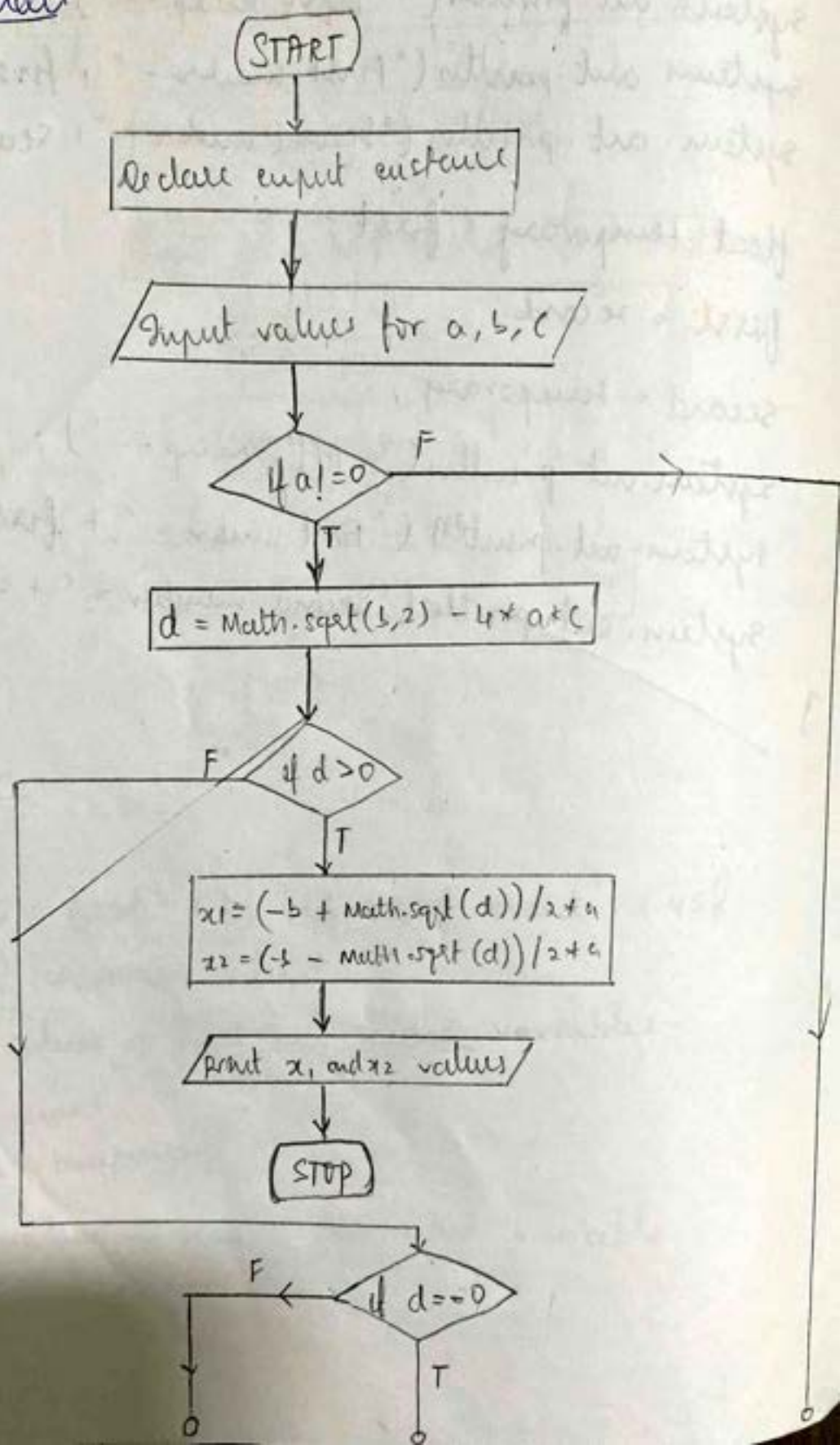


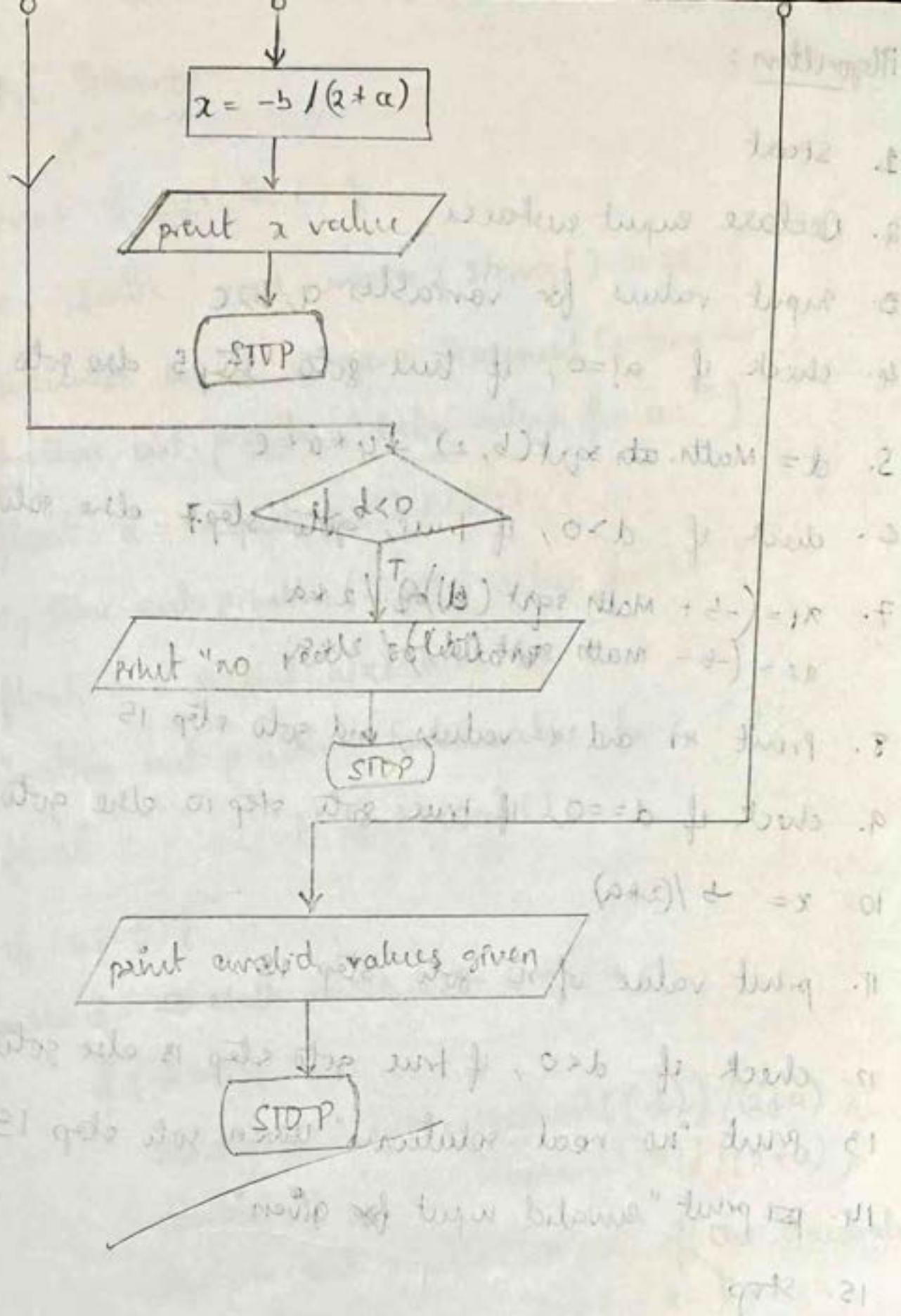
## Lab Program 1

Q. 1

Q. Develop a Java program that prints all real roots of the quadratic equation  $ax^2 + bx + c$ .

A: Flowchart







## Algorithm:

1. Start
2. Declare input instance
3. Input values for variables  $a, b, c$
4. check if  $a \neq 0$ , if true goto step 5 else goto step 15
5.  $d = \text{Math.sqrt}(b^2 - 4 * a * c)$
6. check if  $d > 0$ , if true, goto step 7 else goto step 9
7.  $x_1 = (-b + \text{Math.sqrt}(d)) / 2 * a$   
 $x_2 = (-b - \text{Math.sqrt}(d)) / 2 * a$
8. Print  $x_1$  and  $x_2$  values, and goto step 15
9. check if  $d = 0$ , if true goto step 10 else goto step 12
10.  $x = -b / (2 * a)$
11. print value of  $x$  goto step 15.
12. check if  $d < 0$ , if true goto step 13 else goto step 15
13. Print "no real solutions" then goto step 15
14. print "invalid input for given"
15. stop

Code:

import util. Scanner

```
public class Quadratic() {  
    public static void main (String[] args) {  
        Scanner input = new Scanner(System.in);  
        System.out.println("Enter value for a:");  
        float a = input.nextFloat();  
        System.out.println("Enter value for b:");  
        float b = input.nextFloat();  
        System.out.println("Enter value for c:");  
        float c = input.nextFloat();  
  
        if (a != 0) {  
            double d = Math.pow(b, 2) - 4 * a * c;  
            if (d > 0) {  
                double x1 = (-b + Math.sqrt(d)) / (2 * a);  
                double x2 = (-b - Math.sqrt(d)) / (2 * a);  
                System.out.println("Roots of the Quadratic  
Equation are " + x1 + " and " + x2);  
            }  
            else if (d == 0) {  
                double x = -b / (2 * a);  
                System.out.println("Root of the Quadratic  
Equation is " + x);  
            }  
        }  
    }  
}
```



else {

