



**FEU Institute of Technology**

COLLEGE OF ENGINEERING • COLLEGE OF COMPUTER STUDIES

**INFORMATION TECHNOLOGY EDUCATION DEPARTMENT**

**ITPROG3**

(Object Oriented Programming)

**EXERCISE**

**6**

Declaring classes

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## I. Objectives:

At the end of the experiment, students must be able to:

Cognitive

- a) understand how to create classes
- b) understand attributes and methods

Psychomotor:

- a) construct a program using classes and objects
- b) compile and debug the error of the program

Affective

- a) appreciate the concept behind this experiment

## II. BACKGROUND INFORMATION

To define a class, we write:

```
<modifier> class <name> {  
    <attributeDeclaration>*  
    <constructorDeclaration>*  
    <methodDeclaration>*  
}
```

– where

- <modifier> is an access modifier, which may be combined with other types of modifier.

```
public class StudentRecord {
```

```
//we'll add more code here later
```

```
}
```

– where,

- public - means that our class is accessible to other classes outside the package
- class - this is the keyword used to create a class in Java
- StudentRecord - a unique identifier that describes our class

### III. EXPERIMENTAL PROCEDURE:

1. Write a program to create a room class, the attributes of this class is roomno, roomtype, roomarea and ACmachine. In this class the member functions are setdata and displaydata.
2. **Address Book Entry.** Your task is to create a class that contains an address book entry. The following table describes the information that an addressbook entry has.

Attributes/Properties	Description
Name	Name of the person in the addressbook
Address	Address of the person
Telephone Number	Telephone number of the person
Email Address	Person's Email address

- a. Provide the necessary accessor and mutator methods for all the attributes.
  - b. Constructors
3. **AddressBook.** Create a class address book that can contain 100 entries of AddressBookEntry objects (use the class you created in the first exercise). You should provide the following methods for the address book.
    - a. Add entry
    - b. Delete entry
    - c. View all entries
    - d. Update an entry

2.

```
/*
```

```
* To change this license header, choose License Headers in Project Properties.
```

```
* To change this template file, choose Tools | Templates
```

```
* and open the template in the editor.
```

```
*/
```

```
package addressbook;
```

```
/**
```

```
*
```

```
* @author 201510968
```

```
*/
```

```
class StudentRecord {  
    private String name;  
    private String address;  
    private String email;  
    private int telNo;
```

```
    public StudentRecord(){
```

```

        this.name="";
        this.address="";
        this.email="";
        this.telNo=0;
    }

    public String getName() {
        return name;
    }

    public void setName(String name) {
        this.name = name;
    }

    public String getAddress() {
        return address;
    }

    public void setAddress(String address) {
        this.address = address;
    }

    public String getEmail() {
        return email;
    }

    public void setEmail(String email) {
        this.email = email;
    }

    public int getTelNo() {
        return telNo;
    }

    public void setTelNo(int telNo) {
        this.telNo = telNo;
    }
    //custom methods here
    public void deleteEntry(){
        this.name="";
        this.address="";
        this.email="";
        this.telNo=0;
    }

    public void viewEntry(){

        System.out.println("Name : " + this.name);
        System.out.println("Address : " + this.address);
        System.out.println("Email : " + this.email);
        System.out.println("Tel No. : " + this.telNo);
    }
}

