

① (a) is java.util

is class

is Comparable

(b) False, in override you have to keep the method similar to `cleanEngine()`. Because in overriding method declaration remains exactly same. If it was overload then it would run fine.

(c) Two tags/marker interfaces are `Serializable` or `Cloneable`.

Since in tags/marker does not have any methods or variable in it and they are empty. And in the class we saw that (lecture)

`Serializable` and `Cloneable` are also empty and we just implement them.

What basically they serve as JVM when sees these interface it does some special operation associated with them.

(d) By using Polymorphism (compile-time) we can achieve that since the compiler knows about the method we are calling exactly.

#### Advantages:

Main advantage is it gives user a way to reuse code. We just have to declare a method and can assign the code in other like as in interfaces.

2)(a)

```
final class Point 2D <T> {
```

```
    private T X-co-ordinate;
```

```
    private T Y-co-ordinate;
```

```
    public Point 2D ( T x , T y )
```

```
    { X-co-ordinate = x;
```

```
      Y-co-ordinate = y; }
```

```
    public T get X () { return X-ordinate; }
```

```
    public T get Y () { return Y-ordinate; }
```

```
public class Main {
```

```
    public static void main (String args[]) {
```

```
    { Point 2D p = new Point 2D ( 10, 16 );
```

```
      p. get X ();
```

```
      p. get Y ();
```

```
    }
```

②

(b)

```
public class Fibonacci extends RecursiveTask <int> {  
    •> private static Map <int, int> mapping =  
        new HashMap <int, int> ();  
  
    int n;  
    public Fibonacci (int n) { n = n; }  
    public Integer compute () {  
        if (n < 2) return n;  
        •> if (mapping.containsKey (n))  
            return (mapping.get (n));  
        else  
            int result = // ..... //  
            •> mapping.put (n, result);  
            return result; }  
    public static void main (String [] args)  
    {  
        // ..... //  
    }  
}
```

Q.3

(a) Abstract class does not have all its method abstract whereas in Interface all the methods are abstract only.

We use abstract keyword for abstract class and interface for interface class.

Interface usually supports multiple inheritance while abstract class does not support it.

③

(b)

