

Programming III

Laboratory 2

Objectives

- classes, objects
- constructors
- objects display
- java comments: add Java comments to the project, generate Java comments

Exercises

1. Create the class *Actor* that has the following attributes: *first name* (private), *last name* (private), *year of birth* (package), *name of the acting school* she/he attended (public). If an actor doesn't attend a school than set the school name with a constant value e.g. "NO SCHOOL"

- a) Add 3 constructors to the *Actor* class
- b) Overwrite *toString()* method in order to display objects of type *Actor*
- c) Create *set/get* methods for class *Actor* private variables
- d) Create an array of objects of type *Actor* and display it (create another class in order to test class *Actor* functionality)
- e) Count how many actors from the array did not attend an acting school
- f) Display the names of the actors that starts or are equal with a value that is passed like command line argument
- g) Add comments to the *Actor* and test class and generate javadoc for it

2. Create a class *Item* that has the following attributes: *name*, *price* and *quantity*. Add a constructor and a display method for the class. Define class *Container* that contains an array (not list) of objects of type *Items* and has like attributes beside the array of items an *identifier*. To *Container* class add methods that allows the addition and deletion of items and a static method that modify the quantity of a stored item. Resolve the following requirements:

- a) Create a objects of type container.
- b) Add/remove items from a container
- c) Identify an item from container by name, the name is provided like command line argument, and modify the quantity of that item stored into the container
- d) For a container calculate the total price of the items stored in it.
- e) Create an array of containers and display it

3. Create a class that models a *complex number* and add methods to it that allow:

- a) Creation and display of objects of type complex number
- b) Module calculation for a complex number, $|z| = \sqrt{re^2 + im^2}$, $z = re + im \cdot i$
- c) Calculation of the sum of two complex numbers
- d) Calculation of the product of two complex numbers
- e) Create a class, *Test*, to exemplify the implemented methods

Supplementary exercises

1. Create a class *Vector* (that represents a mathematical vector) and add resolve the following requirements:

- a) Add methods for creating and displaying an object of type *Vector* (e.g $v=[1,2,4]$)
- b) Add a method for vector multiplication with a constant ($v*4 = [4,8,16]$)
- c) Add a method for two vectors addition
- d) Add a method returns an array that contains the unique values present in the vector
- e) Create an array of objects of type vector and sort it based on the average value of the vector elements
- f) Add java doc to *Vector* class

2. Create a class *Glasses* that has the following attributes: producer, price and a type (reading, sun, ...).

Resolve the following requirements:

- a) Create methods that allow construction and display of objects of type glass
- b) Create an array of glasses and display it
- c) Create a method that finds and displays the less expensive pair of glasses from the array
- d) Create a method that for each distinct producer counts the number of glasses produced by that producer present in array
- e) Create a function that receives like parameter the name of a producer and an array of glasses and displays the glasses from the array that have been produced by the producer
- f) Add java doc to *Glasses* class and for the helper class