CSE18R272-LAB MANUAL

KALASALINGAM ACADEMY OF RESEARCH AND EDUCATION

COMPUTER SCIENCE AND EDUCATION

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Section: A5

Course name: java programming

Course Code: CSE18R272

1. Develop a java application with Employee class with Emp\_name, Emp\_id,

Address, Mail\_id, Mobile\_no as members. Inherit the classes, Programmer,

Assistant Professor, Associate Professor and Professor from employee class.

Add Basic Pay (BP) as the member of all the inherited classes with 97% of BP as

DA, 10 % of BP as HRA, 12% of BP as PF, 0.1% of BP for staff club fund.

Generate pay slips for the employees with their gross and net salary

Program:

class Employee{

String Emp\_name, Emp\_id,Address, Mail\_id;

long Mob\_no;

Employee(String name,String id,String addr,String mail,long phn){

Emp\_name=name;

Emp\_id=id;

Address=addr;

Mail\_id=mail;

Mob\_no=phn;

}

}

class Assistant\_professor extends Employee{

int bp;

Assistant\_professor(String name,String id,String addr,String mail,long phn,int pay){

super(name,id,addr,mail,phn);

bp = pay;

}

void payslip(){

float da = bp\*(0.97f);

float hra = bp\*(0.10f);

float pf = bp\*(0.12f);

float sc = bp\*(0.001f);

float net\_salary = (da + hra)- (pf+sc);

float gross\_salary = (da+hra);

System.out.println("the gross salary is"+ gross\_salary);

System.out.println("the net salary is"+ net\_salary);

}

}

class Associate\_professor extends Employee{

int bp;

Associate\_professor(String name,String id,String addr,String mail,long phn,int pay){

super(name,id,addr,mail,phn);

bp = pay;

}

void payslip(){

float da = bp\*(0.97f);

float hra = bp\*(0.10f);

float pf = bp\*(0.12f);

float sc = bp\*(0.001f);

float net\_salary = (da + hra)- (pf+sc);

float gross\_salary = (da+hra);

System.out.println("the gross salary is"+ gross\_salary);

System.out.println("the net salary is"+ net\_salary);

}

}

class Professor extends Employee{

int bp;

Professor(String name,String id,String addr,String mail,int phn,int pay){

super(name,id,addr,mail,phn);

bp = pay;

}

void payslip(){

float da = bp\*(0.97f);

float hra = bp\*(0.10f);

float pf = bp\*(0.12f);

float sc = bp\*(0.001f);

float net\_salary = (da + hra)- (pf+sc);

float gross\_salary = (da+hra);

System.out.println("the gross salary is"+ gross\_salary);

System.out.println("the net salary is"+ net\_salary);

}

}

public class Main

{

public static void main(String[] args) {

Assistant\_professor ap = new [Assistant\_professor("tharun","4161","kadapa","tharunreddyy2002@gmail.com",86887,22500](mailto:Assistant_professor("tharun","4161","kadapa","tharunreddyy2002@gmail.com",86887,22500));

Associate\_professor ap1 = new [Associate\_professor("gautham","4184","rayachoti","gauthammrrv@gmail.com",84571,31500](mailto:Associate_professor("gautham","4184","rayachoti","gauthammrrv@gmail.com",84571,31500));

Professor p = new [Professor("koti","4035","chirala","bitrapurna6189@gmail.com",63021,40500](mailto:Professor("koti","4035","chirala","bitrapurna6189@gmail.com",63021,40500));

ap.payslip();

ap1.payslip();

p.payslip();

}

}

2. Create a Circle class with following members.

A data member that stores the radius of a circle

A constructor function with an argument that initializes the radius

A function that computes and returns are of a circle

Create two derived classes Sector and Segment that inherit the Circle class.

Both classes inherit radius and the function that returns the circle&#39;s area from

Circle. In addition to the members inherited from Circle, Sector and Segment

have some specific members as follows:

Sector

A data member that stores the control angle of a sector(in radians)

A constructor function with arguments that initialize radius and angle

A function that computes and returns the area of a sector

Segment

A data member that stores the angle of a segment in a circle

A constructor function with arguments that initialize radius and angle

A function that computes and returns the area of a segment

Create the main () function to instantiate an object of each class and then call

appropriate member functions to compute and return the area of a circle,

sector and segment.

