OOPM Lab Lab Assingment number 07

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Aim: Write a JAVA program to implement the concept of Package

Theory:

Package:

A package in Java is used to group related classes. Think of it as a folder in a file directory. We use packages to avoid name conflicts, and to write a better maintainable code.

Uses of Package:

- 1. Packages provide code reusability, because a package contains group of classes
- 2. It helps in resolving naming collision when multiple packages have classes with the same name.
- **3.** Packages also provides the hiding of class facility, Thus, other programs can not use the classes from hidden package.
- **4.** Access limitation can be applied with the help of packages.
- **5.** Nesting of packages, that is, one package can be defined in another package in a hierarchy fashion.

Types of Packages:

- **1.** Built-in Packages (packages from the Java API)
 - **i.** The Java API is a library of pre written classes, that are free to use, included in the Java Development Environment.
 - **ii.** The library is divided into packages and classes. Meaning you can either import a single class (along with its methods and attributes), or a whole package that contain all the classes that belong to the specified package.
- 2. User-defined Packages (create your own packages)
 - i. Packages created by user to increase reusability and simplicity of code

Program

credit package

```
// code
package credit;
public class AmountInWords {
  // data member
  int amount = 0;
  int temp = 0;
  // method to get amount from the user
  public void getAmount(int amount) {
    this.amount = amount;
  // method to display the amount
  public void displayAmount() {
    int num;
     String word = "";
    // units
     String[] units = new String[] {"zero", "one", "two", "three", "four", "five", "six", "seven",
"eight", "nine", "ten", "eleven", "twelve", "thirteen", "fourteen", "fifteen", "sixteen", "seventeen",
"eighteen", "nineteen"};
    // tens
     String[] tens = new String[] {"zero", "ten", "twenty", "thirty", "forty", "fifty", "sixty",
"seventy", "eighty", "ninety"};
    while (amount != 0) {
       if (amount == 10000) { // lakhs
          word = "one lakh";
          break;
       if (amount < 100000 \&\& amount >= 1000) { // thousand
          if (amount < 100000 \&\& amount >= 10000) {
            word += tens[amount/10000];
            word += " ";
            amount = amount \% 10000;
         if (amount < 10000 \&\& amount >= 1000) {
            word += units[amount/1000];
          word += " thousand ";
          amount = amount \% 1000;
       if (amount<1000 && amount >=100) { // hundreds
```

```
word += units[amount/100];
         word += " hundred ";
         amount = amount % 100;
       if (amount == 0) { // check for zero
         break;
       if (amount < 100) { // tens
         if (amount < 20) {
            word += units[amount%100];
            word += " ";
            amount = amount / 100;
         } else {
            word += tens[amount/10];
            word += " ";
            amount = amount%10;
    System.out.println(word);
}
Driver Class
// code
import java.util.*;
import credit.*;
class UsePackage {
  public static void main(String args[]) {
     Scanner sc = new Scanner(System.in);
    AmountInWords obj = new AmountInWords();
    System.out.print("Enter the amount : ");
    int amount = sc.nextInt();
    obj.getAmount(amount);
     System.out.print("Amount i n word : ");
    obj.displayAmount();
```

}

// output

E:\Sem-3\LabWork - Assignments\OOPM\Lab Assignment 7>javac UsePackage.java

E:\Sem-3\LabWork - Assignments\OOPM\Lab Assignment 7>java UsePackage

Enter the amount : 99999

Amount in word : ninety nine thousand nine hundred ninety nine

E:\Sem-3\LabWork - Assignments\OOPM\Lab Assignment 7>java UsePackage

Enter the amount : 54781

Amount in word : fifty four thousand seven hundred eighty one

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