system.out.println("The Quadratic Equation has  
no real roots");

}

}

else {

system.out.println("Invalid Input");

}

}

Output: 1:

Enter the coefficient of  $x^2$

1

Enter the coefficient of  $x$

-5

Enter the constant value

6

The roots of the equation are 3.0 and 2.0;

Output 2:

Enter coefficient of  $x^2$

0

Enter coefficient of  $x$

4

enter constant value

6

invalid input

output 3:

enter coefficient of  $x^2$

1

enter coefficient of  $x$

4

enter ~~constant~~ value

5

The Quadratic Equation has <sup>no</sup> real ~~sets~~ roots

output 4:

enter the coefficient of  $x^2$

2

enter the coefficient of  $x$

-2

enter the constant value

1

The root ~~of~~ the equation is: 1.0

~~22/12/23~~

```
Enter the coeffecient of x^2: 1
Enter the coeffecient of x: -3
Enter the constant value: 2
The Quadratic Equation has two real values for x.
Solution 1: 2.0
Solution 2: 1.0
Do you want to continue? (y/n): y
```

```
Enter the coeffecient of x^2: 1
Enter the coeffecient of x: -2
Enter the constant value: 1
The Quadratic Equation has one real value for x.
Solution : 1.0
Do you want to continue? (y/n): y
```

```
Enter the coeffecient of x^2: 2
Enter the coeffecient of x: 1
Enter the constant value: 3
The Quadratic Equation has no real values for x.
Do you want to continue? (y/n): n
```

-Abhinav Raghu  
1B22CS005



Q. Develop a Java program to create a class Student with members usn, name, an array credits and an array marks. Include methods to accept and display details and a method to calculate SGPA of a student.

Ans.

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

```
class Student {
```

```
    String usn;
```

```
    String name;
```

```
    int[] credits;
```

```
    int[] marks;
```

```
    Student() {
```

```
        String usn;
```

```
        credits = new int[5];
```

```
        String name;
```

```
        marks = new int[5];
```

```
    }
```

```
    public void details() {
```

