

COM 102 – OBJECT ORIENTED PROGRAMMING POSTLAB #1

Academic Year: Spring 2016

Due Date and Hour: March 14, 2016 - Monday, 11:59 pm (Submission)

Course Instructor: Assoc. Prof. Dr. I. Furkan INCE

Course Assistant: Res. Asst. Arzum KARATAŞ & Res. Asst. Feyza GALIP

1- Create a Java Program (70 points)

Create a class called “Position” that includes two instance variables – x (type int), and y (type int) where x and y representing coordinates of a point on a 2-D space. (5 points)

Then, do the following tasks.

- Write a constructor that initializes a point at the origin (0, 0). (5 points)
- Write a constructor that initializes a point for the given x and y values (5 points)
- Write a set and get method for each instance variable. (10 points)
- Write a moveXBy(int) method that increases the value of instance variable x as given parameter value. (5 points)
- Write a moveYBy(int) method that increases the value of instance variable y as given parameter value. (5 points)
- Write a calculateDistanceToOrigin method that calculates the distance from the current position of the object to the origin. (10 points)
- Write a showDistanceToOrigin method that shows the distance value from the current position of the object to the origin. (5 points)
- Write a method displayLocation that displays x and y coordinates separated by colon (:). (5 points)
- Write a test application named PositionTest that demonstrates class Position’s capabilities. (15 points)

2- CORRECT THE CODE (6 x 5p = 30 points)

```
public class car {  
  
    public String model;  
    private double year;  
}
```

```

private int speed;
private int distance;

public void Go (int newDistance){
    distance += newDistance;
}

public int accelerate (int newSpeed) {
    speed = newSpeed;
}

public void stop () {
    speed = 0.1;
}

public String getInfo () {
    return "Car Info: " + year + " " + model + ". Distance:" + distance
+ " km. and traveling at " + speed, " kmph.";
}

/* GETTERS & SETTERS */
public String getModel() {
    return model;
}

public void setModel(String model) {
    this.model = model;
}

public int getYear() {
    return year;
}

public void setYear(int year) {
    this.year = year;
}

public int getSpeed() {
    return speed;
}

public void setSpeed(int speed) {
    this.speed = speed;
}

public int getDistance() {
    return distance;
}

public void setDistance(int distance) {
    this.distance = distance;
}
}

```

Good Luck.

NOTES & SUBMISSION RULES :

1. You are **required to add comment properly**.
2. You are **strongly advised** to obey the good programming practices (like naming conventions, indentations, commenting your codes and so on.) Using good programming practices is graded.
3. You are **required** to send your source code within a zipped file named :
COM102_ StudentNumber_YourName_PostLabX.zip
(e.g., COM102_011XXXX_ArzumKarataş_PostLab1.zip
COM102_011XXXX_FeyzaGalip_PostLab1.zip)
4. **Be sure whether you attached your work to the e-mail or not**, because it is your responsibility to sending the work on time and in proper format.
5. You are required to **work alone**. Teamwork is **NOT** allowed and **cheating is strictly punished!**
6. You should **submit** your homework to the address following by **e-mail** on time.
(to com102.2016gediz@gmail.com)
7. **Late submissions** will be graded by using the formula $100 - 10*d^2$ where **d** is the number of **late submission days**.