

MDIT - Batch 2 Assignment Week 3

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* Indicates required question

Email *



Record **rachana.lokesh@moolya.com** as the email to be included with my response

Write a class Cat, with moodIndex, hungerIndex & energyIndex as attributes (initialized as 50) and sleep, play, eat, digest as actions. *

Increase energy by 10 on sleep action.

Increase mood by 10, hunger by 5 and reduce energy by 20 when playing

Increase energy by 20 when eating

Increase mood by 5 when digesting

Create a class containing main method, invoke sleep, play, eat & digest actions.

Output on console, Energy, Mood and Hunger indices.

Your answer

State Differences between Abstraction and Encapsulation *

Your answer



Create a class Employee and mention salary of employee. Create a class Programmer as a child class of employee. Mention bonus in programmer class. Create Main method in programmer class and print a total of salary and bonus on console. *

Your answer

What is Method Overloading and Method Overriding in Java *

Your answer

Create a class Animal, its sub class Dog and sub class of Dog as SmallDog. *

Declare and add method as bark() with print statement in class Dog

Declare and add method as eat() with print statement in class SmallDog

Create a class containing main method, call both the methods as described above.

Your answer

Create a class Addition with two sum methods- *

A static method add takes two parameters and returns the addition result.

A static method add takes three parameters and returns the addition result

Create a class containing main method and call both the static methods in it. Print output by providing sample values to called methods.

Your answer



Create classes MasterBank, BankA, BankB, BankC. *

Add a method with same signature and return type in all the classes to return interest rates as

MasterBank – 0

BankA – 8

BankB – 9

BankC – 10

Create a class containing main method. Print interest rates of all banks on console.

Your answer

Create a class Student with data Name and rollNumber. With the help of getters and setter methods, set sample data and print to console using getter methods. *

Your answer



Create a temperature converter, which should run till user inputs 7 and terminates * the calculator. Process Output as following.

```
1. Celcius to Fahrenheit
2. Celcius to Kelvin
3. Fahrenheit to Celcius
4. Fahrenheit to Kelvin
5. Kelvin to Celcius
6. Kelvin to Fahrenheit
7. Exit
```

```
Enter Choice: 1
Enter Celcius value: 100
Fahrenheit value: 212.00
Enter Choice: 2
Enter Celcius value: 232
Kelvin value: 505.15
Enter Choice: 5
Enter Kelvin value: 505
Celcius value: 231.85
Enter Choice: 7
Program Terminated
```

Your answer

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