



Triangle.java

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```
1 - class Triangle {
2     private double a, b, c;
3     public Triangle(double a, double b, double c) {
4         this.a = a;
5         this.b = b;
6         this.c = c;
7     }
8     public boolean isRight() {
9         return (a*a + b*b == c*c) ||
10            (a*a + c*c == b*b) ||
11            (b*b + c*c == a*a);
12    }
13    public boolean isScalene() {
14        return a != b && b != c && a != c;
15    }
16    public boolean isIsosceles() {
17        return (a == b || b == c || a == c) &&
18    }
19    public boolean isEquilateral() {
20        return a == b && b == c;
21    }
22    public static void main(String[] args) {
23        Triangle t = new Triangle(3, 4, 5);
24        System.out.println("Right Triangle: " + t.isRight());
25        System.out.println("Scalene: " + t.isScalene());
26        System.out.println("Isosceles: " + t.isIsosceles());
27        System.out.println("Equilateral: " + t.isEquilateral());
28    }
29}
```

```
right Triangle: true  
scalene: true  
isosceles: false  
quilateral: false
```

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Main.java



Run

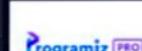
Clear

Output

```
Deposited: $50.0
Withdrawn: $30.0
Insufficient balance! $5 penalty charged.
Interest added: $5.75
Current Balance: $120.75
```

--- Code Execution Successful ---

```
6     } else {
7         balance = 0;
8     }
9 }
10 public Account() {
11     balance = 0;
12 }
13 public void deposit(double amount) {
14     if (amount > 0) {
15         balance += amount;
16         System.out.println("Deposited: $" + amount);
17     }
18 }
19 public void withdraw(double amount) {
20     if (amount <= balance) {
21         balance -= amount;
22         System.out.println("Withdrawn: $" + amount);
23     } else {
24         balance -= 5;
25         System.out.println("Insufficient balance! $5 penalty charged.");
26     }
27 }
28 public double getBalance() {
29     return balance;
30 }
31 public void addInterest(double rate) {
32     double interest = balance * rate / 100;
33     balance += interest;
34     System.out.println("Interest added: $" + interest);
35 }
36 }
37 public class Main {
38     public static void main(String[] args) {
39         Account acc = new Account(100);
40         acc.deposit(50);
41         acc.withdraw(30);
42         acc.withdraw(150);
43         acc.addInterest(5);
44         System.out.println("Current Balance: $" + acc.getBalance());
45     }
46 }
```



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Course CSA0914-

Programming in Java
for Web applications

1. Implement a class Account. An account has

- a balance
- Functions to add
- and withdraw money.
- And a function to inquire the current balance

class Account {

 double balance;

 Account(double b){

 balance=b;

}

 Account(){

 balance=0;

}

 void deposit(double amount){

 balance+=amount;

}

 void withdraw(double amount){

 if(amount < balance){

 balance-=amount;

}

 else{

 balance=balance - 5;

20
20

```

}
void checkTriangle() {
    if (a == b & b == c) {
        System.out.println("Equilateral Triangle");
    } else if (a == b || b == c || a == c) {
        System.out.println("Isosceles triangle");
    } else {
        System.out.println("Scalene triangle");
    }
    if ((a * a + b * b == c * c) ||
        (a * a + c * c == b * b) ||
        (b * b + c * c == a * a)) {
        System.out.println("It is also a Right triangle");
    }
}

```

```

class TestTriangle {
    public static void main(String[] args) {
        Triangle t = new Triangle(3, 4, 5);
        t.checkTriangle();
    }
}

```

System.out.println("Finally charged \$");

}

void checkBalance(){

System.out.println("Balance " + balance);

}

class Main{

public static void main(String[] args){

Account a = new Account(120);

a.deposit(50);

a.withdraw(30);

a.withdraw(180);

a.checkBalance();

}

- a. Write a class called Triangle that can be used for
represent a triangle. It should include the following
methods that return boolean values indicating if
the particular property holds:

- isRight

- isScalene

- isIsosceles

- isEquilateral

class Triangle {

double a,b,c;

Triangle(double x, double y, double z){

a=x;

b=y;

c=z;