

WORKSHOP 03

Exercise 1:

1. Design the interface **IString** that consists of methods

<pre><<interface>> IString + f1(st:String):int; + f2(st:String):String;</pre>
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2. Design and code the class **MyString**, which implements the interface **IString**, thus it must implement methods `f1` and `f2` in **IString** interface:

- `f1`: calculate and return sum of all digits in `st`.
- `f2`: return the string `s`, which is obtained by reading all characters in `st`, if a character is a digit between 0 and 8 then increase it by 1 (others characters are unchanged). E.g., if `st="a01b2c8d9"` then `s = "a12b3c9d9"`

3. Build Test class contains main function such that the program output might look something like:

<pre>1. TC = 1 - test f1() 2. TC = 2 - test f2() Enter TC: 1 Enter a string: ab3c58d2 OUTPUT: 18</pre>	<pre>1. TC = 1 - test f1() 2. TC = 2 - test f2() Enter TC: 2 Enter a string: 4a5c9u7 OUTPUT: 5a6c9u8</pre>
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Exercise 2:

1. Design the interface **IString** that consists of methods

```
public interface IString {
    public String f1(String str, String s1, String s2);
    public String f2(String str, String s);
}
```

2. Write a class named **MyString**, which implements the interface **IString**. The class **MyString** implements methods `f1` and `f2` in **IString** interface as below:

- `f1`: replace all occurrences of a substring (matching argument `s1`) with replacement `s2`.
- `f2`: return the string `str`, which concatenates the string `s` at the end of the string `str` (see sample output), if the string `s` does not occur in the string `str`

3. Build Test class contains main function such that the program output might look something like:

<pre> 1. Test f1() 2. Test f2() Enter TC (1 or 2): 1 Enter a string: I love them. They love me. OUTPUT: Enter a string 1: love Enter a string 2: hate I hate them. They hate me. </pre>	<pre> 1. Test f1() 2. Test f2() Enter TC (1 or 2): 2 Enter a string: Nguyen Hoang OUTPUT: Enter a string 1: Kim Lien Nguyen Hoang Kim Lien </pre>
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Exercise 3:

1. Design and code the class **Fan** that holds information about a fan.

Fan
-code:String -price:double
+Fan () +Fan (code:String, price:double) +getCode():String +getPrice():double +setCode(code:String):void +setPrice(price:double):void

Where:

- getCode(): String – return code.
- getPrice(): double – return price.
- setCode(code:String): void – set this.code = code
- setPrice(price:double): void – set this.price = price

Design and code the class **Fan** that holds information about a fan.

2. Design the interface **IFan** that consists of methods

<<interface>> IFan
+ void f1(List<Fan> t, String xCode); + void f2(List<Fan> t, double xPrice); + void f3(List<Fan> t);

3. Design and code the class **MyFan**, which implements the interface **IFan**, thus it must implement methods f1, f2 and f3 in IFan interface:

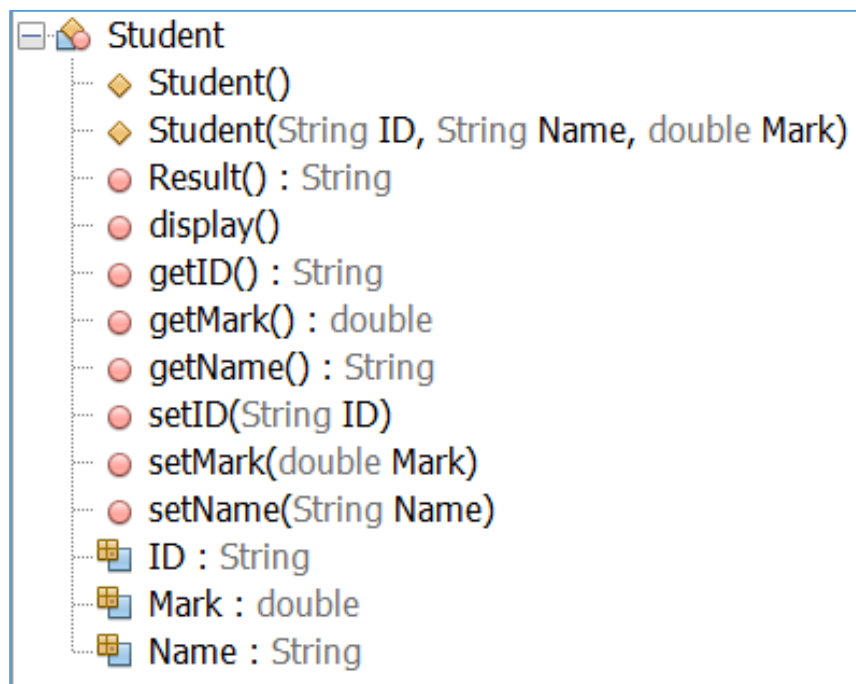
- f1: Increase the price of those fans in the list t, whose code starts with xCode, by 10% of the original price (see sample output).
- f2: count and return the number of fans in the list t, whose price <= xPrice.

