

Name

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16545

Exam

Mid-term

Subject

OOP

Submitted to

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1
Q No. 1

Class:

A class is a user define blue print or prototype from which object are created. it represent set of properties or method that are common to all object of one time in General class Declaration can include these component, modifiers class name, superclass, Interface, Body.

object

it is a basic unit of object oriented programming and represent the real life entities. every thing is object if it have state and behavior. for example, cat, bat, pen, etc

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// clas

p

{

```
// class Declaration
```

```
public class Dog
```

```
{
```

```
    // Instance Variables
```

```
    String name;
```

```
    String breed;
```

```
    int age;
```

```
    String color;
```

```
// constructor Declaration of class
```

```
public Dog (String name, String breed,
```

```
            int age, String color)
```

```
{
```

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

```
    this.breed = breed;
```

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

```
    this.color = color;
```

```
}
```

```
// method 1
```

```
public public String getName ()
```

```
{
```

```
    return name;
```

3

// method 2

```
public String getBreed()
```

```
{
    return breed;
}
```

// method 3

```
public int getAge()
```

```
{
    return age;
}
```

// method 4

```
public String getColor()
```

```
{
    return color;
}
```

```
public String toString()
```

```
{
    return "Hi my name is" + this.getName() +
```

```
" breed age and color are" +
```

```
this.getBreed() + " " + this.getAge() +
```

4

"g" + this

}

public

{

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```
"s" + this.getColor());  
}
```

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

```
{
```

```
    Dog tuffy = new Dog("tuffy",
```

```
        "papillon", 5
```

```
        System.out.println(tuffy.toString());
```

role of objects.

Thus we

need object to store data values

so that we can do whatever operations

we like to perform on them. In Java,

object is created to call the

non-static function which are

present inside the main method but

present inside the class

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QNo.2

```
public class rehman { // rehman is  
    the main function class  
    public static void main (String[] args)
```

```
{ // Main fun
```

```
    int mem;
```

```
    Scanner s = new Scanner(System.in);
```

```
// s is the object used to take input from user  
    System.out.println("Enter the no");
```

```
    mem = s.nextInt();
```

```
    b ob = new b ob(mem); // ob is  
the object used for class,
```

```
    ob.table(); // table method  
is called
```

```
}
```

```
}
```

```
class b ob // b ob is class name
```

```
    int un;
```

```
    b ob(int a) // constructor with 1  
    un = a; // parameter
```

```
}
```

```
    void table()
```

```
{
```

```
    int p = 0;
```

~~int~~

6

```
foo(int j = 1; j <= 12; j++)
```

```
{
```

```
    p = un * j;
```

```
    system.out.println("Table for " + p);
```

```
}
```

```
}
```

```
}
```

Explanation:

In this program I took the first function class name `rehman` then I took main function of program, in next step I took variable name `member` and I took `fg` object which used to take input from user. in next step `tab` is the object used for class.

7

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mem is the Parameter sent to the constructor. In next step method is by table. After this is the name our class. and constructor is used with one parameter. In next step method is used of type void. then I took local variable p and j. then I printed my statement.

8 Q No. 3

Package cars;

Public class Cars()

Public static void main(String[]
args) {

Rehman car hunda = new rehman car();

rehman car auto = new rehman car();

hunda. t speed = 800;

hunda. accsp = 600;

hunda. fuel cap = 150;

hunda. fuel consum = 50.8;

auto. t speed = 700;

auto. accsp = 500;

auto. fuel cap = 100;

auto. fuel consum = 25.7;

System.out.println(" total speed of hunda =

+ hunda. t speed + "KM/h);

system.out.println(" accelerating speed of

hunda = " + hunda. accsp + "KM/h");

9

```
system.out.println("Total speed of Auto" +  
    "KM/h");
```

```
system.out.println("Accelerating Speed of
```

```
auto = " + auto.accsp + " KM/h");
```

```
system.out.println(" Auto hunda car
```

```
Performance");
```

```
hunda perfo();
```

```
system.out.println("Hunda car performance  
");
```

```
Auto auto perfo();
```

```
package cat;
```

```
public class rehmanCat {
```

```
    int tSpeed;
```

```
    double fuelCap;
```

```
    double fuelConsum;
```

```
    void perfo()
```

```
    {
```

```
        double ?;
```

```
        system.out.println("Performance" + ?);
```

```
    }
```

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Explanation:

In first function I took class name cars. In next step I took main function, in next step I took new object name Auto, then I declare total speed, accelerated fuel, fuel consumption and in next step I declare the all previous function of both honda and Auto. And in next step I declare all variable and its type of data then I took the step of printing the performance of both cars.