Exercise



Interface Person:

- METHODS:
 - *calculateBonus* (): calculated as:
 - *for Manager* : Bonus = nbProjects * 10,000
 - *for SalariedEmployee*: Bonus = salary * 2
 - *getName* (): returns the name of the employee.

Employee class

- METHODS:
 - *Employee (name: String, id : int)*: constructor.

Manager class

- METHODS:
 - *Manager (name: String, id : int, nbProjects : int)*: constructor.
 - *getNbProjects()*: getter for attribute nbProjects.

SalariedEmployee class

- METHODS:
 - SalariedEmployee (name: String, gpa : double): constructor.

Company class

• METHODS:

- *Company (name: String)*: constructor.
- *addPerson(p: Person*): add a person to the company.
- *countSalariedEmployee(b : double)*: count the number of SalariedEmployee in the company with bonus greater than b.
- *getManagers(n : int)*: this method will return an array containing all the managers with number of projects greater than n.

QUESTION: <u>Translate into Java code the class *Manager and* <u>*Company*</u>.</u>

Exercise



Interface Person:

- METHODS:
 - *calculateScore* (): calculated as:
 - *for Graduate* : Score = nbPapers * gpa
 - *for UnderGraduate*: Score = gpa * 3 + 5
 - *getName* (): returns the name of the student.

Student class

- METHODS:
 - *Student (name: String, gpa : double)*: constructor.

Graduate class

- METHODS:
 - Graduate (name: String, gpa : double, nbPpapers : int): constructor.
 - *getNbPapers()*: getter for attribute nbPapers.

UnderGraduate class

- METHODS:
 - *UnderGraduate (name: String, gpa : double)*: constructor.

Institute class

- METHODS:
 - *Institute(name: String)*: constructor.
 - *addPerson(p: Person)*: add a person to the institute.
 - *countUnderGraduate (s : double)*: count the number of **UnderGraduate** in the institute with **score** grater or equal to **s**.
 - *getGraduate* (*n* : *int*): this method will return an array containing all the Graduate with number of papers greater than n.

QUESTION: Translate into Java code the class Graduate and Institute.

Exercise



Interface Person:

• METHODS:

- *calculateAward* (): calculated as:
 - *for Officer* : Award = 50,000
 - *for Trooper*: Award = nbYears * 2000
- *getName* (): returns the name of the Soldier.

Soldier class

- METHODS:
 - Soldier (name: String, rank : String): constructor.

Officer class

- METHODS:
 - Officer (name: String, rank : String): constructor.

Trooper class

- METHODS:
 - *Trooper (name: String, rank : String, nbYears : int)*: constructor.
 - *getNbYears()*: getter for attribute nbYears.

Platoon class

- METHODS:
 - *Platoon (name: String)*: constructor.
 - *addPerson(p: Person*): add a person to the Platoon.
 - *countOfficers(a : double)*: count the number of **Officers** in the Platoon with Award greater than a.
 - *getTroopers(n : int)*: this method will return an array containing all the Troopers with nbYears greater than or equal to n.

QUESTION: Translate into Java code the class Trooper and Platoon.