

CORRIGE-TYPE EXAMEN DE RATTRAPAGE

Exo 01 : (08 pt)

I-

1- (03 pt)

```
public class Reservoir {  
    private int numero ;  
    private float capacite , quantite ;  
    public Reservoir (int numero, float capacite) {  
        this.numero = numero;  
        this.capacite = capacite ;  
    }  
    public void vider () {quantite = 0 ; }  
}
```

2- 3 -

```
{  
    public static void main (String [] args ){  
        Reservoir r1 = new Reservoir (01, 3000) ; (01 pt )  
        r1.vider () ; (01 pt )  
    }  
}
```

II-

4-

```
Public void traiter () { // ..... }  
Public void calcuer { //..... }  
}
```

III-

5- les méthode de la classe A sont : (01 pt)

```
double surface() {}  
void perimetre () {}  
Public void afficher() {}
```

8- on déclarer le constant PI comme suit public static final double PI = 3.14 ; (01 pt)

Exo 02 : (12 pt)

//I-1 (02 pt)

```
public class Point {
    private double x;
    private double y;
    public Point double x, double y) {
        this.x = x;
        this.y = y;
    }
```

//-2 (01 pt)

```
Public void afficher()
{
```

```
    System.out.println("les cordonnée du point sont " " ( " + x + " , " + y + " )" );
```

```
}
```

//3- (02 pt)

```
Public double getX()
{
```

```
    return x;
```

```
}
```

```
Public void setX(double x)
{
```

```
    This.x = x;
```

```
}
```

//4- (01 pt)

```
Public void deplacer (double dx, double dy)
{
```

```
    x += dx;
```

```
    y += dy;
```

```
}
```

//-5- (01 pt)

```
Public void deplacer (Point p2)
{
```

```
    x = p2.x;
```

```
    y = p2.y;
```

```
}
```

//6- (01 pt)

```
Public boolean estCentre()
{
```

```
    If (x == 0 && y == 0 )
```

```
        return true;
```

```
    else
```

```
        return false;
```

```
    }
```

```
}
```

//II-

```
public class TestPoint {
```

```
    public static void main(String[] args) {
        // TODO Auto-generated method stub
```

7-// (01 pt)

```
Point m = new Point(3,4);
```

//8- (01 pt)

```
m.afficher();
```

```
}
```

```
}
```

//-III- 9- (02 pt)

```
public class Point3D
{
    private double z;
    public Point double x, double y, double z) {
        super(x , y );
        this.z = z;
    }
    //.....
}
```