

```
//Student's Full name: Tasfique Enam
```

```
//Student's ID: 5886429
```

```
//Task1
```

```
package labtask7;
```

```
public class Troll {
```

```
    private String name;
```

```
    private String type;
```

```
    private int age;
```

```
    private static double toll;
```

```
    //default constructor
```

```
    public Troll(){
```

```
        name = null;
```

```
        type = null;
```

```
        age = 0;
```

```
        toll = 15;
```

```
    }
```

```
    //accessor
```

```
    void setDetails(String name, String type, int age){
```

```
        this.name = name;
```

```
        this.type= type;
```

```
        this.age = age;
```

```
    }
```

```
    //mutator
```

```
    String getName(){
```

```
        return name;
```

```
}
```

```
String getType(){  
    return type;  
}
```

```
int getAge(){  
    return age;  
}
```

```
double getToll(){  
    return toll;  
}
```

```
//to display the data
```

```
public void DisplayData(){  
    System.out.println(getName()+" is a "+ getType()+" troll!!!");  
    System.out.println(getName() + " is " + getAge()+" years old. ");  
    System.out.println("The Troll toll is RM" + getToll());  
}
```

```
}
```

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```
//Task1
```

```
package labtask7;

import java.util.*;

public class TrollMain {

    public static void main(String[] args){

        Scanner read = new Scanner (System.in);

        String name, type;

        int age;

        Troll troll[] = new Troll[2];

        for (int i=0; i<2; i++){

            troll[i] = new Troll();

        }

        int choice, counter = 0;

        do{

            System.out.println("1. set troll details ");

            System.out.println("2. display all the troll details");

            System.out.println("0. Exit");

            choice = read.nextInt();

            switch(choice){

                case 1:

                    System.out.println("Enter the name ");

                    name = read.next();

                    System.out.println("Enter the type ");

                    type = read.next();

                    System.out.println("Enter the age ");

                    age = read.nextInt();

            }

        } while (choice != 0);

    }

}
```

```

        troll[counter].setDetails(name, type, age);
        counter++;
        break;
    case 2:
        for (int j=0; j<counter; j++){
            troll[j].DisplayData();
            break;
        }
    }

    }while (choice != 0);
}
}

```

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//Task2

package labtask7;

```

public class DivisionSales {
    int quaters [] = new int [4];
    private static double corpsales = 0;

    public DivisionSales(){
        corpsales = 0.0;
        quaters [0] = 0;
        quaters [1] = 0;
    }
}

```

```
    quaters [2] = 0;
    quaters [3] = 0;

}
```

```
public void setDetails(int quater1, int quater2, int quater3, int quater4){
    quaters[0] = quater1;
    quaters[1] = quater2;
    quaters[2] = quater3;
    quaters[3] = quater4;
    for (int x=0;x<4;x++){
        corpsales = corpsales + quaters[x];
    }

}
```

```
int getQuater1(){
    return quaters[0];
}
```

```
int getQuater2(){
    return quaters[1];
}
```

```
int getQuater3(){
    return quaters[2];
}
```

```
}
```

```
int getQuater4(){  
    return quaters[3];  
}
```

```
public void DisplayData(){  
    System.out.println("Q1 "+getQuater1()+"Q2 "+getQuater2()+"Q3  
"+getQuater3()+"Q4 "+getQuater4());  
}
```

```
}
```

```
/*
```

```
* To change this license header, choose License Headers in Project Properties.
```

```
* To change this template file, choose Tools | Templates
```

```
* and open the template in the editor.
```

```
*/
```

```
package labtask7;
```

```
import java.util.*;
```

```
/**
```

```
*
```

```
* @author Tasfique
```

\*/

```
public class SalesMain {  
    public static void main(String[] args){  
        Scanner read = new Scanner (System.in);  
        int quater1, quater2, quater3, quater4;  
        DivisionSales sales[] = new DivisionSales[6];  
        for (int i=0; i<6; i++){  
            sales[i] = new DivisionSales();  
            int choice, counter = 0;  
            do{  
                System.out.println("1. enter quater ");  
                System.out.println("2. display");  
                System.out.println("0. Exit");  
  
                choice = read.nextInt();  
  
                switch(choice){  
                    case 1:  
                        System.out.println("Enter the quater1 ");  
                        quater1 = read.nextInt();  
                        System.out.println("Enter the quater2 ");  
                        quater2 = read.nextInt();  
                        System.out.println("Enter the quater3 ");  
                        quater3 = read.nextInt();  
                        System.out.println("Enter the quater4 ");  
                        quater4 = read.nextInt();  
                        sales[counter].setDetails(quater1, quater2, quater3, quater4);
```

```
        counter++;  
        break;  
    case 2:  
        for (int j=0; j<counter; j++){  
            sales[j].DisplayData();  
            break;  
        }  
    }  
  
    }while (choice != 0);  
}  
}
```