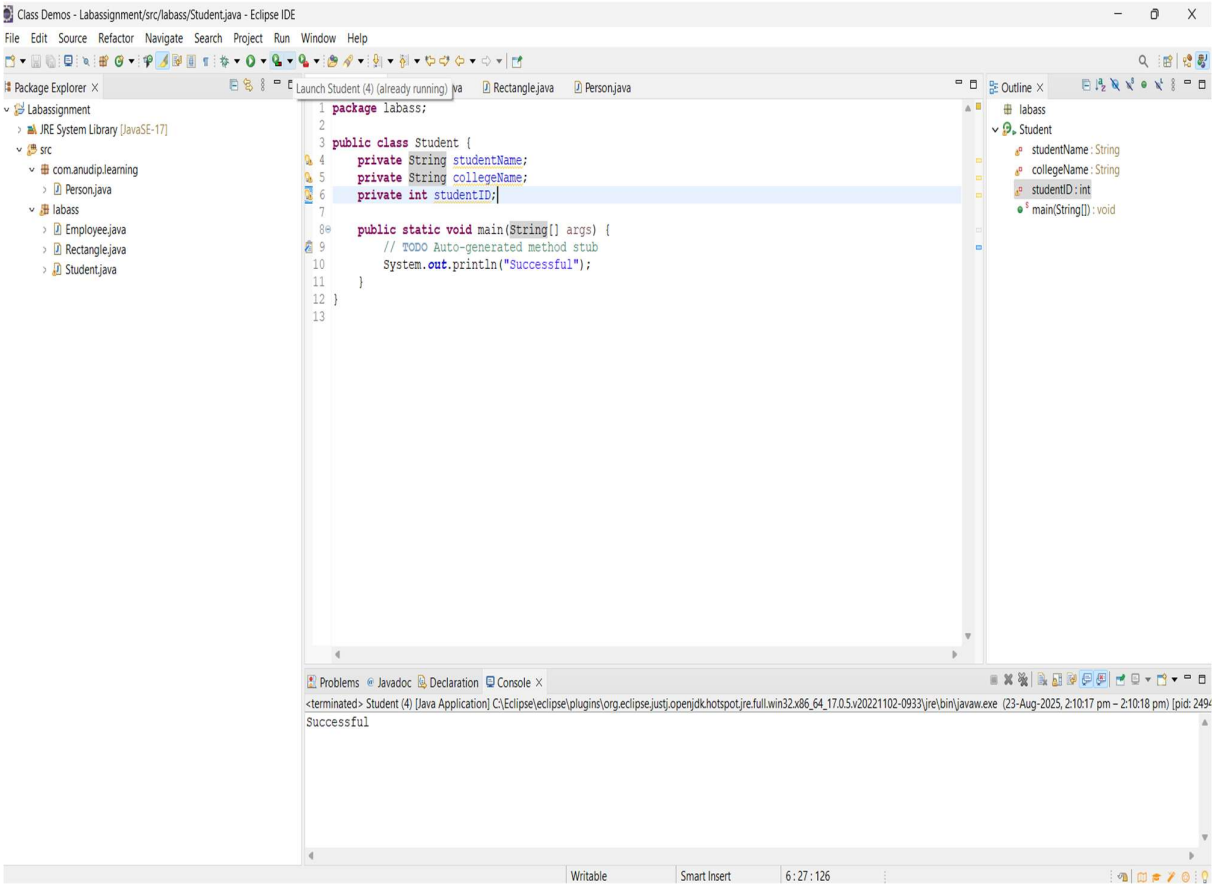
Assignment

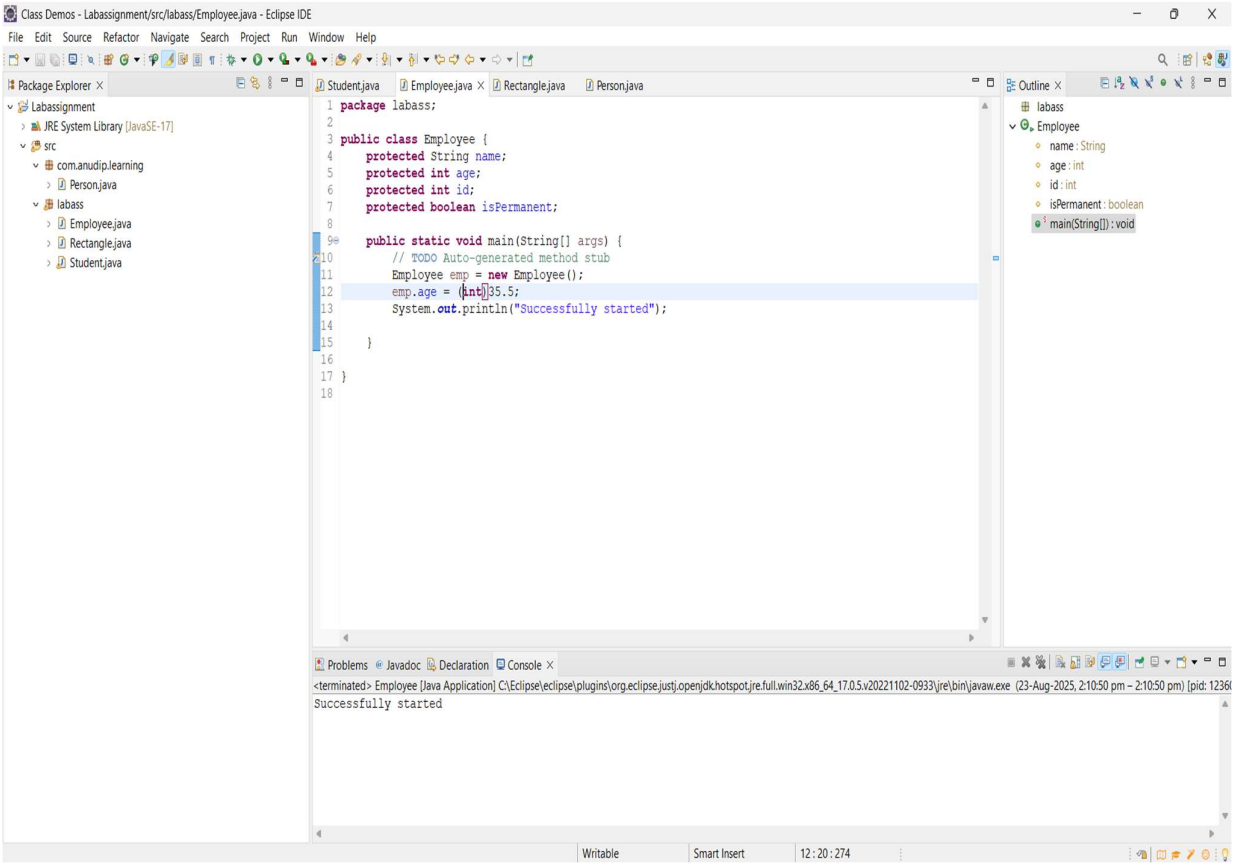
Assignment 1.

- Create a class Student in Student.java then add member variables studentName, collegeName of type String
- Add a member variable studentID of type int.
- Make all the member variables as private.
- Add a main method. And print a message “Successful”.
- Compile the class
- Run the class



