GEDIZUNIVERSITY

Faculty of Engineering and Architecture Computer Engineering Department

COM 102 – OBJECT ORIENTED PROGRAMMING DURING LAB Assignment#1

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- Create a class called "Time" that includes three instance variables an hour (type int), a minute (type int) and a second (type int). Then do the following tasks.
 - Write a <u>constructor</u> method that initializes the three instance variables. (Assume that the argument values are correct)
 - Write a <u>set and get</u> method <u>for each instance variable</u>.
 - Write a method named <u>displayTime()</u> that displays hour, minute and second values separated by colons(:).
 - Write a <u>test application</u> named <u>TimeTest</u> that demonstrates class Time's capabilities (e.g. constructor, set, get and displayTime)
- 2- Create a class named "Bill" that includes four instance variables a product number (type int), a product name (type String), a unit price (type double) and a quantity (type int). Then do the following tasks:
 - Write a <u>constructor</u> method that initializes the instance variables with **9999**, "item", **0**, **0** respectively.
 - Write a set and get method for each instance variable.
 - Write a method <u>calculateCost</u> that computes the total cost of the item defined as (quantity * unit price)
 - Write another method <u>displayCost</u> that displays the product number, product name, unit price, quantity and total cost.
 - Write a test application named <u>BillTest</u> that demonstrates class Bill's capabilities.