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**UNIVERSITI TUN HUSSEIN ONN MALAYSIA**

**FINAL EXAMINATION  
(ONLINE)  
SEMESTER II  
SESSION 2019/2020**

COURSE NAME : VISUAL PROGRAMMING  
COURSE CODE : BIE 20404  
PROGRAMME CODE : BIP  
EXAMINATION DATE : JULY 2020  
DURATION : 2 HOURS 30 MINUTES  
INSTRUCTIONS : 1. ANSWER ALL QUESTIONS  
2. STUDENTS SHOULD UPLOAD  
THE ANSWER BOOKLET (PDF/  
WORD FORMAT) WITHIN 30  
MINUTES AFTER EXAMINATION  
PERIOD

THIS QUESTION PAPER CONSISTS OF FIVE (5) PAGES

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- Q1 (a) Write a Java program to define a class named Cone based on the description in **Figure Q1(a)**.

A class named `Cone` contains private attributes `radius`, `height` and `pi`. The default constructor with public visibility of this class will initialize `pi` with value `3.142`. A public method named `getVolume` will receive two parameters and assign to `radius` and `height`. Method `getVolume` also will calculate the volume of cone and return the value to the method caller. The formula to calculate the volume of cone is given as the following:

$$V = \pi r^2 \frac{h}{3}$$

**FIGURE Q1(a)**

(10 marks)

- (b) Draw a complete UML class diagram with their correct relationships based on Java segment codes in **Figure Q1(b)**.

(14 marks)

```
class Fish implements Animal{
    public void leg() {
        System.out.println("I don't have legs");}

    public void body() {
        System.out.println("I have scales");}
}

class Cat implements Animal, Behavior{

    public void leg() {
        System.out.println("I have 4 legs");}

    public void body() {
        System.out.println("I have have fur");}

    public void eat() {
        System.out.println("I eat fish"); }

    public void move() {
        System.out.println("I catwalk");}

    public void sound() {
        System.out.println("meow...meow..");}
}
```

**FIGURE Q1(b)**

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**Q2** Apply exception handling for the Java segment code in **Figure Q2** using try...catch block.

```
public static void main(String args[]){
    int num1 = 5;
    int num2 = 0;

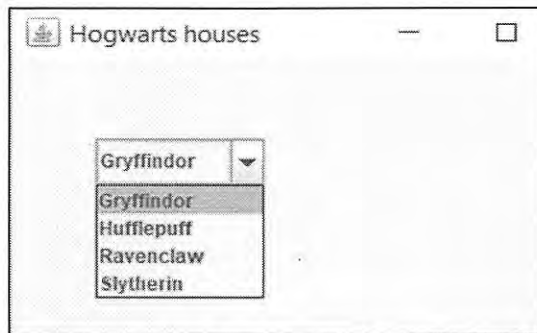
    int result= num1/num2;
    System.out.println("Result:" + result);
    System.out.println("If exception handling is working");
    System.out.println("This line must be appeared");
}
```

**FIGURE Q2**

(10 marks)

**Q3** (a) Write a segment code in Java to create the user interface component as shown in **Figure Q3(a)**.

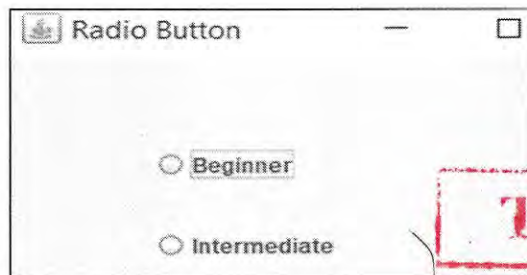
(12 marks)



**FIGURE Q3(a)**

(b) Write a segment code in Java to create a group of radio buttons with the labels "Beginner" and "Intermediate" as shown in **Figure Q3(b)**.

(8 marks)



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## FIGURE Q3(b)

Q4 Answer Q4(a) – Q4(d) based on Java program code in Figure Q4(a) and its Graphical User Interface (GUI) in Figure Q4(b).

```

import java.awt.*;
import java.awt.event.*;
import javax.swing.*;

public class BMI implements ActionListener{
//Swing GUI component declaration

private final JFrame frame;

    public BMI () {

        //Set up GUI components

        computeButton.addActionListener(this);
        frame = new JFrame("BMI");
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        frame.setLayout(new BorderLayout());
        frame.add(bmiLabel, BorderLayout.NORTH);
        frame.add(center, BorderLayout.CENTER);
        frame.add(computeButton, BorderLayout.SOUTH);
        frame.pack();
        frame.setVisible(true);
    }

    public void actionPerformed(ActionEvent event) {

        //Handle clicks on compute button to calculate the BMI
        //Read height and weight data from text fields

    }

    public static void main (String args[]) {
        BMI gui = new BMI();
    }
}

```

FIGURE Q4(a)

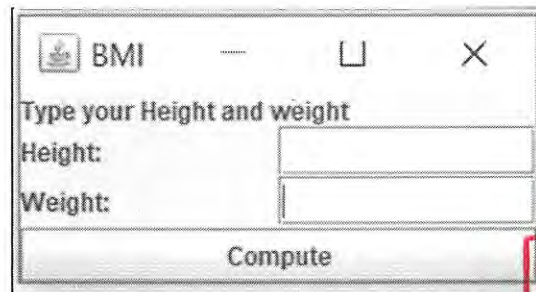


FIGURE Q4(b)

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- (a) Analyze the requirements (input, output and GUI elements) required to develop a Java application as illustrated in **Figure Q4(b)**.  
(6 marks)
- (b) Write the swing GUI components declaration statements for the program.  
(4 marks)
- (c) Write the method implementation for `actionPerformed()`. The formula to calculate Body Mass Index (BMI) is given as follows:  
$$BMI = \frac{weight}{height^2} \times 703$$
  
(6 marks)
- (d) Write Java codes to declare the GUI components for the program.  
(10 marks)

**- END OF QUESTIONS -**

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