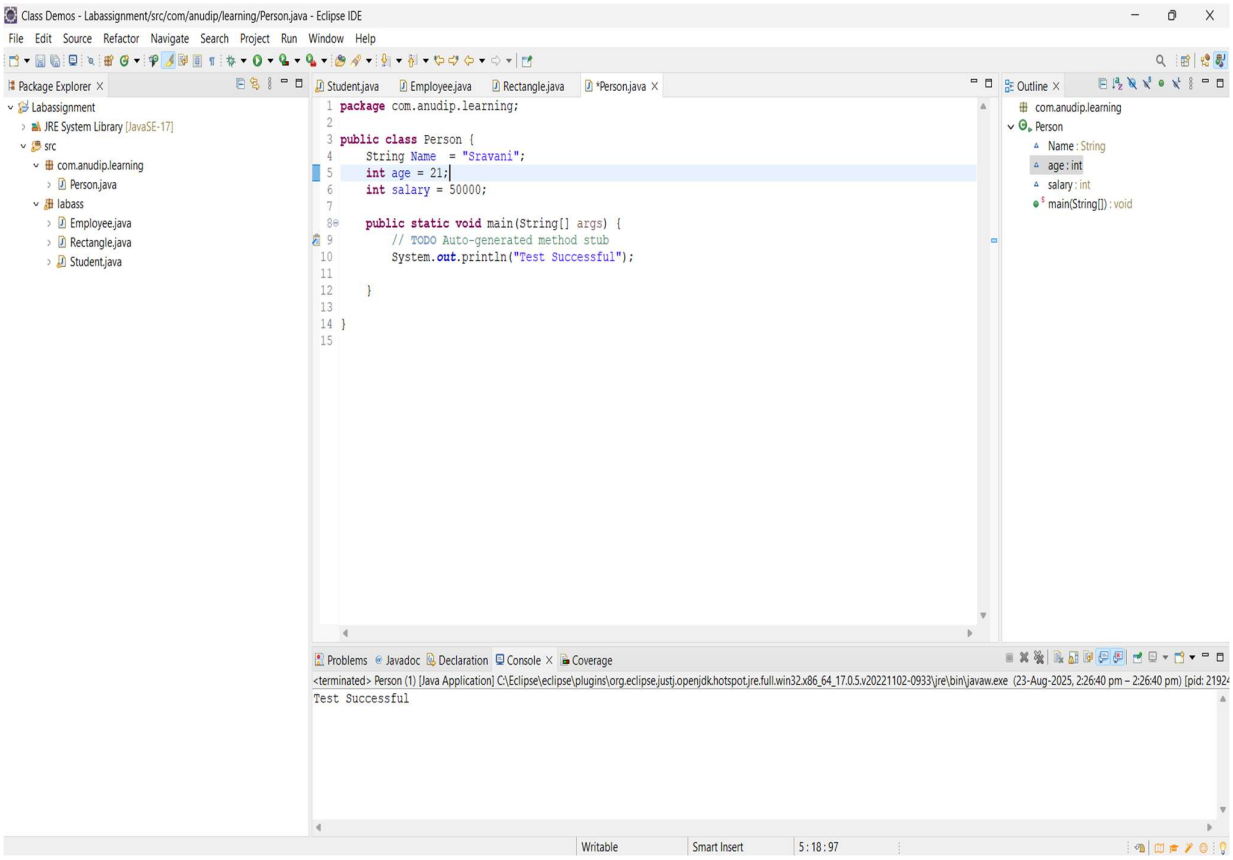
Assignment-2.

- Create a new class Employee
- Add member variables: id and age of type int, name of type String and isPermanent of type boolean
- Now assign values 35.5 to age; See the error message.
- How can you avoid this error? Correct the error by casting.
- Make all the members protected
- Add a main method to it. Print message “Successfully started”.
- Compile the class.



Assignment-3.

- Create a class Person
- Add member variables name as String, age and salary as int
- Initialize the member variable along with declaration.
- Now put the previous Person class in a package com.anudip.learning
- Add a main method. Add a print message “Test Successful”.
- Run the class after compilation.
- Modify the classpaths to see the error messages on the console.



Assignment-4.

- Create a class Rectangle
- Add a member variable width and height of type double.
- Create an enum Color with values RED, GREEN, BLUE
- Create a member variable boxColor of type Color.
- Add a main method.
- In main method just print the enum Color.BLUE (You will notice that Java prints the enum name as it is.)
- Compile and run the class.