

// 1. Write a Java program that demonstrates the use of polymorphism by creating a base class "Shape" and two derived classes "Rectangle" and "Circle", and a method to calculate the area of the shape.

```
class Shape {
```

```
    public void area() {
```

```
        System.out.println("This is Parent class");
```

```
    }
```

```
}
```

```
class Rectangle extends Shape {
```

```
    public void area() {
```

```
        int l = 10;
```

```
        int b = 10;
```

```
        int area = l * b;
```

```
        System.out.println("The area of Rectangle is: " + area);
```

```
    }
```

```
}
```

```
class Circle extends Shape {
```

```
    public void area() {
```

```
        int r = 10;
```

```
        double area = (3.14 * r * r);
```

```
        System.out.println("The area of circle is : " + area);
```

```
    }
```

```
}
```

```
class ShapePolymorphism{
```

```

public static void main(String args[]){

    Shape s;

    s=new Reactange();

    s.area();

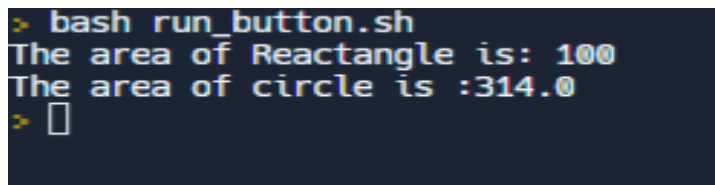
    s=new Circle();

    s.area();

}

}

```



```

> bash run_button.sh
The area of Reactangle is: 100
The area of circle is :314.0
> 

```

// Write a Java program that uses try-catch blocks to handle a potential null pointer exception when trying to access an element in an array.

```

public class ExceptionHandling2 {

    public static void main(String[] args) {

        String a[]{"amit","Sharma","Himachal",null};

        String len=a[3];

        try{

            System.out.println(a[3].length());

        }

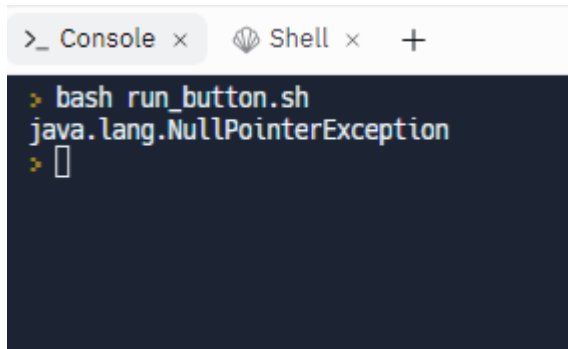
        catch(Exception e){

```

```
        System.out.println(e);
    }

}

}
```

A screenshot of a terminal window with two tabs: 'Console' and 'Shell'. The 'Console' tab is active and shows the following text: a prompt character followed by 'bash run_button.sh', the output 'java.lang.NullPointerException', and another prompt character followed by an empty line.

```
>_ Console x  Shell x  +
> bash run_button.sh
java.lang.NullPointerException
> 
```

// Create a program that uses a HashMap to store data in key-value pairs, where the key is a string and the value is an integer. Allow the user to add, remove and update key-value pairs, and also display the entire map.

```
import java.util.HashMap;
```

```
import java.util.Scanner;
```

```
public class HashMap3 {
```

```
    public static void main(String[] args) {
```

```
        HashMap<String, Integer> map = new HashMap<String, Integer>();
```

```
        Scanner sc = new Scanner(System.in);
```

```
        while (true) {
```

```
            System.out.println("1. Add key-value pair");
```

```
            System.out.println("2. Remove key-value pair");
```

```
            System.out.println("3. Update key-value pair");
```

```
System.out.println("4. Display all key-value pairs");
```

```
System.out.println("5. Exit");
```

```
int choice = sc.nextInt();
```

```
sc.nextLine();
```

```
switch (choice) {
```

```
    case 1:
```

```
        System.out.print("Enter key: ");
```

```
        String key = sc.nextLine();
```

```
        System.out.print("Enter value: ");
```

```
        int value = sc.nextInt();
```

```
        map.put(key, value);
```

```
        System.out.println("Key-value pair added.");
```

```
        break;
```

```
    case 2:
```

```
        System.out.print("Enter key: ");
```

```
        key = sc.nextLine();
```

```
        if (map.containsKey(key)) {
```

```
            map.remove(key);
```

```
            System.out.println("Key-value pair removed.");
```

```
        } else {
```

```
            System.out.println("Key not found.");
```

```
        }
```

```
        break;
```

```
    case 3:
```

```
        System.out.print("Enter key: ");
```

```
key = sc.nextLine();

if (map.containsKey(key)) {

    System.out.print("Enter new value: ");

    value = sc.nextInt();

    map.put(key, value);

    System.out.println("Key-value pair updated.");

} else {

    System.out.println("Key not found.");

}

break;

case 4:

    System.out.println(map);

    break;

case 5:

    System.out.println("Exiting program...");

    System.exit(0);

default:

    System.out.println("Invalid choice.");

}

}

}

}
```

```

> bash run_button.sh
1. Add key-value pair
2. Remove key-value pair
3. Update key-value pair
4. Display all key-value pairs
5. Exit
1
Enter key: Amit
Enter value: 2
Key-value pair added.
1. Add key-value pair
2. Remove key-value pair
3. Update key-value pair
4. Display all key-value pairs
5. Exit
1
Enter key: JAvA
Enter value: 1
Key-value pair added.
1. Add key-value pair
2. Remove key-value pair
3. Update key-value pair
4. Display all key-value pairs
5. Exit
4
{JAvA=1, Amit=2}
1. Add key-value pair
2. Remove key-value pair
3. Update key-value pair
4. Display all key-value pairs
5. Exit

```

SQL

1. Write a subquery to select the names of all employees who have a salary greater than the average salary of their department

SELECT name FROM employees

WHERE salary > (SELECT AVG(salary) FROM employees WHERE department = employees.department);

2. Write a subquery to select the names of all departments that have at least one employee with a salary greater than \$75,000.

SELECT department FROM employees

WHERE salary > 75000

GROUP BY department

HAVING COUNT(*) >= 1

Html

1.create a registration form using html and css.

```
<html>
  <title>Register form</title>
  <head>
    <link rel="StyleSheet" href="Style.css">
  </head>
  <form action="Login.html">
  <body>
    <fieldset>
      <legend>Register form</legend>
      <label>Enter the First name</label>
      <input type="text" name="fname" id="fname"> <br>
      <label>Enter the Last name</label>
      <input type="text" name="lname" id="lname"> <br>
      <label>choose the gender</label><br>
      <input type="radio" id="male" value="Male">
      <label>Male</label> <br>
      <input type="radio" id="female" value="FeMale">
      <label>FeMale</label> <br>
      <input type="radio" id="other" value="Other">
      <label>Other</label> <br>
      <label>Enter the email</label>
      <input type="email" id="email" name="email"> <br>
      <label>Enter the date of birth</label>
      <input type="date" id="dob" name="Dob"> <br>
      <input type="submit">
    </fieldset>
  </body>
</form>
</html>
```

Register form

Enter the First name

Enter the Last name

choose the gender

- ☐ Male
- ☐ FeMale
- ☐ Other

Enter the email

Enter the date of birth