

# Lab Assignment 07



Inspiring Excellence

Course Code:	CSE111
Course Title:	Programming Language II
Topic:	Inheritance
Number of Tasks:	12 (Classwork: 06, Homework: 06)

*[Submit all the Coding Tasks (Homework: Task 1 to 5) in the Google Form shared on buX before the next lab.]*

[You are not allowed to change the driver codes of any of the tasks]

## CLASSWORK

### Task 1

Complete the class **Circle** so that the desired outputs are generated properly.

Given Code	Expected Output
<pre>public class shapeTester {     public static void main(String[] args) {         Shape s = new Shape();         s.name = "Mobius Strip";         s.color = "Blue";         s.displayInfo();         System.out.println("1=====");         Circle c = new Circle();         System.out.println("2=====");         c.name = "Circle";         c.color = "Red";         c.radius = 5;         c.displayInfo();         System.out.println("3=====");         c.area();     } }  public class Shape {     public String name;     public String color;      public void displayInfo() {         System.out.printf("Name: %s\nColor: %s\n", name, color);     } }  public class Circle extends Shape {     //Your Code Here }</pre>	<pre>Name: Mobius Strip Color: Blue 1===== 2===== Name: Circle Color: Red 3===== Area of Red Circle: 78.54</pre>

## Task 2

Given the following classes, write the code for the **BBAStudent** class so that the following output is printed when we run the **TestStudent** class.

Driver Code and Parent Class	Output
<pre>public class TestStudent{     public static void main(String [] args){         BBAStudent b1 = new BBAStudent();         BBAStudent b2 = new BBAStudent("Humty Dumty");         BBAStudent b3 = new BBAStudent("Little Bo Peep");         b1.details();         System.out.println("1-----");         b2.details();         System.out.println("2-----");         b3.details();     } }  public class Student{     private String name = "Just a Student";     private String department = "nothing";      public void setDepartment(String dpt){         this.department = dpt;     }     public void setName(String name){         this.name = name;     }     public void details(){         System.out.println("Name : " + name + " Department: " + department);     } }</pre>	<pre>Name: Default Department: BBA 1----- Name: Humty Dumty Department: BBA 2----- Name: Little Bo Peep Department: BBA</pre>

### Task 3

Given the following classes, write the code for the **Vehicle2010** class to print the following output when we run the **Vehicle2010User** class.

Driver Code and Parent Class	Output
<pre>public class Vehicle2010User{     public static void main(String[] args){         Vehicle2010 car1 = new Vehicle2010();         System.out.println(car1.getPosition());         car1.moveLowerLeft();         System.out.println(car1.getPosition());         Vehicle2010 car2 = new Vehicle2010();         System.out.println(car2.getPosition());         car2.moveUpperRight();         System.out.println(car2.getPosition());         car2.moveLowerRight();         System.out.println(car2.getPosition());     } }  public class Vehicle{     public int x;     public int y;     public void moveUp(){         y = y+1;     }     public void moveDown(){         y = y-1;     }     public void moveLeft(){         x = x-1;     }     public void moveRight(){         x = x+1;     }     public String getPosition(){         return "("+ x + ","+ y + ")";     } }</pre>	(0,0) (-1,-1) (0,0) (1,1) (2,0)

## Task 4

Given the following classes, write the code for the **Cricket\_Tournament** and the **Tennis\_Tournament** classes derived from **Tournament** so that the following output is generated.

Given Code	Expected Output
<pre>public class TournamentTester {     public static void main(String[] args) {         Cricket_Tournament ct1 = new Cricket_Tournament();         System.out.println(ct1.info());         System.out.println("-----");          Cricket_Tournament ct2 = new Cricket_Tournament("IPL", 10, "t20");         System.out.println(ct2.info());         System.out.println("-----");          Tennis_Tournament tt = new Tennis_Tournament("Roland Garros", 128);         System.out.println(tt.info());     } }  public class Tournament {     private String name;      public Tournament() {         this.name = "Default";     }      public Tournament(String name) {         this.name = name;     }      public String getName(){         return "Tournament Name: "+name;     } }</pre>	<p>Cricket Tournament Name: Default Number of Teams: 0 Type: No type ----- Cricket Tournament Name: IPL Number of Teams: 10 Type: t20 ----- Tennis Tournament Name: Roland Garros Number of Players: 128</p>

## Task 5

Design the **Dog** and **Cat** class derived from the **Animal** class with appropriate attributes and properties so that the driver code can generate the output given below.

