



Daffodil International University
Department of Computer Science and Engineering
Faculty of Science & Information Technology
Final Examination, Fall 2024

Course Code: CSE221 Course Title: Object Oriented Programming
Level_Term: L2_T2 Batch: 64 Section: All

Time: 2 Hours

Marks: 40

Answer **ALL** Questions

[The figures in the right margin indicate the full marks and corresponding course outcomes. All portions of each question must be answered sequentially.]

1.	You are a software engineer working for the Election Commission of Bangladesh. Your role involves designing a system to manage election data, including candidates, voters, and voting machines. The Election Commission needs a system to manage different types of candidates, such as Local Candidate and National Candidate. Each candidate type shares basic properties but has unique characteristics as well. i. Design an abstract class Candidate with: - o Common attributes: candidateID, name, and party. - o An abstract method displayInfo() to display detailed information about the candidate. - o A concrete method showBasicInfo() that displays candidateID and name. ii. Create subclasses LocalCandidate and NationalCandidate that inherit from Candidate. Each subclass should: - o Override displayInfo() to include additional attributes relevant to that type, such as constituency for LocalCandidate and region for NationalCandidate. iii. Draw a UML class diagram to represent the structure, showing relationships between Candidate, LocalCandidate, and NationalCandidate. iv. Write Java code to create instances of each subclass, display basic information, and demonstrate polymorphism by calling displayInfo() on each candidate. [N.B. assume data types which is appropriate]	3	CO2
2.	The Election Commission also needs to manage different types of Voting Machines used in elections. Each machine type, such as Electronic Voting Machine (EVM) and Ballot Voting Machine (BVM), has common operations as well as unique properties.		

	i. Define an interface MachineOperations with: - o A method startOperation () to initiate the voting process. - o A method endOperation () to end the voting process. ii. Create an abstract class VotingMachine that implements MachineOperations and includes: - o Common attributes: machineID and location. - o A concrete method showMachineInfo () to display the machine's ID and location. iii. Implement subclasses EVM and BVM that inherit from VotingMachine. Each subclass should: - o Override startOperation () and endOperation () to print unique messages for each type of machine. - o Include an additional attribute unique to each subclass, such as batteryLevel for EVM and ballotCapacity for BVM. iv. Draw a UML class diagram showing the interface MachineOperations, abstract class VotingMachine, and its subclasses EVM and BVM. [N.B. assume data types which is appropriate]	3	CO2
3.	Reflect on your course project experience in the Object-Oriented Programming (OOP) in Java course. Describe how you used object-oriented principles (such as encapsulation, inheritance, polymorphism, or abstraction) to design and implement a solution for your project. In your answer, include: i. Overview of the Project: Briefly describe the project and the main objectives it aimed to achieve. ii. Application of OOP Principles: Explain which OOP principles you applied and how each one contributed to structuring your solution. Provide examples from your code or design. iii. Challenges and Improvements: Describe any challenges you faced when implementing these principles and discuss how you addressed them. If applicable, suggest any improvements you would make to the design based on what you learned.	2 3 2	CO4