

Exercise No.2

(Inheritance/Encapsulate/Polymorphism)

Q1

Implement **MizuhoBank** and **UFJBank** classes that extend **AbstractBank** shown as follows. In addition, implement **Q2Main** that include **main** method and the result of the execution should be the same as following.

AbstractBank.java

```
public abstract class AbstractBank {  
    public abstract String getName();  
    public abstract int getMaxDeposit();  
    public abstract int getFee();  
}
```

```
1  
2 public class Q21Main {  
3  
4     public static void main(String[] args) {  
5         AbstractBank bank = null;  
6  
7         bank = new MizuhoBank();  
8         System.out.println(bank.getName());  
9         System.out.println(bank.getMaxDeposit());  
10        System.out.println(bank.getFee());  
11  
12        System.out.println();  
13  
14        bank = new UFJBank();  
15        System.out.println(bank.getName());  
16        System.out.println(bank.getMaxDeposit());  
17        System.out.println(bank.getFee());  
18    }  
19 }
```

Listing 1: Q21Main

Execution Example

```
%java Q21Main  
This is Mizuho Bank  
100000  
210  
  
UFJ  
2000000  
105
```

Q2

Implement **ReverseList** class that has two methods: **add(String str)** and **get()**. **add(String str)** inserts the argument into the list, also **get()** bring a string out by reverse order. You also have to implement **Q22Main** that uses **ReverseList**. Note that, **List** and/or **ArrayList** Java prepares can be used to implement **ReverseList**.

Examples of main mehtod in Q22Main and an execution example

```
public static void main(String[] args) {
    ReverseList rlist = new ReverseList();

    rlist.add("test1");
    rlist.add("test2");
    rlist.add("test3");
    rlist.add("test4");
    rlist.add("test5");

    String str = null;
    while((str = rlist.get()) != null) {
        System.out.println(str);
    }
}

%java Q21Main
test5
test4
test3
test2
test1
```

Q3

Implement `MultiCollection` class that includes `List` and `Map` interface Java prepares. This class has two method: `addList(Object element)` inserts the argument into `List` and `addMap(Object key, Object value)` stores value on `Map` by using `key`. Also, implement `showAll` method that displays the result when `Q23Main` is executed. Note that, you can implement the collection framework of Java such as `List` and/or `Map`.

An example of `MultiCollection`

```
public class MultiCollection {
    public void addList(Object str) {
        .....
    }
    public void addMap(Object key, Object value) {
        .....
    }
    public void showAll() {
        .....
    }
}
```

```
1
2 public class Q23Main {
3
4     public static void main(String[] args) {
5         MultiCollection multiCol = new MultiCollection();
6
7         multiCol.addList("AAA");
8         multiCol.addList("BBB");
9         multiCol.addList("CCC");
10
11        multiCol.addMap("X", 100);
12        multiCol.addMap("Y", 200);
13        multiCol.addMap("Z", 300);
14
15        multiCol.showAll();
16
17    }
18 }
19
20 }
```

Listing 2: Q23Main

Execution example

```
%java Q23Main
## List ##
AAA
BBB
CCC
## Map ##
Y : 200
X : 100
Z : 300
```

Q4

Map interface that Java prepares does not guarantee the order when a set of key and value is stored. Therefore, implement **OrderedHashTable** that guarantees the order. This class prepares methods as follows.

- void put(Object key, Object value)
stores **value** on **Map** by using **key**.
- Object get(Object key)
returns **value** associated with **key**.
- List getKeyList()
returns a list of key as **List**.

Implement these method that display the result when **Q24Main** is executed as follows. Nota that, when the key is duplicated because of multiple insertions with the same key, the order of keys should not be changed. You can use **Map** and/or **List** Java prepares in order to implement.

```
1 import java.util.List;
2
3
4 public class Q24Main {
5
6     public static void main(String[] args) {
7         OrderedHashMap oMap = new OrderedHashMap();
8
9         oMap.put("AAA", 100);
10        oMap.put("BBB", 200);
11        oMap.put("CCC", 300);
12        oMap.put("DDD", 400);
13        oMap.put("EEE", 500);
14        oMap.put("DDD", 1000);
15        oMap.put("DDD", 2000);
16        oMap.put("XYX", 10000);
17
18        List keyList = oMap.getKeyList();
19        for(int i = 0; i < keyList.size(); i++) {
20            Object key = keyList.get(i);
21            System.out.println(key + " = " + oMap.get(key));
22        }
23
24    }
25
26 }
```

Listing 3: Q24Main

Execution example

```
AAA = 100  
BBB = 200  
CCC = 300  
DDD = 2000  
EEE = 500  
XYX = 10000
```

Q5

Implement **MyIterator** that implements `java.util.Iterator` interface. `java.util.Iterator` interface prepares the following methods. Details are shown in JavaDoc.

- `boolean hasNext()`
return **true** if the next element exists.
- `Object next()`
return a next element.
- `void remove()`
remove the last element.
- `Iterator iterator()`
return an object that implements `java.util.Iterator`.

Implement this class that displays the result when **Q25Main** is executed as follows. Note that, **MyIterator** can only stores ten objects as an upper limitation.

```
1 import java.util.Iterator;
2
3
4 public class Q25main {
5
6     public static void main(String[] args) {
7         MyIterator myIterator = new MyIterator();
8
9         for(int i = 0; i < 20; i++) {
10             myIterator.add(i);
11         }
12
13         myIterator.remove();
14         myIterator.add(30);
15
16         Iterator ite = myIterator.iterator();
17         while(ite.hasNext()) {
18             System.out.println(ite.next());
19         }
20
21     }
22
23 }
```

Listing 4: Q25Main

Execution Example

0
1
2
3
4
5
6
7
8
30