Driver Code and Parent Class	Output
<pre>public class AnimalTester1 {     public static void main(String[] args) {         Dog dog = new Dog("Buddy", 5, "Brown", "Bulldog");         Cat cat = new Cat("Kitty", 3, "White", "Persian");         System.out.println("1.=======");         System.out.println(dog.dogInfo());         System.out.println("2.=======");         System.out.println(cat.catInfo());         System.out.println("3.=======");         dog.makeSound();         System.out.println("4.=======");         cat.makeSound();     } }  public class Animal {     public String name;     public int age;     public String color;     public Animal(String name, int age, String color) {         this.name = name;         this.age = age;         this.color = color;     }     public String info() {         return "Name: "+name+"\nAge: "+age+"\nColor: "+color+"\n";     } }</pre>	<pre>1.====== Name: Buddy Age: 5 Color: Brown Breed: Bulldog 2.====== Name: Kitty Age: 3 Color: White Breed: Persian 3.====== Brown color Buddy is barking 4.====== White color Kitty is meowing</pre>

## Task 6

```
1 public class A{  
2     public int temp = 4;  
3     public int sum = 1;  
4     public int y = 2;  
5     public void methodA(int m, int n){  
6         int x = 0;  
7         y = y + m + (temp++);  
8         x = x + 2 + n;  
9         sum = sum + x + y;  
10        System.out.println(x + " " + y+ " " + sum);  
11    }  
12 }  
13 public class B extends A {  
14     public int x = 6;  
15     public void methodB(int m, int n){  
16         int y = 0;  
17         y = ++y + this.y;  
18         x = this.y + 2 + temp;  
19         methodA(x, y);  
20         sum = x + y + super.sum;  
21         System.out.println(x + " " + y+ " " + sum);  
22     }  
23 }
```

```
A a1 = new A();  
a1.methodA(1, 1);  
B b1 = new B();  
b1.methodB(1, 2);
```

x	y	sum

# HOMEWORK

## Task 1

Complete the class **Cow** so that the desired outputs are generated properly.

Given Code	Expected Output
<pre>public class AnimalTester2 {     public static void main(String args[]){         Animal a1 = new Animal();         System.out.println("1-----");         a1.details();         System.out.println("2-----");         Cow c1 = new Cow();         c1.name = "Pammy";         System.out.println("3-----");         System.out.println("Name: " + c1.getName());         c1.details();         System.out.println("4-----");         c1.updateSound("Moo");         System.out.println("5-----");         c1.details();     } }  public class Animal{     public int legs = 4;     public String sound = "Not defined";      public void details(){         System.out.println("Legs: "+legs);         System.out.println("Sound: "+sound);     } }  public class Cow extends Animal{     //Your Code Here }</pre>	<pre>1----- Legs: 4 Sound: Not defined 2----- The cow says hello! 3----- Name: Pammy Legs: 4 Sound: Not defined 4----- 5----- Legs: 4 Sound: Moo</pre>

## Task 2

Design the **CheckingAccount** class derived from the **Account** class with appropriate attributes and properties so that the driver code can generate the output given below.

Driver Code and Parent Class	Output
<pre>public class Account{     public double balance = 0.0;      public Account(double balance){         this.balance = balance;     }     public double showBalance(){         return balance;     } }  //Tester Class public class TestAccount{     public static void main(String [] args){         System.out.println("Total Checking Accounts: "+CheckingAccount.count);         CheckingAccount c1 = new CheckingAccount();         System.out.println("Account Balance: " + c1.showBalance());         CheckingAccount c2 = new CheckingAccount(100.0);         System.out.println("Account Balance: " + c2.showBalance());         CheckingAccount c3 = new CheckingAccount(200.0);         System.out.println("Account Balance: " + c3.showBalance());         System.out.println("Total Checking Accounts: "+CheckingAccount.count);     } }</pre>	<pre>Total Checking Accounts: 0 Account Balance: 0.0 Account Balance: 100.0 Account Balance: 200.0 Total Checking Accounts: 3</pre>

### Task 3

Given the following classes, write the code for the **Book** and the **CD** class so that the following output is printed.

Driver Code and Parent Class	Expected Output
<pre>public class Tester6 {     public static void main(String[] args) {         Book book = new Book(1, "The Alchemist", 500, "97806", "HarperCollins");         System.out.println(book.printDetail());         System.out.println("-----");          CD cd = new CD(2, "Shotto", 300, "Warfaze", 50, "Hard Rock");         System.out.println(cd.printDetail());     }      class Product {         private int id;         private String title;         private int price;          public Product(int id, String title, int price) {             this.id = id;             this.title = title;             this.price = price;         }          public String getIdTitlePrice() {             return "ID: " + id + " Title: " + title + " Price: " + price;         }     } }</pre>	ID: 1 Title: The Alchemist Price: 500 ISBN: 97806 Publisher: HarperCollins ----- ID: 2 Title: Shotto Price: 300 Band: Warfaze Duration: 50 minutes Genre: Hard Rock

## Task 4

Design the **ComplexNumber** class with the necessary property to produce the output from the given driver code.

