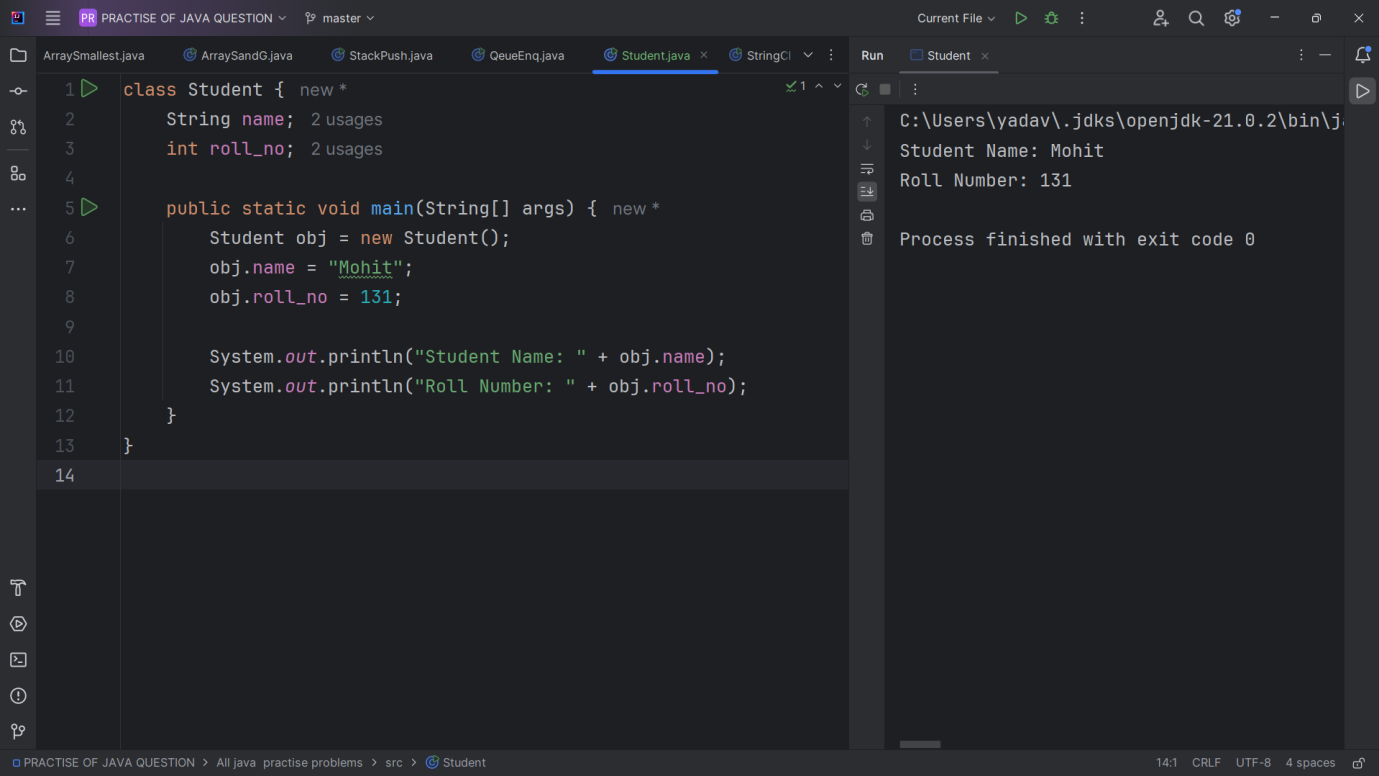
**// JAVA OOPS ASSIGNMENTS – 1 //**

**QUESTION 1 - >Create a class name ‘Student’ with string variable ‘name’ and integer variable ‘roll\_no’. Assign the value of roll\_no as ‘2’ and that of name as “Mohit” by creating an object of the class Student.**

**ANS - **

**QUESTION 2 -> Assign and print the roll number, phone number and address of two students having name “Mohit” and “Sanjay” respectively by creating two objects of class ‘Student1’.**

**ANS->** class Student1 {  
 String name;  
 int roll\_no;  
 String phone\_no;  
 String address;  
  
 public static void main(String[] args) {  
 Student1 student1 = new Student1();  
 student1.name = "Mohit";  
 student1.roll\_no = 101;  
 student1.phone\_no = "9876543210";  
 student1.address = "Delhi";  
  
 Student1 student2 = new Student1();  
 student2.name = "Sanjay";  
 student2.roll\_no = 102;  
 student2.phone\_no = "8765432109";  
 student2.address = "Mumbai";  
  
 System.*out*.println("Name: " + student1.name);  
 System.*out*.println("Roll Number: " + student1.roll\_no);  
 System.*out*.println("Phone Number: " + student1.phone\_no);  
 System.*out*.println("Address: " + student1.address);  
  
 System.*out*.println();  
  
 System.*out*.println("Name: " + student2.name);  
 System.*out*.println("Roll Number: " + student2.roll\_no);  
 System.*out*.println("Phone Number: " + student2.phone\_no);  
 System.*out*.println("Address: " + student2.address);  
 }  
}

**OUTPUT->**

**Name: Mohit**

**Roll Number: 101**

**Phone Number: 9876543210**

**Address: Delhi**

**Name: Sanjay**

**Roll Number: 102**

**Phone Number: 8765432109**

**Address: Mumbai**

**Process finished with exit code 0**

**QUESTION 3 ->Write a program to print the area and perimeter of a triangle having sides of 3,4 and 5 units by creating a class named ‘Triangle’ without any parameter in its constructor.**

**ANS ->** class Triangle {  
 int a, b, c;  
 double area, perimeter;  
  
 Triangle() {  
 a = 3;  
 b = 4;  
 c = 5;  
 perimeter = a + b + c;  
 double s = perimeter / 2;  
 area = Math.*sqrt*(s \* (s - a) \* (s - b) \* (s - c));  
 }  
  
 public static void main(String[] args) {  
 Triangle obj = new Triangle();  
  
 System.*out*.println("Perimeter: " + obj.perimeter);  
 System.*out*.println("Area: " + obj.area);  
 }  
}

**OUTPUT :** **Perimeter: 12.0**

**Area: 6.0**