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

```
        System.out.println("Enter USN");
```

```
        usn = scanner.next();
```



```
System.out.println("Enter name: ")
```

```
name = scanner.next();
```

```
System.out.println("Enter credits and marks  
for 5 subjects: ");
```

```
for (int i = 0; i < 5; i++) {
```

```
    System.out.println("Enter credits: ");
```

```
    credits[i] = scanner.nextInt();
```

```
    System.out.println("Enter marks: ");
```

```
    marks[i] = scanner.nextInt();
```

```
}
```

```
}
```

```
public void display() {
```

```
    System.out.println("USN: " + usn);
```

```
    System.out.println("Name: " + name);
```

```
    System.out.println("Marks * marks and  
credits");
```

```
for (int i = 0; i < 5; i++) {
```

```
    System.out.println("Credits: " + credits[i]);
```

```
    System.out.println("Marks: " + marks[i]);
```

```
}
```

```
}
```

```
public double scpa {
```

```
    double total_credits = 0;
```

```
    double total_sum = 0;
```

```
    for (int i = 0; i < 5; i++) {
```

```
        total_credits += credits[i];
```

```
        total_sum += gradepoint(marks[i]) * credits[i];
```

```
    }
```

```
    return total_sum / total_credits;
```

```
}
```

```
public int gradepoint (int marks) {
```

```
    if (marks >= 90) {
```

```
        return 10;
```

```
    } else if (marks >= 80) {
```

```
        return 9;
```

```
    } else if (marks >= 70) {
```

```
        return 8;
```

```
    } else if (marks >= 60) {
```

```
        return 7;
```

```
    } else if (marks >= 50) {
```

```
        return 6;
```

```
    } else {
```

```
        return 0;
```

```
}
```

```
}
```



```
}  
public class Main {  
    public static void main(String[] args) {  
        Student student = new Student();  
        student.details();  
        System.out.println("In SGPA student  
                                details");  
        Sys student.display();  
        System.out.println("In SGPA: " +  
            student.SGPA());  
    }  
}
```

3

## Algorithm:

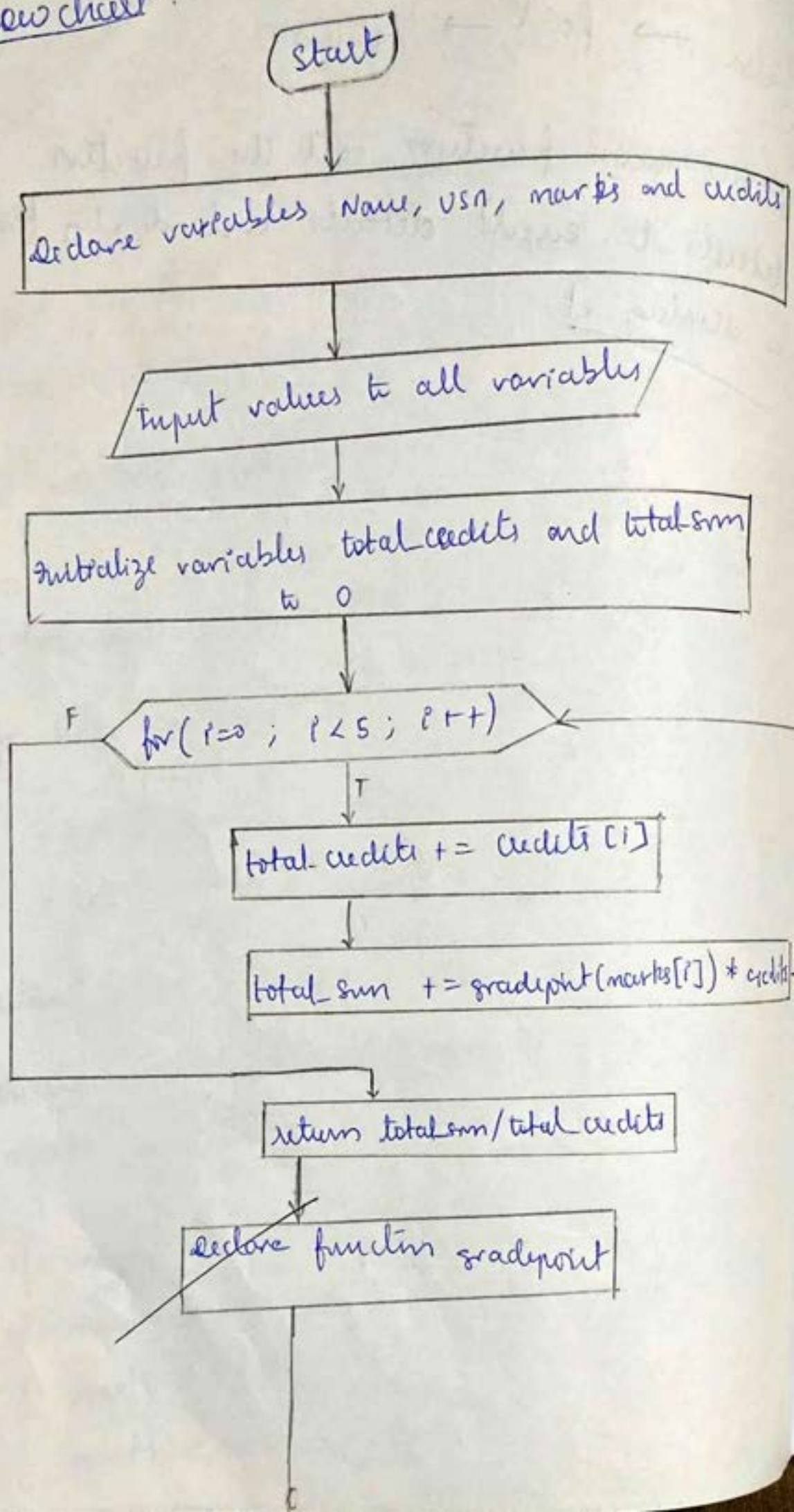
1. Start
2. Declare variables USN, name, credits, marks;
3. Input values for USN, name, credits, marks;  
~~as a method~~ using a method
4. ~~create~~ another method to calculate SGPA
5. In SGPA method, initialize variables ~~credits~~ and ~~total~~ and total-credits and total-sum to 0;
6. for loop condition ( $i=0$ ;  $i<s$ ;  $i++$ )  
total-credits += credits[i]  
total-sum += gradepoint(marks[i]) \* credits
7. return value for SGPA function as total-sum / total-credits
8. create gradepoint method. and check for marks condition
9. if marks  $\geq 90 \rightarrow$  return 10  
if marks  $\geq 80 \rightarrow$  return 9  
if marks  $\geq 70 \rightarrow$  return 8  
if marks  $\geq 60 \rightarrow$  return 7



