Mock final answer sysc2004

December 15, 2017 3:21 PM

Question 1:

1) classes: a description of attributes and operations of all objects of a particular kind
Objects: an Instance of class
2) Contructor
3) It contains a method that has no body
4) Import Java util Arraylist;
   Import Java util Random;
5) Jframe,Jbutton,Jpanel,Jscroll,Jlabel,Jscroll pane

Question 2:

a) import Java util Random

Daniyal Tariq at 2017-12-15 3:26 PM

//define instance variables

b) Public static Final int MAX= 10;
   Private String ar[];
   Private int currMax;
   Private int count;

c) //constructor for objects in class player
   Public Player(){
   Random r = new Random();
   currMax = r.nextint(Max) +1;
   //initalize Array

   ar = newString[currMax];
   Count = 0;

d)//Adds a player(String) to the end of Array
//@param Player1 the string to add to the array
//@return true if successful false otherwise

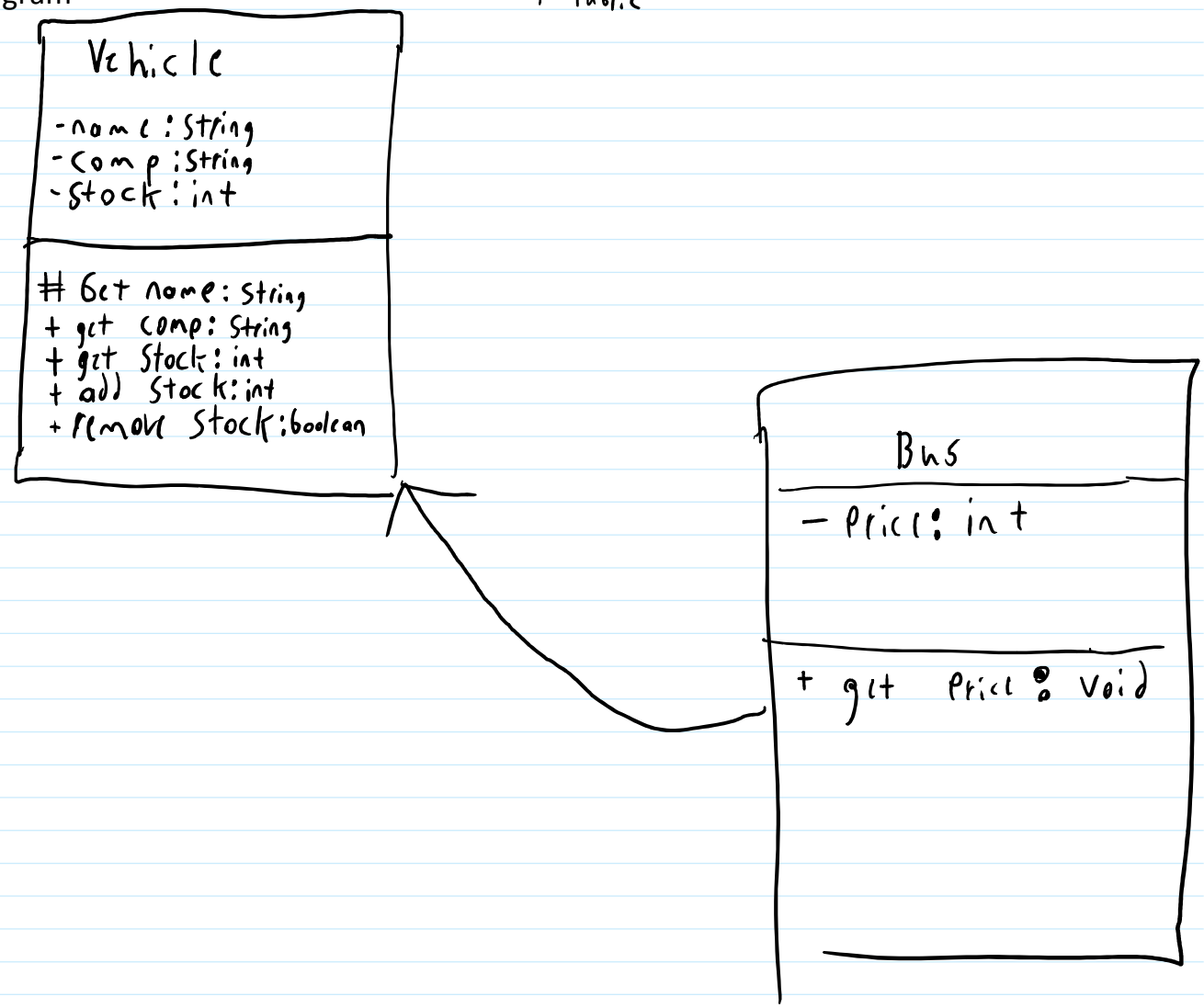
Public boolean addPlayer(String Player1){
   If (count==currMax){
      Return false;
      }
   ar[count]=player1;
   Count++;

```
    Return true;
}
e)
For(int I = count, I > 0,i--){
    ar[i]=ar[i-1];
}
ar[0]=Player1;

f)*/finding specific player
@param p to add to array
@return true if succesfull ,false otherwise*/

g)

Public boolean findspecificPlayer(String p){
    For( int I = 0; I < count ; i++){
        If(ar[i].equals(P)) {//found player
            Return true;
        }
    }
    Return false;// searched array
}
Public void printAllPlayers(){
    For(String X : ar){// for each loop
        System.out.println(x + "  ");
    }
}

Question 3)

Public class Bus extends vehicle{

    Private int Price;

    Public bus (int Price,String name ){
        Super(name,manufacturer,stock);
        This.Price = Price;
    }

    Public String getName(){
        Return super.getName()
        }
```

```
Public int getStock(){
    Return super.getStock();
}

Public  void addStock(){
    Super().addStock;
}

Public  boolean removeStock(){
    Return super().removeStock;
}

Public int getPrice();
    Return Price;
    }
```

UML diagram

- Private
+ Public



- Look at uml guide on Course Website

Look at uml guide on course website

// test cases for the test class;

Bus bus1 = new Bus(_____);

assertFalse(bus1.getname(), null);

assertEquals(bus1.getStock , 2);

assertEquals(bus1.getPrice, 3500);

assertTrue(bus1.getcomp() == "TATA");

assertFalse (bus1.getName() == "Civic");
//.equals("Civic")

Question 6); GUI

//counter controller

Private Jbutton upButton;// Increment button
private Jbutton reset button;
Private Jbutton down button;
Private CounterModel;

b)

Jpanel buttonPanel = new Jpanel();a // buttons are now created
buttonePanel.setLayout((newGridLayout(1,5);

Upbutton = new Jbutton("up");
buttonPanel.add(upButton);

```
resetButton = new jbutton("reset");
downButton =  new Jbutton("down");
ButtonPanel.add(resetButton);
ButtonPanel.add(downButton);

contentPane.add(buttonPanel,borderLayout,CENTER);

Public void registerListener(){

    UPButton.addactionListner(this);
    resetButton.addActionListener(this);
    downButton.addActionListener(this);

}


Public Void actionPerformed(actionEvent e){
    jButton button = (jbutton) e getsource();
    If ( button == downButton){
        modelDecrement();
    }
    Else if( button == upButton){
        Model.increment();
    }
    Else if ( button == reset){
        Model.Reset();
    }
    }
    If (model.value() == 0){
        downButton.setEnabled(false);
        }
        Else{
        downButton setEnabled(true);
        }
    }
    //end of method
```