Driver Code and Parent Class	Output
<pre>public class ComplexNumberTester {     public static void main(String[] args) {         ComplexNumber cn1 = new ComplexNumber();         System.out.println(cn1.details());         System.out.println("-----");         ComplexNumber cn2 = new ComplexNumber(5.0, 7.0);         System.out.println(cn2.details());     } }  public class RealNumber {     public double realValue;     public RealNumber() {         this(0.0);     }     public RealNumber(double realValue) {         this.realValue = realValue;     }     public String getReal(){         return "RealPart: " + realValue;     } }</pre>	<pre>RealPart: 1.0 ImaginaryPart: 1.0 ----- RealPart: 5.0 ImaginaryPart: 7.0</pre>

## Task 5

Given the following classes, write the code for the **CSEStudent** class derived from **Student** so that the following output is generated.

Given Code	Expected Output
<pre> public class StudentTester{     public static void main (String args[]){         CSEStudent.details();         System.out.println("1-----");         CSEStudent s1 = new CSEStudent("Bob", 23);         s1.info();         System.out.println("2-----");         CSEStudent s2 = new CSEStudent("Don", 33);         s2.info();         System.out.println("3-----");         s1.addLabBasedCourse("CSE220");         s1.addLabBasedCourse("CSE221");         System.out.println("4-----");         s1.info();         System.out.println("5-----");         CSEStudent.details();         System.out.println("6-----");         s1.addLabBasedCourse("CSE230");         System.out.println("7-----");         s1.info();         System.out.println("8-----");         s2.addLabBasedCourse("CSE110");         s2.info();     } }  class Student{     public String name;     public int id;     public String courses = "";      public Student(String n, int i){         name = n;         id = i;     }      public void info(){         System.out.println("Name: "+name);         System.out.println("ID: "+id);         System.out.println("Courses: "+courses);     } } </pre>	<pre> Total CSE Students: 0 Available Lab Based Courses: CSE110 CSE111 CSE220 CSE221 1----- Name: Bob ID: 23 Courses: 2----- Name: Don ID: 33 Courses: 3----- 4----- Name: Bob ID: 23 Courses: CSE220 CSE221 5----- Total CSE Students: 2 Available Lab Based Courses: CSE110 CSE111 CSE220 CSE221 6----- It is not a lab based course! 7----- Name: Bob ID: 23 Courses: CSE220 CSE221 8----- Name: Don ID: 33 Courses: CSE110 </pre>

## Task 6

1	public class A{
2	public int m = 14, n = -1, p = 3;
3	public static int temp = 11;
4	public void methodA(int m, int n){
5	int x = 0;
6	p = this.p + m + (this.temp++);
7	x = x + 2 + n;
8	this.n = n + B.x + p;
9	System.out.println(this.m + " " + p+ " " + this.n);
10	}
11	}
12	public class B extends A {
13	public static int x = 6;
14	public void methodB(int x, int y){
15	y = ++y + this.p + n;
16	super.p = x + 2 + temp;
17	methodA(temp, x);
18	B.x = this.x + x + super.temp;
19	System.out.println(B.x + " " + y+ " " + A.temp);
20	}
21	}

B b1 = new B(); b1.methodB(3, 5); A a1 = new A(); a1.methodA(12, -9);	x	y	sum

## Ungraded Tasks (Optional)

(You don't have to submit the ungraded tasks)

### Task 1

Given the following classes, write the code for the **Player** and the **Manager** classes derived from SportsPerson class so that the following output is printed. To calculate the match earnings use the following formula:

1. Player:  $(\text{total\_goal} * 1000) + (\text{total\_match} * 10)$
2. Manager:  $\text{match\_win} * 1000$

Given Code	Expected Output
<pre>public class PlayerTester {     public static void main(String[] args) {         Player playerOne = new Player("Al-Nassr", "Ronaldo", "Striker", 25, 32);         playerOne.calculateRatio();         playerOne.printDetails();         System.out.println("-----");         Manager managerOne = new Manager("Real Madrid", "Zidane", "Manager", 25);         managerOne.printDetails();     } }  class SportsPerson {     private String team;     private String name;     public String role;     public double earningPerMatch;      public SportsPerson(String teamName, String name, String role){         this.team = teamName;         this.name = name;         this.role = role;         this.earningPerMatch = 0;     }      public String getNameTeam() {         return "Name: " + name + ", Team Name: " + team;     } }</pre>	<p>Name: Ronaldo, Team Name: Al-Nassr Team Role: Striker Total Goal: 25, Total Played: 32 Goal Ratio: 0.78 Match Earning: 25320K ----- Name: Zidane, Team Name: Real Madrid Team Role: Manager Total Win: 25 Match Earning: 25000K</p>