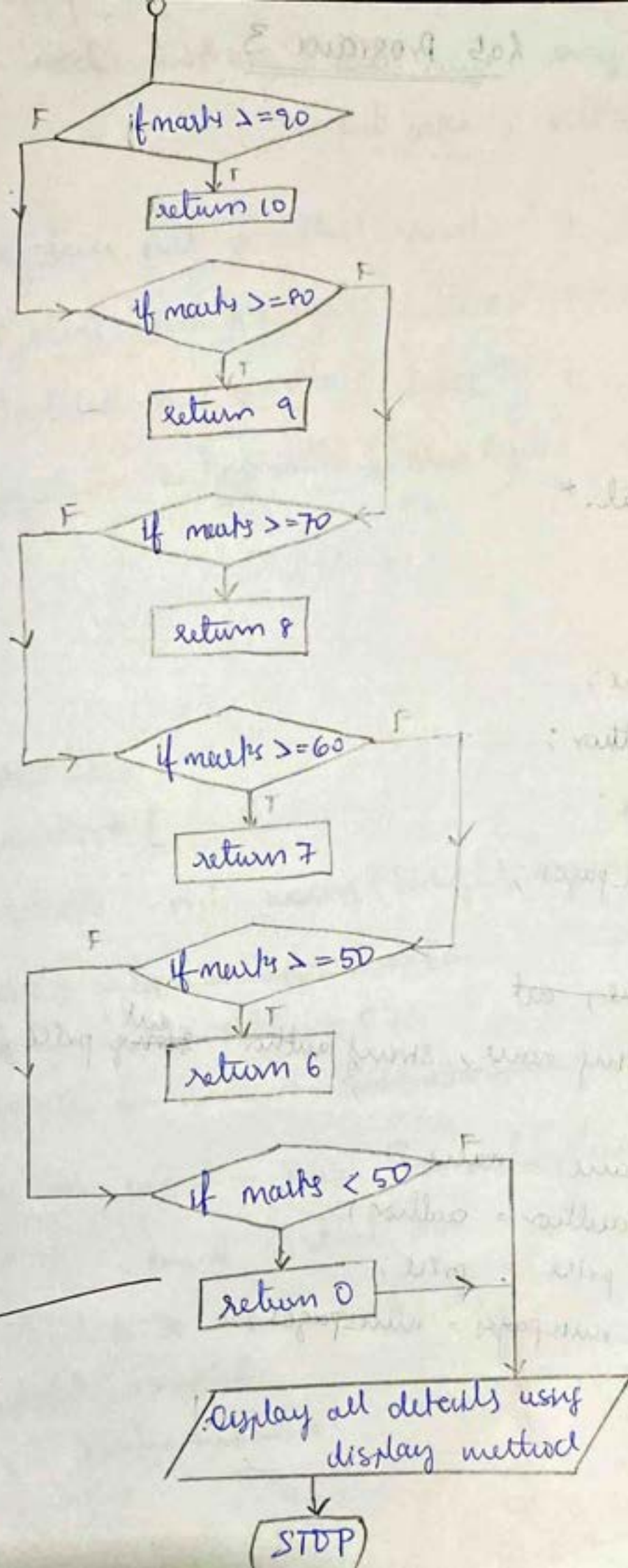
if marks  $\geq 50 \rightarrow$  return 1  
else  $\rightarrow$  fail  $\rightarrow$  return 0

10. In the main function call the function  
details to input details and display function  
to display it.

## Flowchart :







29/12/23

Enter USN: 1BM22CS005

Enter Name: Abhinav Raghu

Enter Number of Subjects: 5

Enter number of credits for Subject 1: 4

Enter marks recieved for Subject 1: 92

Enter number of credits for Subject 2: 3

Enter marks recieved for Subject 2: 89

Enter number of credits for Subject 3: 2

Enter marks recieved for Subject 3: 97

Enter number of credits for Subject 4: 1

Enter marks recieved for Subject 4: 98

Enter number of credits for Subject 5: 4

Enter marks recieved for Subject 5: 88

Student details:

USN: 1BM22CS005

Name: Abhinav Raghu

Credits for Subject 1: 4

Marks recieved for Subject 1: 92

Credits for Subject 2: 3

Marks recieved for Subject 2: 89

Credits for Subject 3: 2

Marks recieved for Subject 3: 97

Credits for Subject 4: 1

Marks recieved for Subject 4: 98

Credits for Subject 5: 4

Marks recieved for Subject 5: 88

SGPA: 9.5

-Abhinav Raghu

1B22CS005



## Lab Program - 3

12/01/20

Q1

Code:

```
import java.util.*
```

```
class Book {
```

```
    String name;
```

```
    String author;
```

```
    int price;
```

```
    int num_pages;
```

```
    Book (name, int
```

```
    Book (String name, String author, Stringint price, int num_pages)
```

```
{
```

```
    this.name = name;
```

```
    this.author = author;
```

```
    this.price = price;
```

```
    this.num_pages = num_pages;
```

```
}
```

```
public void toString (String name, String author,  
                      int price, int num-pages)
```

```
{  
    System.out.println("Name: " + name);  
    System.out.println("Author: " + author);  
    System.out.println("Price: " + price);  
    System.out.println("Num-Pages: " + num-pages);  
}
```

```
public static void
```

```
class ProgramBook {
```

```
    public static void main (String[], argument) {
```

```
Book[] b = new Book[A]
```

```
int A = 3; int i = 0;
```

```
Book[] b = new Book[A]; System.out.println("Enter no. of books:");
```

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

```
int n = input.nextInt();
```

```
Book[] b = new Book[n];
```

```
while (n > 0) {
```

```
    b[n] = input.n
```



```
while (n >= 0) {
```

```
    System.out.println("Enter name:");
```

```
    Book
```

```
    b[n] = new Book
```

```
    int n = 0 input.nextInt();
```

```
    System.out.println("Enter author:");
```

```
    int a = input.nextInt();
```

```
    System.out.println("Enter price:");
```

```
    int p = 0 input.nextInt();
```

```
    System.out.println("Enter num pages:");
```

```
    int num = input.nextInt();
```

```
    Book b[n] = new Book(n, a, p, num);
```

```
    n = n - 1;    b[n].toString();
```

```
}
```

if (n < 0) {  
 continue;  
}

## Algorithm:

1. start
2. create class Book with variables name, author, price and num-pages; and a parametric constructor
3. create toString method to display the values.
4. in the main create a scanner instance to input values for the variables ~~and~~ mentioned in Book class.
5. After inputting the values pass those values through the constructor.
6. call function toString to print it
7. Stop



Enter the number of Books: 2

Enter details for Book 1:

Name: The Catcher in the Rye

Author: J.D. Salinger

Price: 14.99

Number of Pages: 224

Details: A coming-of-age novel capturing teenage angst.

