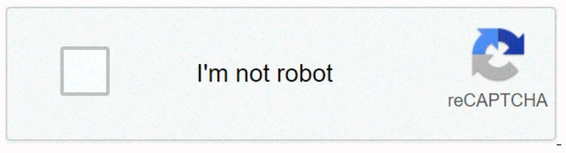


I'm not robot!

Object oriented programming exercises java pdf

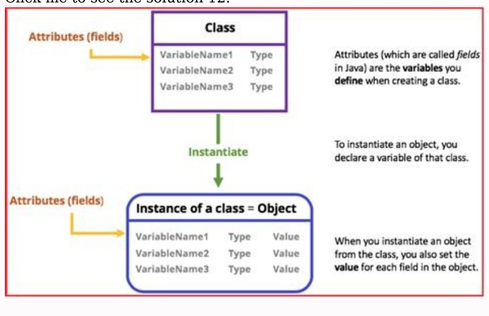
Object oriented programming java exercises and solutions pdf. Object oriented programming with java lab exercises and solutions pdf. Object oriented programming java with examples. What are the 4 basics of oop. How java is object oriented.

Last update on May 17 2023 12:56:50 (UTC/GMT +8 hours) [An editor is available at the bottom of the page to write and execute the scripts. Go to the editor] From Wikipedia - Object-oriented programming: Object-oriented programming (OOP) is a programming paradigm based on the concept of "objects", which can contain data and code. The data is in the form of fields (often known as attributes or properties), and the code is in the form of procedures (often known as methods). A Java class file is a file (with the .class filename extension) containing Java bytecode that can be executed on the Java Virtual Machine (JVM). A Java class file is usually produced by a Java compiler from Java programming language source files (.java files) containing Java classes (alternatively, other JVM languages can also be used to create class files). If a source file has more than one class, each class is compiled into a separate class file. 1. Write a Java program to create a class called "Person" with a name and age attribute.

Create two instances of the "Person" class, set their attributes using the constructor, and print their name and age. Click me to see the solution 2. Write a Java program to create a class called "Dog" with a name and breed attribute. Create two instances of the "Dog" class, set their attributes using the constructor and modify the attributes using the setter methods and print the updated values. Click me to see the solution 3. Write a Java program to create a class called "Rectangle" with width and height attributes. Calculate the area and perimeter of the rectangle. Click me to see the solution 4. Write a Java program to create a class called "Circle" with a radius attribute. You can access and modify this attribute. Calculate the area and circumference of the circle. Click me to see the solution 5. Write a Java program to create a class called "Book" with attributes for title, author, and ISBN, and methods to add and remove books from a collection. Click me to see the solution 6. Write a Java program to create a class called "Employee" with a name, job title, and salary attributes, and methods to calculate and update salary. Click me to see the solution 7. Write a Java program to create a class called "Bank" with a collection of accounts and methods to add and remove accounts, and to deposit and withdraw money. Also define a class called "Account" to maintain account details of a particular customer. Click me to see the solution 8. Write a Java program to create class called "TrafficLight" with attributes for color and duration, and methods to change the color and check for red or green.

Click me to see the solution 9.

Write a Java program to create a class called "Employee" with a name, salary, and hire date attributes, and a method to calculate years of service. Click me to see the solution 10. Write a Java program to create a class called "Student" with a name, grade, and courses attributes, and methods to add and remove courses. Click me to see the solution 11. Write a Java program to create a class called "Library" with a collection of books and methods to add and remove books.
Click me to see the solution 12.



