

**Semester Assignment spring 2020**

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**Subject: Object Oriented Programming**

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**Answer NO1:**

**//Definition of CLASS**

**//A class is a user defined blueprint or prototype from which**

**//objects are created. It represents the set of properties or**

**//methods that are common to all objects of one type. In general,**

**//class declarations can include these components, in order**

**// Definition of OBJECT:**

**//It is a basic unit of Object Oriented Programming and**

**//represents the real life entities. A typical Java**

**//program creates many objects, which as you know, interact by invoking method**

**// Class Declaration**

**//Example of class as follow:**

**//Declaration of class**

**public class Bilal {**

**// Instance Variables**

**String name;**

**int age;**

**String color;**

**// Constructor Declaration of Class**

**public Bilal(String name,**

**int age, String color)**

**{**

**this.name = name;**

**this.age = age;**

**this.color = color;**

**}**

**// method 1**

**public String getName()**

**{**

**return name;**

**}**

**// method 2**

**public int getAge()**

**{**

**return age;**

**}**

**// method 3**

**public String getColor()**

**{**

**return color;**

**}**

**@Override**

**public String toString()**

**{**

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

**".\nage and color are "**

**+"," + this.getAge()+**

**","+ this.getColor());**

**}**

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

**{**

**Bilal b = new Bilal("Bilal Kabir", 19, "white");**

**System.out.println(b.toString());**

**}**

**}**

**Answer NO2:**

**package table;**

**//Scanner is a class in java. util package used for obtaining**

**//the input of the primitive types like int, double, etc. and**

**//strings. It is the easiest way to read input in a Java program,**

**//though not very efficient if you want an input method for scenarios where**

**//time is a constraint like in competitive programming**

**import java.util.Scanner; //Java library**

**// declaration of class table**

**public class table**

**{**

**public static void main(String[] args) // DESCRIPTION OF EACH LINE CODE**

**{**

**Scanner s = new Scanner(System.in); // Here we create an object of a class s**

**// s that user can read input through keyboard**

**System.out.print("Enter number:"); //Print a message for user enter data or**

**//number of particular table to display**

**int n=s.nextInt();**

**for(int i=1; i <= 10; i++) // This is loop and this will run up to 10**

**{**

**System.out.println(n+" \* "+i+" = "+n\*i);// this is calculation**

**// first we will get n from user "+"**

**// is the concatenation of multiple**

**// values and then in the double \* sign**

**// and then i and the then multiply n**

**// with loop i**

**}**

**}**

**}**

**Answer NO3:**

**public class CarOnePerformance {**

**// Instance Variables**

**String Carname;**

**int Milage;**

**String color;**

**// Constructor Declaration of Class**

**public CarOnePerformance(String Carname,**

**int Milage, String color)**

**{**

**this.Carname = Carname;**

**this.Milage = Milage;**

**this.color = color;**

**}**

**}**

**// method 1**

**public String getName()**

**{**

**return Carname;**

**}**

**// method 2**

**public int getMilage()**

**{**

**return Milage;**

**}**

**// method 3**

**public String getColor()**

**{**

**return color;**

**}**

**@Override**

**public String toString()**

**{**

**return("This is "+ this.getName()+**

**".\nKm/hour and color is:"**

**+"," + this.getMilage()+**

**","+ this.getColor());**

**}**

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

**{**

**CarOnePerformance car = new CarOnePerformance("BMW", 20, "white");**

**System.out.println(car.toString());**

**}**

**}**

**public class CarTwoPerformance {**

**// Instance Variables**

**String Carname;**

**int Milage;**

**String color;**

**// Constructor Declaration of Class**

**public CarTwoPerformance(String Carname,**

**int Milage, String color)**

**{**

**this.Carname = Carname;**

**this.Milage = Milage;**

**this.color = color;**

**}**

**}**