Enter details for Book 2:

Name: The Hobbit

Author: J.R.R. Tolkien

Price: 19.99

Number of Pages: 310

Details:

Book [name=The Catcher in the Rye, author=J.D. Salinger, price=14.99, num\_pages=224 ,details: A coming-of-age novel capturing teenage angst.]

Book [name=The Hobbit, author=J.R.R. Tolkien, price=19.99, num\_pages=310 ,details: ]

-Abhinav Raghu

1B22CS005

## Lab - Program - 4

Q.

Q.

code:

```
abstract class shape {
```

```
    int dimension1;
```

```
    int dimension2;
```

```
    void printArea() {
```

```
    }
```

```
}  
  
class Rectangle extends shape {
```

```
    public Rectangle(int length, int width) {
```

```
        this.dimension1 = length;
```

```
        this.dimension2 = width;
```

```
    }
```

```
    void printArea() {
```

```
        int area = dimension1 * dimension2;
```

```
        System.out.println("Rectangle Area: " +  
                             area);
```

```
    }
```

```
}
```



```

class Triangle extends Shape {
    public Triangle (int base, int height) {
        this.dimension 1 = base;
        this.dimension 2 = height;
    }

    void printArea() {
        double area = 0.5 * dimension 1 *
            dimension 2;

        System.out.println ("Triangle area: "
            + area);
    }
}

```

```

class Circle extends Shape {
    public Circle (int radius) {
        this.dimension 1 = radius;
        this.dimension 2 = 0;
    }

    void printArea() {
        double area = 0.5 Math.PI * dimension 1
            * dimension 1;

        System.out.println ("Circle area: "
            + area);
    }
}

```

```
class Program_Shape {
```

```
    public static void main (String[], argument) {
```

```
        Rectangle rec = new Rectangle (5, 10);
```

```
        Triangle tri = new Triangle (4, 7);
```

```
        Circle cir = new Circle (2);
```

```
        rec. printArea();
```

```
        tri. printArea();
```

```
        cir. printArea();
```

```
    }
```

```
}
```

### Algorithm

1. start

2. create abstract class shape and create variables dimension 1 and dimension 2 and a function printArea

3. create classes rectangle, ~~reporting all~~ triangle, circle that extends to class shape

4. specify different printArea method in each to override the existing printArea method



5. ~~set~~ set the area in ~~rectangle~~<sup>triangle</sup> class, as  
$$\text{area} = 0.5 * \text{dimension1} * \text{dimension2};$$

and area in rectangle class as  
$$\text{area} = \text{dimension1} * \text{dimension2}$$

and area in circle class as  
$$\text{area} = \text{Math.PI} * \text{dimension1} * \text{dimension2};$$

6. In main method, create constructors and  
call the printArea() method to print the values of  
the areas of ~~all the~~ rectangle, circle and triangle  
classes.

Print

Area of Rectangle: 180

Area of Triangle: 40.0

Area of circle: 78.53981633974483

-Abhinav Raghu

1B22CS005



Develop a Java program to create a class Bank that maintains two kinds of account for its customers, one called savings account ~~for its customer~~ and the other current account. The savings account ~~and the~~ provides compound interest and withdrawal facilities but no check book facility. The current account provides check book facility but no interest. Current account holder should also maintain a minimum balance and if the balance falls below this level, a service charge is imposed. Create a class Account that stores customer name, account number and type of account. From this derive the class Cur-acct and Sav-acct make them more specific to their requirements. Include the necessary methods in order to achieve the following tasks:

- (a) Accept deposit from customer and update the balance
- (b) Display the balance
- (c) Compute and deposit interest
- (d) Permit withdrawal and update the balance.

check for the minimum balance, impose penalty if necessary and update the balance



expert - java-util. Scanner

```
class Account {  
    String customerName;  
    long accountNumber;  
    String accountType;  
    double balance;  
  
    public Account (String customerName, long accountNumber,  
                    String accountType) {  
        this.customerName = customerName;  
        this.accountNumber = accountNumber;  
        this.accountType = accountType;  
        this.balance = 0.0;  
    }  
  
    public void deposit(double amount) {  
        balance = balance + amount;  
        System.out.println("Updated balance: " + balance);  
    }  
  
    public void displayBalance() {  
        System.out.println("Account balance: " + balance);  
    }  
}
```



class CurrAcct extends Account {

double minimumB = 1000 ;

double serviceCharge = 40 ;

public CurrAcct (String customerName, long  
accountNumber) {

this.customerName = customerName;

this.accountNumber = accountNumber;

this.accountType = "Current";

this.balance = 0.0;

}

public void deposit (double amount) {

balance = balance + amount;

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

}

minBalance();

public void minBalance() {

if (balance < minBalance) {

balance = balance - serviceCharge;

System.out.println ("~~Service charge~~ updated  
" Updated Balance: " + balance);

}

}

}

class SavAcct extends Account {

double interestRate = 0.05;

public SavAcct(String customerName, long accountNumber) {

this.customer = customerName;

this.accountNumber = accountNumber;

this.accountType = "savings";

this.balance = 0;

}

public void computeInterest() {

double interest =  $\text{balance} * (1 + (0.05/12)) - \text{balance}$ ;

~~balance~~ balance = balance + interest;

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

public void Deposit(double amount) {

balance = balance + amount;

System.out.println("Updated: " + balance);

computeInterest();

}



```

public void withdraw(double amount) {
    if (amount <= balance) {
        balance = balance - amount;
        System.out.println("Updated Balance: " +
            balance);
    }
    else {
        System.out.println("Bank account balance
            is not enough");
    }
}
}

```

```

class Bank {

```

```

    public static void main(String[] args) {

```

```

        CurrAcct currentAccount = new CurrAcct("John Doe",
            9234561110);

```

```

        SavAcct savingsAccount = new SavAcct("Will
            Smith",
            98765432);

```

```

        SavingsAccount

```

```

        CurrentAccount.deposit(1500);

```

```

        CurrentAccount.displayBalance();

```

```
SavingAccount.deposit(1000);  
SavingAccount.displayBalance();  
SavingAccount.withdraw(500);  
SavingAccount.withdraw(500);
```

## Algorithm

1. Start

2. Create class Account and declare variables *customerName*, *accountNumber*, *accountType*, *balance*.

3. In the account class create methods *Account*, *deposit*, and *displayBalance*, ~~which are used to~~ where *account* method is used to enter the customer details, ~~and~~ *deposit* method is used to increase the balance amount with the deposited amount. and the *displayBalance* method is used to show the account balance.