Write a Java program to create a class called "Airplane" with a flight number, destination, and departure time attributes, and methods to check flight status and delay. Click me to see the solution 13. Write a Java program to create a class called "Inventory" with a collection of products and methods to add and remove products, and to check for low inventory. Click me to see the solution 14. Write a Java program to create a class called "School" with attributes for students, teachers, and classes, and methods to add and remove students and teachers, and to create classes. Click me to see the solution 15. Write a Java program to create a class called "MusicLibrary" with a collection of songs and methods to add and remove songs, and to play a random song. Click me to see the solution 16. Write a Java program to create a class called "Shape" with abstract methods for calculating area and perimeter, and subclasses for "Rectangle", "Circle", and "Triangle". Click me to see the solution 17.
Write a Java program to create a class called "Movie" with attributes for title, director, actors, and reviews, and methods for adding and retrieving reviews. Click me to see the solution 18. Write a Java program to create a class called "Restaurant" with attributes for menu items, prices, and ratings, and methods to add and remove items, and to calculate average rating. Click me to see the solution 19. Write a Java program to create a class with methods to search for flights and hotels, and to book and cancel reservations. Click me to see the solution More to Come ! * To run the code mouse over on Result panel and click on 'RERUN' button.* Java Code Editor Do not submit any solution of the above exercises at here, if you want to contribute go to the appropriate exercise page. We are closing our Disqus commenting system for some maintenanace issues. You may write to us at reach[at]yahoo[dot]com or visit us at Facebook Attribution CC BY Learn more about reviews. Reviewed by Onyeka Emebo, Assistant Professor, Virginia Tech on 12/28/21 The text adequately addresses areas under Object Oriented Programming using Java as a Programming Language for Introduction to Computer Science courses. It gently introduces basic concepts in computer, objects and java using problem solving... read more Reviewed by Ghaith Husari, Assistant Professor, East Tennessee State University on 4/17/20 This book covers Object-Oriented Programming under JAVA. It introduces the concepts of object-oriented programming and they are used for problem-solving. This book covers all the relevant areas of Object-Oriented Programming under Java. Also, it... read more Reviewed by Guanyu Tian, Assistant Professor, Fontbonne University on 6/19/18 This textbook covers Object-Oriented Programming with Java programming language pretty well. It starts with the concept of Objects and problem solving skills and then dive into Java programming language syntax. Overall, it appropriately covers all... read more Reviewed by Homer Sharafi, Adjunct Faculty Member, Northern Virginia Community College on 6/20/17 The textbook includes the material that is typically covered in a college-level CS1 course. Using an “early objects” approach and Java as the programming language, the authors go over problem-solving techniques based on object-oriented... read more 0 Computers, Objects, and Java 1 Java Program Design and Development 2 Objects: Defining, Creating, and Using 3 Methods: Communicating with Objects 4 Input/Output: Designing the User Interface 5 Java Data and Operators 6 Control Structures 7 Strings and String Processing 8 Inheritance and Polymorphism 9 Arrays and Array Processing 10 Exceptions: When Things Go Wrong 11 Files and Streams 12 Recursive Problem Solving 13 Graphical User Interfaces 14 Threads and Concurrent Programming 15 Sockets and Networking 16 Data Structures: Lists, Stacks, and Queues Ancillary materials are available by contacting the author or publisher. We have designed this third edition of Java, Java, Java to be suitable for a typical Introduction to Computer Science (CS1) course or for a slightly more advanced Java as a Second Language course. This edition retains the “objects first” approach to programming and problem solving that was characteristic of the first two editions. Throughout the text we emphasize careful coverage of Java language features, introductory programming concepts,

and object-oriented design principles. The third edition retains many of the features of the first two editions, including: Early Introduction of Objects Emphasis on Object Oriented Design (OOD) Unified Modeling Language (UML) Diagrams Self-study Exercises with Answers Programming, Debugging, and Design Tips. From the Java Library Sections Object-Oriented Design Sections End-of-Chapter Exercises Companion Web Site, with Power Points and other Resources The In the Laboratory sections from the first two editions have been moved onto the book's Companion Web Site. Table 1 shows the Table of Contents for the third edition. Ralph Morelli, Professor of Computer Science Emeritus. Morelli has been teaching at Trinity College since 1985, the same year the computer science major was first offered. More recently, he was one of the Principal Investigators (PIs) for the Humanitarian Free and Open Source Software (HFOSS) project, an NSF-funded effort to get undergraduates engaged in building free and open source software that benefits the public. In summer 2011 a team of Trinity HFOSS students and faculty traveled to Haiti to build an open source mobile application that helps manage beneficiaries for a humanitarian aid organization. Currently Morelli is the PI of the Mobile CSP project, an NSF-funded effort to train high school teachers in CT and elsewhere to teach the emerging Advanced Placement CS Principles course that is being created by the College Board. The main goal of this NSF initiative is to increase access to computer science among underrepresented groups, including girls, African Americans, and Hispanic Americans. The Mobile CSP course teaches students to create mobile apps to serve their community. In summer 2014, a group of 20 Mobile CSP students spent their summer building mobile apps for the city of Hartford. Ralph Walde. Dr. Walde has given Trinity 28 years of distinguished service, first as a Professor of Mathematics and now as a Professor of Computer Science. He was instrumental in helping to establish and nourish computing at Trinity and was one of the founding members of the Computer Science Department. Suggest an edit to this book record