

1. The following Java applications contain errors. Point out the statement(s) that contain errors. Explain what each of the errors is, and how it can be fixed.

EX 1.1.

<pre>public class OOPEercises { public static void main(String[] args) { A objA = new A(); System.out.println("in main(): "); System.out.println("objA.a = "+objA.a); objA.a = 222; } }</pre>	Point out the error(s) and how they can be fixed.
<pre>public class A { private int a = 100; public void setA(int value) { a = value; } public int getA() { return a; } } } //class A</pre>	

EX 1.2.

<pre>public class OOPEercises { public static void main(String[] args) { System.out.println("in main(): "); System.out.println("objA.a = "+getA()); setA(123); } }</pre>	Point out the error(s) and how they can be fixed.
<pre>public class A { private int a = 100; public void setA(int value) { a = value; } public int getA() { return a; } } } //class A</pre>	

EX 1.3.

<pre>public class OOPExercises { public static void main(String[] args) { A objA = new A(); double result; result = objA.getA(); System.out.println("objA.a = "+ result); } }</pre>	<p>Point out the error(s) and how they can be fixed.</p>
<pre>public class A { private int a = 100; public void setA(int value) { a = value; } public int getA() { return a; } } //class A</pre>	

EX 1.4.

<pre>public class B extends A { private int a = 222; public static void main(String[] args) { System.out.println("in main(): "); System.out.println("a = "+a); a = 123; } }</pre>	<p>Point out the error(s) and how they can be fixed.</p>
<pre>public class A { private int a = 100; public void setA(int value) { a = value; } public int getA() { return a; } } //class A</pre>	

2. Show the output of the following applications.

EX 2.1.

<pre>public class OOPExercises { public static void main(String[] args) { A objA = new A(); B objB = new B(); System.out.println("in main(): "); System.out.println("objA.a = "+objA.getA()); System.out.println("objB.b = "+objB.getB()); objA.setA (222); objB.setB (333.33); System.out.println("objA.a = "+objA.getA()); System.out.println("objB.b = "+objB.getB()); } }</pre>	Output:
<pre>public class A { int a = 100; public A() { System.out.println("in the constructor of class A: "); System.out.println("a = "+a); a = 333; System.out.println("a = "+a); } public void setA(int value) { a = value; } public int getA() { return a; } } //class A</pre>	
<pre>public class B { double b = 123.45; public B() { System.out.println("-----in the constructor of class B: "); System.out.println("b = "+b); b = 3.14159; System.out.println("b = "+b); } public void setB(double value) { b = value; } public double getB() { return b; } } //class B</pre>	

EX 2.2.

<pre> public class OOPExercises { public static void main(String[] args) { //A objA = new A(); B objB = new B(); System.out.println("in main(): "); //System.out.println("objA.a = "+objA.getA()); System.out.println("objB.b = "+objB.getB()); //objA.setA (222); objB.setB (333.33); //System.out.println("objA.a = "+objA.getA()); System.out.println("objB.b = "+objB.getB()); } } </pre>	<p>Output:</p>
<pre> public class A { int a = 100; public A() { System.out.println("in the constructor of class A: "); System.out.println("a = "+a); a = 333; System.out.println("a = "+a); } public void setA(int value) { a = value; } public int getA() { return a; } } //class A </pre>	
<pre> public class B extends A { double b = 123.45; public B() { System.out.println("----in the constructor of class B: "); System.out.println("b = "+b); b = 3.14159; System.out.println("b = "+b); } public void setB(double value) { b = value; } public double getB() { return b; } } //class B </pre>	

EX 2.3.

<pre> public class OOPEercises { static int a = 555; public static void main(String[] args) { A objA = new A(); B objB = new B(); System.out.println("in main(): "); System.out.println("a = "+a); a = 444; System.out.println("objB.a = "+objB.getA()); objA.setA (77777); objB.rollBackA(); System.out.println("After roll back -----"); System.out.println("a = "+a); System.out.println("objA.a = "+objA.getA()); System.out.println("objB.a = "+objB.getA()); } } </pre>	<p>Output:</p>
<pre> public class A { int a = 100; public A() { //System.out.println("in the constructor of class A: "); //System.out.println("a = "+a); a = 333; //System.out.println("a = "+a); } public void setA(int value) { a = value; } public int getA() { return a; } } //class A </pre>	
<pre> public class B extends A { private int a = 123; public B() { a = 2222; } public void rollBackA () { a = super.getA(); } public void setA(int value) { a = value; } public int getA() { return a; } } //class B </pre>	

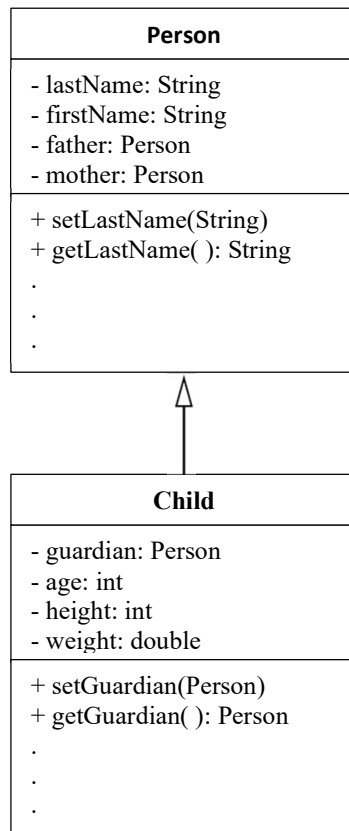
EX 2.4.

<pre> public class OOPEercises { static int a = 555; public static void main(String[] args) { A objA = new A(); B objB1 = new B(); A objB2 = new B(); C objC1 = new C(); B objC2 = new C(); A objC3 = new C(); objA.display(); objB1.display(); objB2.display(); objC1.display(); objC2.display(); objC3.display(); } } </pre>	<p>Output:</p>
<pre> public class A { int a = 100; public void display() { System.out.printf("a in A = %d\n", a); } } //class A </pre>	
<pre> public class B extends A { private int a = 123; public void display() { System.out.printf("a in B = %d\n", a); } } //class B </pre>	
<pre> public class C extends B { private int a = 543; public void display() { System.out.printf("a in C = %d\n", a); } } //class C </pre>	

3. UML Diagrams

EX 3.1. Draw a UML class diagram (with associations) to show the design of the Java application in EX 2.2.

EX 3.2. The partial design of a Java application for a child care center is given in the following UML diagram. Note that the diagram is not complete. How do you represent the following relationships in the design: *father*, *mother*, and *guardian*? Revise the diagram to include those relationships in the design.



EX 3.3. Implement the design in EX 3.2 as a Java application. Add the *set* and *get* methods for each of the attributes. Note that *Child* is a subclass of *Person*.