4. Create class *CurAcct* extending to *Account* class. <sup>declare</sup> ~~data~~ the minimum balance and ~~service~~ <sup>charge</sup> variable and initialize some values.



5. create methods to get customer details, deposit amount and another method to apply service charge ~~to~~ if the balance is less than the minimum required balance.
6. Create class Savings that extends to class account ~~create~~ ~~not~~ initialize the variable interestRate to 0.05.
7. create methods in that to ~~to~~ get customer details, deposit amount and another method to compute the <sup>compound</sup> interest rate using the formula  $\text{balance} * (1 + (0.05/12)) - \text{balance}$ .  
and also create a method to reduce balance amount upon withdrawal and also show if the amount to be withdrawn is more than the available balance.
8. create the main class Bank.
9. In the main method of this class ~~create~~ ~~variable~~ create objects currentAccount and savings account which are used to input values for current account and the savings account.
10. provide values to the accounts and display the balance and the updated balance.
11. STOP.

Enter the number of customers: 4

Enter details for Customer 1:

Customer Name: Rajesh

Account Type (Savings/Current): Savings

Account Number: 453489

Initial Balance: 80000

Operations on Savings Account:

1. Deposit

2. Withdraw

3. Display Balance

4. Deposit Interest

5. Move to next customer

Enter your choice (1-5): 3

Account Number: 453489

Customer Name: Rajesh

Account Type: Savings

Current Balance: 80000.0

Operations on Savings Account:

1. Deposit

2. Withdraw

3. Display Balance

4. Deposit Interest

5. Move to next customer

Enter your choice (1-5): 1

Enter deposit amount: 1400

Deposit successful. Updated balance: 81400.0

Operations on Savings Account:

1. Deposit

2. Withdraw

3. Display Balance

4. Deposit Interest

5. Move to next customer

Enter your choice (1-5): 2

Enter withdrawal amount: 400

Withdrawal successful. Updated balance: 81000.0



Operations on Savings Account:

1. Deposit
2. Withdraw
3. Display Balance
4. Deposit Interest
5. Move to next customer

Enter your choice (1-5): 3

Account Number: 453489

Customer Name: Rajesh

Account Type: Savings

Current Balance: 81000.0

Operations on Savings Account:

1. Deposit
2. Withdraw
3. Display Balance
4. Deposit Interest
5. Move to next customer

Enter your choice (1-5): 4

Enter interest rate for savings account: 10

Interest deposited. Updated balance: 89100.0

Operations on Savings Account:

1. Deposit
2. Withdraw
3. Display Balance
4. Deposit Interest
5. Move to next customer

Enter your choice (1-5): 5

Enter details for Customer 2:

Customer Name: Suraj

Account Type (Savings/Current): Current

Account Number: 334578

Initial Balance: 90000

Minimum Balance: 20000

Service Charge: 1500

Operations on Current Account:

1. Deposit
2. Withdraw
3. Display Balance
4. Move to next customer

Enter your choice (1-4): 3

Account Number: 334578

Customer Name: Suraj

Account Type: Current

Current Balance: 90000.0

Operations on Current Account:

1. Deposit
2. Withdraw
3. Display Balance
4. Move to next customer

Enter your choice (1-4): 2

Enter withdrawal amount: 10000

Withdrawal successful. Updated balance: 80000.0

Operations on Current Account:

1. Deposit
2. Withdraw
3. Display Balance
4. Move to next customer

Enter your choice (1-4): 2

Enter withdrawal amount: 70000

Withdrawal successful, but below minimum balance.

Excess amount: 50000.0

Balance after excess withdrawal: 80000.0

Service charge imposed. Updated balance: 8500.0



Operations on Current Account:

1. Deposit
2. Withdraw
3. Display Balance
4. Move to next customer

Enter your choice (1-4): 3

Account Number: 334578

Customer Name: Suraj

Account Type: Current

Current Balance: 8500.0

Operations on Current Account:

1. Deposit
2. Withdraw
3. Display Balance
4. Move to next customer

Enter your choice (1-4): 1

Enter deposit amount: 10000

Deposit successful. Updated balance: 18500.0

Operations on Current Account:

1. Deposit
2. Withdraw
3. Display Balance
4. Move to next customer

Enter your choice (1-4): 4

Enter details for Customer 3:

Customer Name: Lokesh

Account Type (Savings/Current): Savings

Account Number: 45763

Initial Balance: 50000

Operations on Savings Account:

1. Deposit
2. Withdraw
3. Display Balance
4. Deposit Interest
5. Move to next customer

Enter your choice (1-5): 5

Operations on Savings Account:

1. Deposit
2. Withdraw
3. Display Balance
4. Deposit Interest
5. Exit

Enter your choice (1-5): 2

Enter withdrawal amount: 400

Withdrawal successful. Updated balance: 51000.0

Operations on Savings Account:

1. Deposit
2. Withdraw
3. Display Balance
4. Deposit Interest
5. Exit

Enter your choice (1-5): 3

Account Number: 45763

Customer Name: Lokesh

Account Type: Savings

Current Balance: 51000.0

Operations on Savings Account:

1. Deposit
2. Withdraw
3. Display Balance
4. Deposit Interest
5. Exit

Enter your choice (1-5): 5

Abhinav Raghu



Q. Create a package CIE which has two classes— student and Internals. The class Personal has members like usn, name, sem. The class Internals has an array that stores the internal marks scored in five courses of the current semester of the student. Create another package SEE which has the class External which is a derived class of student. This class has an array that stores the SEE marks scored in five courses of the current semester of the student. Import the two packages in a file that declares the final marks of n students in all five courses.

