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Daffodil International University
Faculty of Science & Information Technology
Department of Software Engineering
Midterm Examination, Spring 2026
Course Code: SE216; Course Title: Object-Oriented Programming
Sections & Teachers: A-B (UKD), C-D (QFF), E-G (KM), H-J (SHN), K-L (RJM), M-N (TM), O (AZ)

Time: 1 Hour 30 Mins **Marks: 25**

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.]

			[Marks]	

1	*a*	*Driver code:*
		public static void main(String[] args) {
		Brushstroke unknown = new Brushstroke();
		Brushstroke veil = new Brushstroke("Lumière Veil", "Concealing");
		Brushstroke seal = new Brushstroke("Gommage Seal");
		unknown.printStroke();
		veil.printStroke();
		seal.printStroke();
		unknown.updateInfo("Crimson Slash");
		veil.updateInfo(5);
		seal.updateInfo("Monolith Bind", "Sealing");
		unknown.printStroke();
		seal.printStroke();
		}
		Expected output:
		Unknown stroke is Mysterious.
		Lumiere Veil stroke is Concealing.
		Gommage Seal stroke is Erasing.
		Lumiere Veil stroke consumes 5 pigments.
		Crimson Slash stroke is Mysterious.
		Monolith Bind stroke is Sealing.
		
		Infer the minimum required constructors, fields, and methods for the *Brushstroke* class from the driver code and expected output, then implement the class so that running the program produces the exact output shown.
			[Marks -7]	CLO-1
				Level-2

	b	**Compute** the output of the following code:
		
		class Referee {
		void whistle(int foul) {
		System.out.println("Ref foul " + foul);
		}
		void whistle(double t) {
		System.out.println("Ref added time: " + t);
		}
		}
		
		class VAR extends Referee {
			[Marks -3]	

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```
    @Override
    void whistle(int foul) {
        System.out.println("VAR foul " + (foul + 1));
    }
}
class Linesman extends Referee {
    @Override
    void whistle(int offside) {
        System.out.println("Offside player: " + offside);
    }
}
public class Main {
    public static void main(String[] args) {
        Referee r1 = new VAR();
        Referee r2 = new Linesman();

        r1.whistle(2);
        r2.whistle(3);
        r1.whistle(1.5);
    }
}
```

2	a	A university uses a Campus Shuttle App. Each user has a Profile that can be updated anytime. A profile has a username, a phone number, a pickup point and a drop-off point. • Username = "ABC" and you can only access but cannot modify it. • Phone number, pickup and drop-off points can be accessed and updated later, but the drop-off point cannot be the same as the pickup point. Translate the above scenario into a java class named Profile. Structure the class using the concept of Encapsulation and access modifiers. *[Note: You have to write full Java code. No need to write main( ) method]*	[Marks -5]	CLO-2 *Level-2*
	b	A drawing tool supports two drawable shapes: Ring and Rectangle. *Shape:* Every shape has attributes: **label** (string) and **border** (double), and supports a method double **inkNeeded()** which estimates how much ink is needed to draw the border. The default amount of ink needed is **border** * 1. *Ring:* • A ring has **outerRadius** (double) and **innerRadius** (double). • Its **inkNeeded()** returns: 2 * **pi** * **(outerRadius + innerRadius)** * **borderWidth** *[assume pi = 3.1416].* • Sometimes the tool draws multiple identical rings, so it supports **double inkNeeded(int copies)** which returns **copies** * **inkNeeded()**. *Rectangle:* • A rectangle has **length** (double) and **width** (double). • Its **inkNeeded()** returns **perimeter** * **border**, where perimeter is 2 * **(length + width)**. **Translate** the above scenario into Java superclass **Shape** and subclasses **Ring** and **Rectangle** using inheritance, and method overriding and method overloading. Use appropriate constructors, and also identify where method overloading and method overriding are used. *[Note: You have to write full Java code. No need to write main( ) method]*	[Marks -8]	
	c	**Differentiate** between instance variables and static variables.	[Marks -2]	