store items and their respective prices.
- The items inside a cart will be added in *addItem()* method only if the cart items do not exceed 3.
- The *giveDiscount()* method saves the discount given to that cart object and updates the price accordingly.

Driver Code	Output
<pre> public class CartTester{ public static void main(String [] args){ Cart c1 = new Cart (); Cart c2 = new Cart (); Cart c3 = new Cart (); c1.create_cart(1); c2.create_cart(2); c3.create_cart(3); System.out.println("====1===="); c1.addItem("Table", 3900.5); c1.addItem("Chair", 1400.76); c1.addItem(5400.87, "Television"); c1.addItem(5000.0, "Refrigerator"); System.out.println("====2===="); c2.addItem("Stove",439.90); System.out.println("====3===="); c3.addItem("Chair",1400.5); c3.addItem(3400.0, "Chair"); System.out.println("====4===="); c1.cartDetails(); System.out.println("====5===="); c2.cartDetails(); System.out.println("====6===="); c3.cartDetails(); c1.giveDiscount(10); System.out.println("====7===="); c1.cartDetails(); } } </pre>	<pre> =====1===== Table added to cart 1. You have 1 item(s) in your cart now. Chair added to cart 1. You have 2 item(s) in your cart now. Television added to cart 1. You have 3 item(s) in your cart now. You already have 3 items on your cart =====2===== Stove added to cart 2. You have 1 item(s) in your cart now. =====3===== Chair added to cart 3. You have 1 item(s) in your cart now. Chair added to cart 3. You have 2 item(s) in your cart now. =====4===== Your cart(c1) : Table - 3900.5 Chair - 1400.76 Television - 5400.87 Discount Applied: 0.0% Total price: 10702.130000000001 =====5===== Your cart(c2) : Stove - 439.9 Discount Applied: 0.0% Total price: 439.9 =====6===== Your cart(c3) : Chair - 1400.5 Chair - 3400.0 Discount Applied: 0.0% Total price: 4800.5 =====7===== Your cart(c1) : Table - 3900.5 Chair - 1400.76 Television - 5400.87 Discount Applied: 10.0% Total price: 9631.917000000001 </pre>

Task 3

Design the **Reader** class in such a way so that the following code provides the expected output.

- A reader will have a name, capacity to read and an array of books they are reading.
- The initial capacity of a reader will be 2. The initial name will be “New user”.

Driver Code	Expected Output
<pre>public class Reader_tester { public static void main(String[] args){ System.out.println("1 ====="); Reader r1 = new Reader("Messi"); Reader r2 = new Reader("Ronaldo", 3); System.out.println("2 ====="); r1.readerInfo(); System.out.println("3 ====="); r2.addBook("Java"); r2.addBook("Python"); r2.addBook("C++"); r2.readerInfo(); System.out.println("4 ====="); r1.addBook("C#"); r1.addBook("Rust"); r1.addBook("GoLang"); System.out.println("5 ====="); r2.addBook("Python"); System.out.println("6 ====="); r1.readerInfo(); System.out.println("7 ====="); r1.updateCapacity(3); System.out.println("8 ====="); r1.addBook("GoLang"); System.out.println("9 ====="); r1.readerInfo(); } }</pre>	<pre>1 ===== A new reader is created! A new reader is created! 2 ===== Name: Messi Capacity: 2 Books: No books added yet 3 ===== Name: Ronaldo Capacity: 3 Books: Book 1: Java Book 2: Python Book 3: C++ 4 ===== No more capacity 5 ===== No more capacity 6 ===== Name: Messi Capacity: 2 Books: Book 1: C# Book 2: Rust 7 ===== Capacity has changed to 3 8 ===== 9 ===== Name: Messi Capacity: 3 Books: Book 1: C# Book 2: Rust Book 3: GoLang</pre>

Task 4

You are building a tracker system that will keep track of a person's income and expenses.

- When the *createTracker()* method is invoked it sets the balance to 1.0 taka.
- The *info()* method **returns** a String with the trackers information.
- If the total balance becomes 0 after the *expense()* method is called it prints “You're broke!”. Again if the available balance is less than the expense it prints “Not enough balance.”. Otherwise the method prints “Balance updated” after updating the balance.
- The last expense and income history can be seen by using the *history()* method.

Driver Code	Output
<pre>public class Tester4{ public static void main(String[] args) { MoneyTracker tr1 = new MoneyTracker(); System.out.println(tr1.info()); tr1.createTracker("John"); System.out.println("1 ======"); System.out.println(tr1.info()); System.out.println("2 ======"); tr1.income(1000); System.out.println(tr1.info()); System.out.println("3 ======"); tr1.expense(800); tr1.expense(100); System.out.println(tr1.info()); System.out.println("4 ======"); tr1.showHistory(); System.out.println("5 ======"); tr1.expense(101); System.out.println("6 ======"); tr1.expense(200); System.out.println("7 ======"); tr1.income(200); tr1.showHistory(); System.out.println("8 ======"); } }</pre>	<pre>A new money tracker has been launched. Name: null Current Balance: 0.0 1 ====== Name: John Current Balance: 1.0 2 ====== Balance Updated! Name: John Current Balance: 1001.0 3 ====== Balance Updated. Balance Updated. Name: John Current Balance: 101.0 4 ====== Last added: 1000.0 Last spent: 100.0 5 ====== You're broke! 6 ====== Not enough balance. 7 ====== Balance Updated! Last added: 200.0 Last spent: 101.0 8 ======</pre>

Task 5

1	public class A{
2	public int x, y, z = 5;
3	public double p = 0.0;
4	public void methodA(int x, int m) {
5	this.x = methodB(this.x);
6	p = x + this.x % m * 3.0;
7	y = y + methodB(x++, this.x);
8	System.out.println(this.x + " " + x + y + " " + p) ;
9	}
10	public int methodB(int q, int n) {
11	int arr[] = {3,4,5};
12	arr[0] = arr[0] + this.x + n;
13	arr[1] = q + arr[1];
14	System.out.println(arr[0] + " " + arr[1] + " " + arr[2]) ;
15	return arr[1] + arr[2];
16	}
17	public int methodB(int y) {
18	if(y % 2 == 0) {
19	int temp = this.methodB(2, y);
20	return temp;
21	}
22	else{
23	return 4;
24	}
25	}
26	}

Driver Code	Output		
public class Tester11 { public static void main(String [] args){ A a1; a1 = new A(); a1.methodA(2,3); a1.methodB(5,4); } }			

Task 6

1	public class Maze{
2	public int x;
3	public Maze(){
4	int x = 17;
5	this.methodB(x, -this.x);
6	}
7	public void methodA(){
8	int m = 0, x = 9;
9	m = methodB(m-3)+x;
10	this.x = ++x;
11	System.out.println(this.x+" "+m);
12	this.methodB(x,m);
13	System.out.println(x+" "+(m+this.x));
14	methodB(m);
15	}
16	public int methodB(int y){
17	x=y*y;
18	System.out.println(x+" "+y);
19	return x-11;
20	}
21	public void methodB(int z, int x){
22	z=z-2;
23	x=this.x-2*x;
24	System.out.println(z+" "+this.x);
25	}
26	}

DRIVER CODE	OUTPUTS	
public class MazeTester{		
public static void main(String args []){		
Maze m1 = new Maze();		
m1.methodA();		
new Maze().methodB(7,15);		
}		
}		