



[Any examinee found adopting unfair means will be expelled from the trimester/program as per UIU disciplinary rules.]

There are 5 (Five) questions. Answer all 5 (Five) questions. All questions are of values indicated on the right-hand margin.

Q1. Write a Java program for the followings: [6]

- i. Create a package named americanSuperhero.
- ii. In americanSuperhero, create two classes named SpiderMan.class and SuperMan.class.
- iii. In SpiderMan class, declare two instance variables of String type movieName and directedBy, and initialize these variables in constructor with this reference keyword.
- iv. Write a method named show() to print the instance variables in SpiderMan class.
- v. Now from the main method of the SuperMan class create an object of SpiderMan class with movieName = "The Amazing Spider-Man 2" and directedBy = "Marc Webb", and call the show() method of SpiderMan class.

Q2. Consider the following diagram provided below. The Food class is given. [6]

<pre> classDiagram class Food { +Double Calories +Double Fat +Double Carb +void Description() } class Fastfood { +String Type +String Flavour +void Fastfoodreview() } class Homemade { +Double Protein +void Homemadereview() } Food < -- Fastfood Food < -- Homemade </pre>	<pre> public class Food { Double calories, fat, carb; Food(Double calories, Double fat, Double carb) { this.calories=calories; this.fat=fat; this.carb=carb; } void description() { System.out.println("Inside Food class"); } } </pre>
---	--

Tasks:

- i. Create two subclasses of Food class named Fastfood and Homemade as shown in the diagram.
- ii. In the Fastfood class, create a five parameterized constructor of this class. You must use super(parameterized) constructor to access the superclass attributes.
- iii. Create a method named Fastfoodreview() in the Fastfood class. The method should print "Inside the review method of Fastfood class."
- iv. In the Homemade class, create a four parameterized constructor of this class. You must use super(parameterized) constructor to access the superclass attributes.
- v. Create a method named Homemadereview() in the Homemade class. The method should print "Inside the review method of Homemade class."
- vi. Override the Description() method of Food class in the Homemade class.



- vii. Create a main class named Foodmain, inside that main class perform subclass polymorphism to invoke the Homemadereview() method through a Food reference variable f1, and invoke the Fastfoodreview() method by a Food reference variable f2.

Q3. a. Consider the following code blocks and write only the output from the main method with the sequence as they will appear in the console: [3]

<pre>class Mid { int x = 10; { x = 20; System.out.println("@Block=" + x); } Mid(int x1, int x2) { x = x1 + x2; System.out.println("@Constructor-2=" + x); } Mid(int x1) { this(100, 200); x = x1; System.out.println("@Constructor-1=" + x); } Mid() { this(50); x = 30; System.out.println("@Constructor-0=" + x); } }</pre>	<pre>public class InitBlock { public static void main(String[] args) { Mid obj1 = new Mid(30); System.out.println("@End=" + obj1.x); } }</pre>
---	--

Q3. b. Consider the following code block:

[3]

```
1 class Point {
2     int x;
3     int y;
4
5     public Point(int x, int y) {
6         this.x = x;
7         this.y = y;
8     }
9 }
10 public class PointDemo {
11     void resetPoint1(Point p) {
12         p = new Point(0, 0);
13     }
14     void resetPoint2(Point p) {
15         p.x = 0;
16         p.y = 0;
17     }
18     public static void main(String[] args) {
19         Point p1 = new Point(3, 5);
20         Point p2 = new Point(10, 15);
21
22         PointDemo demo = new PointDemo();
23         demo.resetPoint1(p1);
24         System.out.println("(" + p1.x + ", " + p1.y + ")"); // Question (i)
```



```
25     demo.resetPoint2(p2);
26     System.out.println("(" + p2.x + ", " + p2.y + ")"); // Question (i)
27
28     p2 = new Point(9, 9); // Question (ii)
29     }
30 }
```

- i. What will be the outputs from Line No: 24 & 26?
- ii. Explain the consequences of Line No: 28 in terms of Garbage Collection

Q4. There is a class Person having member variables id, name, height (meter in double), weight (kg in double): [6]

```
class Person{
    double id, height, weight;
    String name;
}
```

You can assume that the constructor needed for the code is already written in the Person class. There is another class Test, and the class looks like this:

```
public class Test{
    public static void main(String args[]){
        Person p = new Person();
        p.id = 1; //error
        p.name = "Steven"; //error
    }
}
```

When you try to access the id and name of Person p directly, it throws an error (see the Test class code).

Tasks:

- i. What is the reason for this error? Modify the Person class without changing the access modifier so that we can access the id and name from the Test class.
- ii. Suppose you want to measure BMI for a Person "p1" from another class in the same file. Formula to calculate BMI is:

$$\text{BMI} = \text{weight} / (\text{height} * \text{height})$$

Now modify the Person class to measure BMI where height and weight is no way accessible from the other classes than the Person class itself.

- iii. Declare an array of length 3 where each index in the array refers to a Person object.



Q5. a. Write the output of the following code:

[3]

<pre>public class Comics{ public void foo(){ System.out.println("foo"); } public void bar(){ System.out.println("bar"); } }</pre>	<pre>public class Marvel extends Comics{ public Marvel(){ this(1000); } public Marvel(int val){ System.out.println("Value: " + val); } public void foo(){ super.foo(); System.out.println("Tony Stark"); } public void foo(double val){ System.out.println("Steve Rogers"); System.out.println("Value: " + val); } public void fubar(){ bar(); } }</pre>
<pre>public class Main { public static void main(String[] args) {Marvel obj = new Marvel(); obj.foo(); obj.foo(50); obj.fubar(); } }</pre>	

Q5. b. Write the output of the following code:

[3]

<pre>public abstract class Shape { public abstract void printArea(); }</pre>	<pre>public class Main { public static void main(String[] a) { Shape sh1, sh2; Rectangle r1; Square s1; sh1 = new Square(10); sh2 = new Rectangle(10, 20); s1 = new Square(5); R1 = new Rectangle(5, 10); r1.printArea(); s1.printArea(); sh1.printArea(); sh2.printArea(); } }</pre>
<pre>public class Rectangle extends Shape { double width, height; public Rectangle(double width, double height) { this.width = width; this.height = height; } public void printArea(){ double area = width * height; System.out.println("Area: " + area); } }</pre>	
<pre>public class Square extends Shape { double side; public Rectangle(double side) { side = side; } public void printArea(){ double area = side * side; System.out.println("Area" + area); } }</pre>	