A: ①

```
package CIE;

public class Student {
    String usn, name;
    int sem;
}

public class Internals extends Student {
    int[] internalMarks = new int[5];
}
```



②

```
package SEE;
```

```
import CIE.Student;
```

```
public class External extends Student {
```

```
    int[] seeMarks = new int[5];
```

```
}
```

③

```
import CIE.Internal;
```

```
import SEE.Internal;
```

```
public class Main {
```

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

```
        int n = 5;
```

```
        Internal[] externalStudents = new Internal[n];
```

```
        External[] externalStudents = new External[n];
```

```
        for (int i = 0; i < n; i++) {
```

```
            externalStudents[i] = new Internal();
```

```
            externalStudents[i].usrn = "USN" + i;
```

```
            externalStudents[i].name = "Student" + i;
```

```
            externalStudents[i].sem = 2;
```

```
            externalStudents[i].internalMarks =
```

```
                new int[] { 80, 75, 90, 85, 88 };
```



```

externalStudents[i] = new External();
externalStudents[i].usrn = "usrn" + i;
externalStudents[i].name = "Student" + i;
externalStudents[i].sems = 2;
externalStudents[i].newseeMarks =
    new int[] { 75, 80, 88, 92, 76 };
}

```

```

for (int i = 0; i < n; i++) {
    System.out.println("Student" + i + "
                        - final marks:");
}

```

```

for (int j = 0; j < 5; j++) {

```

```

    int finalMarks =

```

```

        externalStudents[i].externalMarks[j]

```

```

        + externalStudents[i].seeMarks[j];

```

```

        System.out.println("course" + (j+1) + ": " +
                            finalMarks);
}

```

```

    System.out.println();
}
}

```

## Algorithm:

~~1. Create package CIE~~

1. start.

2. (i) Create package CIE and create class student. declare variables name, urn and sem with appropriate data type

(ii) create another class ~~and~~ Internals that extends student class. And declare array <sup>of size 5</sup> internals to store the internal marks

3. (i) Create package SEE and import the package CIE which was already created.

(ii) create a class Externals that extend the student class from CIE package. And then declare array seeMarks with size 5.

4. (i) Create another Main file and import the packages CIE and SEE already created.

(ii) In the main function initialize n with 5.

(iii) Create objects called ~~internals~~ internals external students and external students & from the classes Internals and Externals which were declared in the packages.



- (iv) create a for loop which runs for  $n$  times to take  $n$  inputs for Internals. and External
- (v) create another for loop which again runs  $n$  times to print the final marks for each course

5. stop.  
c/c/24

Number of Students: 2

Student 1

Enter USN: 1

Enter Name: A

Enter Sem: 3

Student 2

Enter USN: 2

Enter Name: B

Enter Sem: 2

Enter number of courses each student has: 5

Enter Internal marks out of 50.

Student 1

Course 1: 30

Course 2: 45

Course 3: 42

Course 4: 48

Course 5: 50

Student 2

Course 1: 25

Course 2: 30

Course 3: 44

Course 4: 36

Course 5: 38



External marks:

Course 1: 41

Course 2: 41

Course 3: 46

Course 4: 47

Course 5: 49

Total marks:

Course 1: 71

Course 2: 86

Course 3: 88

Course 4: 95

Course 5: 99

-----  
Student 2

USN: 2

Name: B

Sem: 2

Internal marks:

Course 1: 25

Course 2: 30

Course 3: 44

Course 4: 36

Course 5: 38

External marks:

Course 1: 38

Course 2: 40

Course 3: 43

Course 4: 40

Course 5: 46

Total marks:

Course 1: 63

Course 2: 70

Course 3: 87

Course 4: 76

Course 5: 84

-----  
Abhinav Raghu

## Program-7

16/02

Q: Write a program that demonstrates handling exceptions in inheritance tree. Create a base class called "Father" and derived class called "Son" which extends the base class. In Father class implement a constructor which takes the age and throws the exception WrongAge() when the age  $< 0$ . In Son class, ~~implement~~ implement a constructor that calls both father and son's and throws an exception if son's age  $\geq$  father's age.

A: Q:

```
import java.util.*;

class WrongAgeException extends Exception {
    WrongAgeException(String message) {
        super(message);
    }
}
```

}



```
class Father {  
    private int age;  
  
    Father (int age) throws WrongAgeException {  
        if (age < 0) {  
            throw new WrongAgeException("Age  
            cannot be negative");  
        }  
    }  
}
```

```
    this.age = age;  
}
```

```
    int getAge() {  
        return age;  
    }  
}
```

```
class Son extends Father {  
    private int sonAge;  
  
    Son (int fatherAge, int sonAge) throws  
        WrongAgeException {  
        super(fatherAge);  
        if (sonAge >= fatherAge) {  
            throw new WrongAgeException("Son's  
            age should be less than father's age");  
        }  
    }  
}
```

this.sonAge = sonAge;

}

ent get sonAge() {  
return sonAge;

}

}

class Main {

public static void main (String[] args) {

try { Scanner input = new Scanner(System.in);

ent fatherAge = ~~input.nextInt();~~

ent sonAge = ~~input.nextInt();~~

Son sonInstance = new Son (fatherAge, sonAge);

System.out.println ("Father's age : " +  
sonInstance.getAge());

System.out.println ("Son's age : " +  
sonInstance.getSonAge());

}



catch (NumberFormatException e) {

System.out.println("Please enter valid  
integer ages.");

catch (WrongAgeException e) {

System.out.println("Error: " + e);

## Program - 7 Algorithm:

1) Start

2) (i) Create a class `WrongAgeException` which extends `Exception`

3) (ii) ~~create a~~ define the `WrongAgeException` constructor to print the error message.

3. (i) Create class `Father`

(ii) create variable `age`

(iii) ~~create a constructor~~ define the constructor `Father` to check if the age is greater than 0 i.e., to check if the entered age value is positive or not.

(iv) If the age value is not positive throw the `WrongAgeException`

(v) create an method to return the age value.