Note :Area\_of\_circle =π r 2

Area\_of\_Sector=r 2 θ/2

Area\_of\_segment= ½ \* r 2 ( θ – sin θ)

Program:

import java.lang.Math;

class Circle{

float radius;

public Circle(float r){

radius = r;

}

float cirArea(){

return (3.14f\*radius\*radius);

}

}

class Sector extends Circle{

float angle;

public Sector(float r,float ang){

super(r);

angle = ang;

}

float secArea(){

return (0.5f\*(radius\*radius)\*angle);

}

}

class Segment extends Circle{

float angle;

public Segment(float r,float ang){

super(r);

angle = ang;

}

float segArea(){

return ((float)(0.5f\*(radius\*radius)\*(angle-Math.sin(angle))));

}

}

public class Main

{

public static void main(String[] args) {

Circle c = new Circle(5);

float cir = c.cirArea();

System.out.println("the circle area is "+ cir);

Sector s = new Sector(5,45);

float sec = s.secArea();

System.out.println("the sector area is "+ sec);

Segment sg = new Segment(12,45);

float seg = sg.segArea();

System.out.println("the segment area is "+ seg);

}

}

3. Create three classes Student, Test and Result classes. The student class

contains student relevant information. Test class contains marks for five subjects.

The result class contains Total and average of the marks obtained in five

subjects. Inherit the properties of Student and Test class details in Result class

through multilevel inheritances.

Program:

class Student{

String stdname = "abhi";

String department = "cse";

int regno = 4160;

String sec = "A5";

}

class Test extends Student{

float m1=85.0f;

float m2=75.0f;

float m3=95.0f;

float m4=95.0f;

float m5=85.0f;

}

class Result extends Test{

float total,average;

float totalMark(){

total = m1+m2+m3+m4+m5;

return total;

}

float averageMark(){

average = ((m1+m2+m3+m4+m5)/5);

return average;

}

void displayresult(){

System.out.println(stdname +" "+ "of"+" "+ department +" "+ "with" +" "+ regno +" "+ "of " + sec + "has secured total and average marks of "+ total+ " "+ average+ "in the test");

}

}

public class Main

{

public static void main(String[] args) {

Student s1 = new Student();

Test t1 = new Test();

Result r1 = new Result();

float t = r1.totalMark();

float a = r1.averageMark();

r1.displayresult();

}

}

4. Create a base class Shape with relevant data members and member functions to

get data and print the area. Create two more classes Rectangle and Triangle

which inherit Shape class. Test the classes in main method.

Program:

class Shape{

float length = 10;

float breadth = 20;

}

class Rectangle extends Shape{

float recarea;

float recArea(){

return (length\*breadth);

}

}

class Triangle extends Shape{

float triangle;

float height = (float)5.5;

float triAngle(){

return (float)(0.5\*breadth\*height);

}

}

public class Main

{

public static void main(String[] args) {

Shape s1 = new Shape();

Triangle t1 = new Triangle();

Rectangle r1 = new Rectangle();

System.out.println(t1.triAngle());

System.out.println(r1.recArea());

}

}

5. program:

class Figure{

double dim1,dim2;

Figure(double a,double b){

dim1 = a;

dim2 = b;

}

double area(){

System.out.println("figure class");

return 0;

}

}

class Rectangle extends Figure{

Rectangle(double a,double b){

super(a,b);

}

double area(){

return dim1\*dim2;

}

}

class Triangle extends Figure{

Triangle(double a,double b){

super(a,b);

}

double area(){

return (0.5\*dim1\*dim2);

}

}

public class Main

{

public static void main(String[] args) {

Figure f = new Figure(10,8);

Rectangle r = new Rectangle(5,9);

Triangle t= new Triangle(6,8);

Figure superref;

superref = r;

System.out.println("area is "+ superref.area());

superref = t;

System.out.println("area is "+ superref.area());

superref = f;

System.out.println("area is "+ superref.area());

}

}