```

```
        System.out.println();
    }
}
```

---

3.

```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package addressbook;

import java.io.BufferedReader;
import java.io.InputStreamReader;

/**
 *
 * @author 201510968
 */
public class AddressBook {

    public static int displayMenu()throws Exception{
        BufferedReader br=new BufferedReader (new InputStreamReader(System.in));

        System.out.print("\nADDRESS BOOK MAIN MENU" +
            "\n[1] Add Entry" +
            "\n[2] Delete Entry" +
            "\n[3] View Entry" +
            "\n[4] Update Entry" +
            "\n[5] Exit" +
            "\n  Enter an option --> ");
        int option=Integer.parseInt(br.readLine());
        return option;
    }
    //-----
    public static int addEntry(StudentRecord[] sr, int i)throws Exception{
        BufferedReader br=new BufferedReader (new InputStreamReader(System.in));
        char answer;

        do{
            sr[i]=new StudentRecord();
            System.out.println("\n\n\tADD ENTRY");
            System.out.print("Name    --> ");
            String name=br.readLine();
            System.out.print("Address --> ");
            String address=br.readLine();
            System.out.print("Email  --> ");
            String email=br.readLine();
        }
    }
}
```

```

System.out.print("Contact No. --> ");
int telNo=Integer.parseInt(br.readLine());
//set the values
sr[i].setName(name);
sr[i].setAddress(address);
sr[i].setEmail(email);
sr[i].setTelNo(telNo);
System.out.print("\nInput again? [y/n] --> ");
answer=(char)System.in.read();
System.in.read();
//if(answer=='y' || answer=='Y') i++;
i++;
}while(answer=='y' || answer=='Y');
return i;
}
//the main method-----
public static void main(String[] args) throws Exception{
    BufferedReader br=new BufferedReader (new InputStreamReader(System.in));
    StudentRecord[] sr=new StudentRecord[5];
    String nameToCompare;
    int opt,updateOption,i=0;
    char answer;
    boolean found;

    do{
        opt=displayMenu();
        switch(opt){
            case 1: i=addEntry(sr,i);
                    break;

            case 2: System.out.println("\n\n\tDELETE ENTRY");
                    System.out.print("Enter name to delete --> ");
                    nameToCompare=br.readLine();
                    found=false;
                    for(int index=0;index<i;index++){
                        if(nameToCompare.equalsIgnoreCase(sr[index].getName())){
                            sr[index].deleteEntry();
                            System.out.println("Student " + nameToCompare + " is deleted!");
                            found=true;
                        }
                    }
                    if (found==false){
                        System.out.println("No match found!");
                    }

                    break;

            case 3: System.out.println("\n\n\tVIEW ENTRY");
                    System.out.print("Enter name to view --> ");
                    nameToCompare=br.readLine();

```

```

found=false;
for(int index=0;index<i;index++){
    if(nameToCompare.equalsIgnoreCase(sr[index].getName())){
        sr[index].viewEntry();
        found=true;
    }
}
if (found==false){
    System.out.println("No match found!");
}
break;

```

```

case 4: System.out.println("\n\n\tUPDATE ENTRY");
System.out.print("Enter name to update --> ");
nameToCompare=br.readLine();
found=false;
for(int index=0;index<i;index++){
    if(nameToCompare.equalsIgnoreCase(sr[index].getName())){
        sr[index].viewEntry();
        found=true;
        do{
            System.out.println("[1.] Name   : " + sr[index].getName());
            System.out.println("[2.] Address : " + sr[index].getAddress());
            System.out.println("[3.] Email   : " + sr[index].getEmail());
            System.out.println("[4.] Tel No. : " + sr[index].getTelNo());
            System.out.println("[5.] Back to Main Menu");
            System.out.print("Please enter an option to update --> ");
            updateOption=Integer.parseInt(br.readLine());
            switch(updateOption){
                case 1: System.out.print("Enter new name --> ");
                    sr[index].setName(br.readLine()); break;
                case 2: System.out.print("Enter new address --> ");
                    sr[index].setAddress(br.readLine()); break;
                case 3: System.out.print("Enter new email --> ");
                    sr[index].setEmail(br.readLine()); break;
                case 4: System.out.print("Enter new telephone number --> ");
                    sr[index].setTelNo(Integer.parseInt(br.readLine())); break;
            }
        }while(updateOption!=5);
    }
}
if (found==false)
    System.out.println("No match found!");
break;

case 5: System.out.println("\n\n\tGoodbye!");
}

```

```

}while(opt!=5);
}

```

}

```
ADD ENTRY
Name      --> Renalyn Joy Francisco
Address   --> 30 Blk. 17 Brgy. Bungad QC
Email     --> renalynjoyfrancisco@gmail.com
Contact No. --> 9558253
```

Input again? [y/n] --> n

ADDRESS BOOK MAIN MENU

```
[1] Add Entry
[2] Delete Entry
[3] View Entry
[4] Update Entry
[5] Exit
```

Enter an option --> 3

VIEW ENTRY

Enter name to view --> Elline Joy Francisco

```
Name      : Elline Joy Francisco
Address   : 30 Blk 17 Brgy. Bungad QC
Email     : ellinejoyfrancisco@gmail.com
Tel No.   : 9558253
```

ADDRESS BOOK MAIN MENU

```
[1] Add Entry
[2] Delete Entry
[3] View Entry
[4] Update Entry
[5] Exit
```

Enter an option --> |

## V. QUESTION AND ANSWER:

1. Differentiate setters and getters.

Setter is a method that is used to change the data. While Getter is a method that is used to access or retrieve data.

2. What is the importance of constructor?

Constructor is a method that is automatically executed when an object is created. This method is used to initialize the attributes.

## VI. CONCLUSION:

I conclude that main is so sensitive. And every declaring classes must use in the codes.