4. Create the class `Son` that extends `Father` class
- (i) Define the constructor for `Son` which accepts the son's age and father's age and checks if the son's age is greater than or equal to father's age. If true, then the `WrongAgeException` is raised.
- (ii) here ~~also~~ also a method named `son's age` is defined to return son's age.

5. In the main, we create ~~enter~~ instances of the classes we have created and provide the age input for the son and father.

6. At last after checking all the validity of the entered age, print the son's and father's age.

7. write a try-catch block to handle the `WrongAgeException`.

8. Stop.

Error: Invalid Age

Abhinav Raghu



Error: Son's age should be less than father's age

Abhinav Raghu

## Program - 8

Q. Write a program which creates two threads one thread displaying "BMS College of Engineering" once every two seconds and another displaying "C" once every two seconds.

A:

```
class DisplayThread extends Thread {  
    private final String string message;  
    private final int interval;  
  
    DisplayThread(String message, int interval) {  
        this.message = message;  
        this.interval = interval;  
    }  
}
```

@Override

```
public void run() {
```

```
    int i = 0;
```

```
    while (i < 5) {
```

```
        System.out.println(message);
```

```
        try {
```

```
            Thread.sleep(interval * 1000);
```

```
        } catch (InterruptedException e) {
```

```
            e.printStackTrace();
```

```
        } i++;
```

```
    } }
```



class DisplayMessages {

public static void main(String[] args) {

Thread t1 = new DisplayThread("BMS  
College of Engineering", 10);

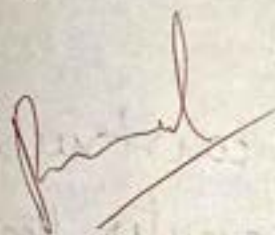
Thread t2 = new DisplayThread("CSE", 2);

t1.start();

t2.start();

}

}



## Program - 8 Algorithm

1) Start

2) (i) Create a class named Display Thread which

(ii) Create two variables message and interval.

(iii) ~~create~~ define the constructor to initialize these variables with the input.

(iv) Override the method `run()` and ~~make a~~ create a while loop which prints the message at intervals mentioned by the user.

3) (i) In the main method create the thread instances `t1` and `t2`.

(ii) `t1` instance should pass "BMS College of Engineering" as the message and 10 ~~and~~ as the interval which ~~means~~ intends to have 10s ~~at~~ interval.

(iii) `t2` instance should pass "CSE" as the message and 2 as the interval to print CSE at intervals of 2s.

(iv) write `t1.start()` and `t2.start()` to start execution

4. Stop.



Abhinav Raghu

CSE

BMS

CSE

CSE

CSE

CSE

BMS

CSE

CSE

CSE

CSE

CSE

BMS

CSE

CSE

CSE

CSE

CSE

BMS

CSE

CSE

CSE

CSE

CSE

BMS

Q) Write a program that creates a user interface to perform integer divisions. The user enters two numbers in the text fields Num1 and Num2. The division of Num1 and Num2 is displayed in the result field when the divide button is clicked. If Num1 or Num2 were not an integer, the program would throw a NumberFormatException. If Num2 were zero, the program would throw an ArithmeticException. Display the exception in a message dialog box.

1)  

```
import javax.swing.*;  
import java.awt.*;  
import java.awt.event.*;
```

```
public class SwingDemo {  
    SwingDemo() {
```

```
        JFrame jframe = new JFrame("Divider App");
```

```
        jframe.setSize(275, 150);
```

```
        jframe.setLayout(new FlowLayout());
```

```
        jframe.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
```

```
        JLabel jlab = new JLabel("Enter the divider and  
        dividend:");
```



```
JTextField ajtf = new JTextField(8);
```

```
JTextField bjtf = new JTextField(8);
```

```
JButton button = new JButton("calculate");
```

```
JLabel err = new JLabel();
```

```
JLabel alab = new JLabel();
```

```
JLabel blab = new JLabel();
```

```
JLabel ansab = new JLabel();
```

```
jfrm.add(err);
```

```
jfrm.add(jlab);
```

```
jfrm.add(ajtf);
```

```
jfrm.add(button);
```

```
jfrm.add(alab);
```

```
jfrm.add(blab);
```

```
jfrm.add(ansab);
```

```
ActionListener l = new ActionListener() {
```

```
public void actionPerformed(ActionEvent evt) {
```

```
System.out.println("Action event from  
text field");
```

```
}
```

```
};
```

```
ajtf.addActionListener(l);
```

```
bjtf.addActionListener(l);
```

```
button.addActionListener(new ActionListener() {  
    public void actionPerformed(ActionEvent evt) {
```

```
        try {
```

```
            int a = Integer.parseInt(ajtf.getText());
```

```
            int b = Integer.parseInt(bjtf.getText());
```

```
            int ans = a/b;
```

```
            alab.setText("In A = " + a);
```

```
            blab.setText("In B = " + b);
```

```
            ansLab.setText("In Ans = " + ans);
```

```
        }
```

```
        catch (NumberFormatException e) {
```

```
            alab.setText("");
```

```
            blab.setText("");
```

```
            ansLab.setText("");
```

```
err.setText("");
```

```
            err.setText("Enter Only Integers!");
```

```
        }
```

```
        catch (ArithmeticException e) {
```

```
            alab.setText("");
```

```
            blab.setText("");
```

```
            ansLab.setText("");
```

```
            err.setText("b should be NOT zero");
```

```
        }
```

```
    }
```

```
};
```



if run. set visible (true);

}

```
public static void main (String args[]) {  
    SwingUtilities.invokeLater(new Runnable() {  
        public void run() {  
            new SwingDemo();  
        }  
    });  
}
```

```
}  
}  
}  
}
```

output

Enter the divider and dividend

12

3

calculate

A = 12 B = 3 Answer = 4.0



Divider App



**Enter the divider and dividend:**

**Calculate**

**A = 20 B = 4 Ans = 5**



## Functions

### setSize()

⇒ Resize a component to have the specified width & height.

### setLayout()

⇒ It allows us to set the layout of the container to FlowLayout, BorderLayout, GridLayout, etc.

### ActionPerformed()

⇒ It helps manage user interactions with GUI components.

### setText()

⇒ It is used to set the text inside a label or other screen element

### getText()

⇒ It returns the value from the single-line-text field.

to  
23.02.24