

Write a class to go with each of the driver programs shown below.

1.

```
public class Exercise1Driver
{
    public static void main( String args[] )
    {
        Exercise1 funk = new Exercise1( 2, 5.4, "Newport" );
        funk.displayData();
    }
}
```

---

2.

```
public class Exercise2Driver
{
    public static void main( String args[] )
    {
        Exercise2 chump = new Exercise2();
        chump.setValues( 6.5, 10, "Harbor" );
        chump.showData();
        double number1 = chump.getDouble();
        int number2 = chump.getInt();
        String place = "Orange " + chump.getName();
        chump.setDouble( 10.5 );
        chump.setInt( ((int)number1 + number2) );
        chump.setName( place );
        chump.showData();
    }
}
```

---

3.

```
public class SimpleReturnDriver
{
    public static void main( String args[] )
    {
        //class data: int a, int b, double d, String n, String m
        //let this constructor assign default values to the data
        //make b and m public.
        SimpleReturn dog = new SimpleReturn();

        //this constructor assigns values to a, b, and n.
        //then, d = (7a + 5b) % 4 , m = "sunny " + n .
        SimpleReturn cat = new SimpleReturn( 4, 7, "burrito" );

        //the getA method always returns 5 if a<5
        System.out.print( cat.getN() + "\t" + cat.getA() + "\n\n" );
        System.out.print( dog.getN() + "\t" + dog.getA() + "\n\n" );
        dog.showNandM();
        cat.showNandM();

        //getCalculation returns the product: a*b*d
        double number = cat.getCalculation();
        System.out.print("\n" + "number = " + number);

        dog.b = 50; //this is possible because b was declared public
        System.out.print("\n" + "b = " + dog.getB() );
    }
}
```

## POSSIBLE ANSWERS

1.

```
public class Exercisel
{
    int num1;
    double num2;
    String name;

    public Exercisel( int a, double b, String n )
    {
        num1 = a;
        num2 = b;
        name = n;
    }

    public void displayData()
    { System.out.print( num1 + "\t" + num2 + "\t" + name ); }
}
```

---

2.

```
public class Exercise2
{
    private double num1;
    private int num2;
    private String word;

    public void setValues( double a, int b, String c )
    {
        num1 = a;
        num2 = b;
        word = c;
    }

    public void showData()
    { System.out.print( "\n" + num1 + "\t" + num2 + "\t" + word ); }

    public double getDouble()
    { return num1; }

    public int getInt()
    { return num2; }

    public String getName()
    { return word; }

    public void setDouble( double a )
    { num1 = a; }

    public void setInt( int b )
    { num2 = b; }

    public void setName( String d )
    { word = d; }
}
```

---

3.

```
public class SimpleReturn
{
    private int a;
    public int b;
    private double d;
    private String n;
    public String m;

    public SimpleReturn()
    {
        a = 6;
        b = 4;
        d = Math.pow(5, b);
        n = "newport";
        m = "harbor";
    }

    public SimpleReturn( int num1, int num2, String word )
    {
        a = num1;
        b = num2;
        d = (7*a + 5*b)%4;
        n = word;
        m = "sunny " + n;
    }

    public int getA()
    {
        if( a < 5 ) return 5;
        else return a;
    }

    public int getB()
    { return b; }

    public String getN()
    { return n; }

    public void showNandM()
    { System.out.print("n = " + n + "\t\t" + "m = " + m + "\n"); }

    public double getCalculation()
    { return this.calculation(); }

    private double calculation()
    { return (a*b*d); }

    public void setA( int x )
    { a = x; }

    public void setM( String r )
    { m = r; }
}
```

## OUTPUT

1.

2     5.4     Newport

2.

6.5   10     Harbor  
10.5   16     Orange Harbor

3.

burrrito     5

newport     6

n = newport     m = harbor  
n = burrito     m = sunny burrito

number = 84.0

b = 50