- f3: sort all fans in the list t ascendingly by price, in case their prices are the same, sort them ascendingly by their code alphabetically. *The sorting must ignore case during the comparison.*
4. Build Test class contains main function such that the program output might look something like:

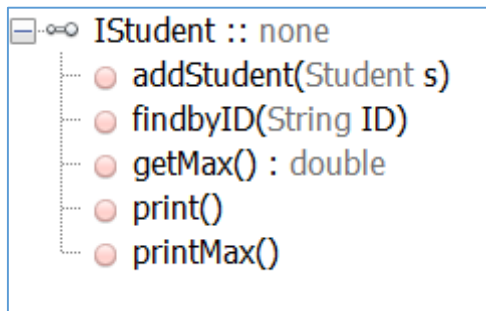
<pre>Add how many fans: 1 Fan code: ab1 Fan price: 60 Enter TC(1-f1;2-f2;3-f3): 1 The list before running f1: FS21 80.00 KS20 60.00 FF12 70.00 ab1 60.00 Enter given Fan code: F OUTPUT: FS21 88.00 KS20 60.00 FF12 77.00 ab1 60.00</pre>	<pre>Add how many fans: 1 Fan code: Ab1 Fan price: 60 Enter TC(1-f1;2-f2;3-f3): 2 The list before running f2: FS21 80.00 KS20 60.00 FF12 70.00 Ab1 60.00 Enter given Fan price: 70 OUTPUT: 3</pre>	<pre>Add how many fans: 1 Fan code: Ab1 Fan price: 60 Enter TC(1-f1;2-f2;3-f3): 3 The list before running f3: FS21 80.00 KS20 60.00 FF12 70.00 Ab1 60.00 OUTPUT: Ab1 60.00 KS20 60.00 FF12 70.00 FS21 80.00</pre>
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Exercise 4:

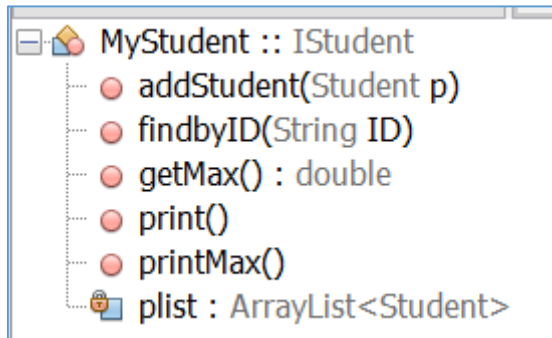
1. Design and code the class **Student** that holds information about a student.



2. Design the interface **IStudent** that consists of methods



3. Design and code the class **MyStudent**, which implements the interface **IStudent**, thus it must implement methods in IStudent interface:



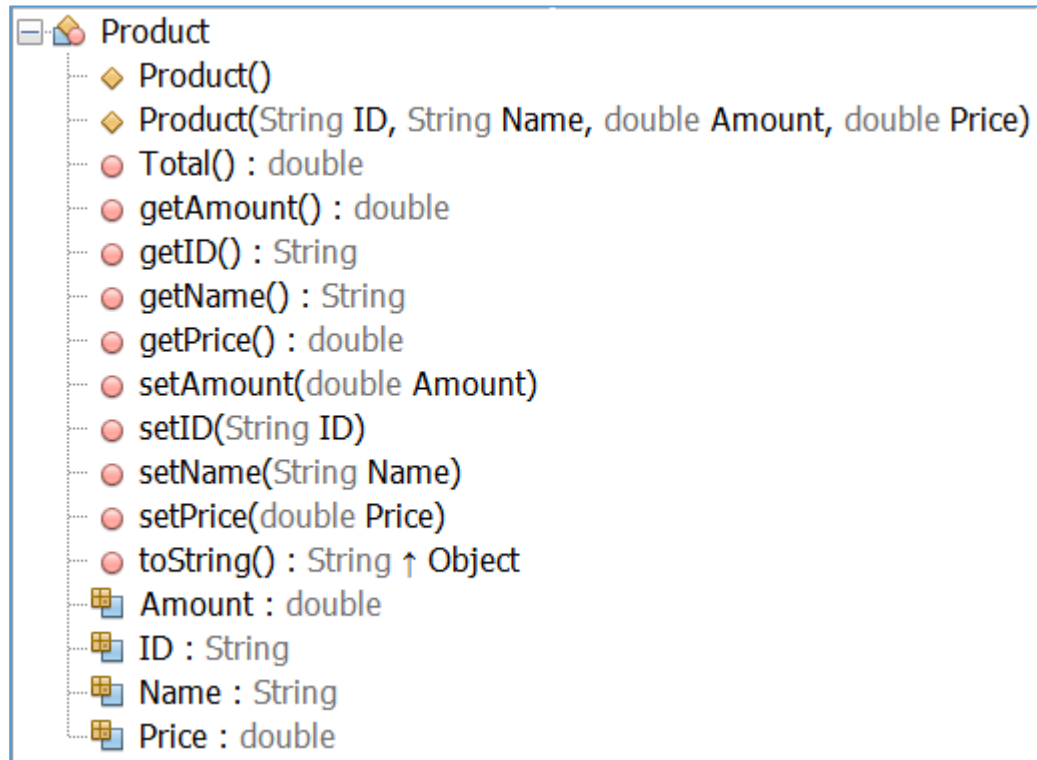
4. Build Test class contains main function such that the program output might look something like:

```

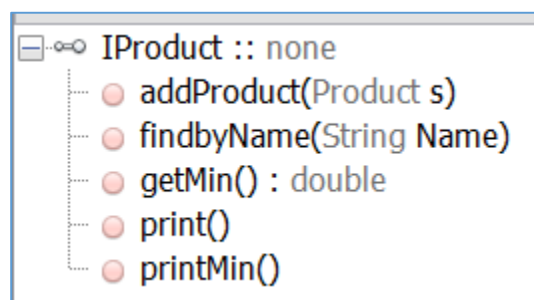
Add how many students: 2
Input ID: 01
Input Name: Nam
Input Mark: 19
Input ID: 02
Input Name: Van
Input Mark: 13
The list of students:
Index   ID      Name    Mark    Result
1       01      Nam     19.0    Đỗ
2       02      Van     13.0    Truật
The list of student with the largest mark
Index   ID      Name    Mark    Result
1       01      Nam     19.0    Đỗ
Input ID: 02
The list of students by ID:
Index   ID      Name    Mark    Result
2       02      Van     13.0    Truật
  
```

Exercise 5:

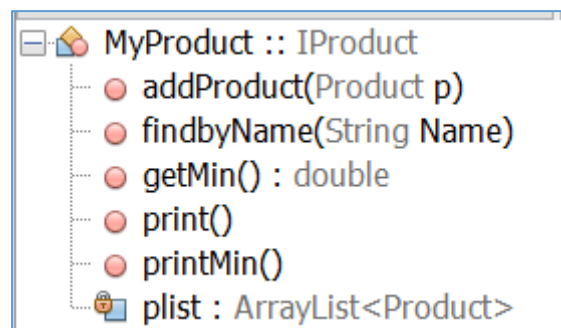
1. Design and code the class **Product** that holds information about a product.



2. Design the interface **IPProduct** that consists of methods



3. Design and code the class **MyProduct**, which implements the interface **IPProduct**, thus it must implement methods in **IPProduct** interface:



4. Build Test class contains main function such that the program output might look something like:

```

Add how many products: 2
Input ID: P1
Input Name: LAPTOP
Input Amount: 12
Input Price: 200
Input ID: P2
Input Name: FAN
Input Amount: 9
Input Price: 100
The list of products:

```

Index	ID	Name	Amount	Price	Total
1	P1	LAPTOP	12.0	200.0	2160.0
2	P2	FAN	9.0	100.0	900.0

```

The list of products with the smallest total:

```

Index	ID	Name	Amount	Price	Total
1	P1	LAPTOP	12.0	200.0	2160.0

```

Input Name: FAN
The list of products by Name:

```

Index	ID	Name	Amount	Price	Total
2	P2	FAN	9.0	100.0	900.0