

Experiment No : 7

PRN : 22UAI021

Title: Write a program to implement mathematical package for arithmetic, statistical and trigonometric operations.

Program :

```
package MyMath;
```

```
public class Arithmetic {
```

```
    // Method for addition of two float values
```

```
    public float add(float a, float b) {
```

```
        return a + b;
```

```
    }
```

```
    // Method for subtraction of two float values
```

```
    public float subtract(float a, float b) {
```

```
        return a - b;
```

```
    }
```

```
    // Method for multiplication of two float values
```

```
    public float multiply(float a, float b) {
```

```
        return a * b;
```

```
}

// Method for division of two float values
public float divide(float a, float b) {
    if (b == 0) {
        throw new ArithmeticException("Division by zero is not
allowed.");
    }
    return a / b;
}
}
```

```
package MyMath;
```

```
public class Stat {
```

```
    // Method to get the minimum value from an array of floats
    public float min(float[] values) {
        float min = values[0];
        for (float value : values) {
            if (value < min) {
                min = value;
            }
        }
    }
}
```

```
    }  
}  
return min;  
}
```

// Method to get the maximum value from an array of floats

```
public float max(float[] values) {  
    float max = values[0];  
    for (float value : values) {  
        if (value > max) {  
            max = value;  
        }  
    }  
    return max;  
}
```

// Method to count the number of elements in an array

```
public int count(float[] values) {  
    return values.length;  
}
```

// Method to get the sum of elements in an array

```
public float sum(float[] values) {  
    float sum = 0;
```

```
    for (float value : values) {  
        sum += value;  
    }  
    return sum;  
}
```

```
// Method to calculate the average of elements in an array  
public float average(float[] values) {  
    return sum(values) / count(values);  
}  
}
```

```
package MyMath;
```

```
public class Trig {  
    private double angle; // Angle in degrees  
  
    // Constructor to initialize the angle  
    public Trig(double angle) {  
        this.angle = angle;  
    }  
}
```

```
// Convert degrees to radians  
private double toRadians() {  
    return Math.toRadians(angle);  
}
```

```
// Method to get sine of the angle  
public double getSine() {  
    return Math.sin(toRadians());  
}
```

```
// Method to get cosine of the angle  
public double getCosine() {  
    return Math.cos(toRadians());  
}
```

```
// Method to get tangent of the angle  
public double getTangent() {  
    return Math.tan(toRadians());  
}
```

```
// Method to get secant of the angle  
public double getSecant() {  
    return 1 / Math.cos(toRadians());  
}
```

```
// Method to get cosecant of the angle
public double getCosecant() {
    return 1 / Math.sin(toRadians());
}

// Method to get cotangent of the angle
public double getCotangent() {
    return 1 / Math.tan(toRadians());
}
}
```

```
import MyMath.Trig;
import MyMath.Arithmetic;
import MyMath.Stat;

public class PackDemo {
    public static void main(String[] args) {
        // Demonstrating Trig operations
        Trig trig = new Trig(45); // Angle in degrees
        System.out.println("Sine of 45 degrees: " + trig.getSine());
        System.out.println("Cosine of 45 degrees: " + trig.getCosine());
    }
}
```

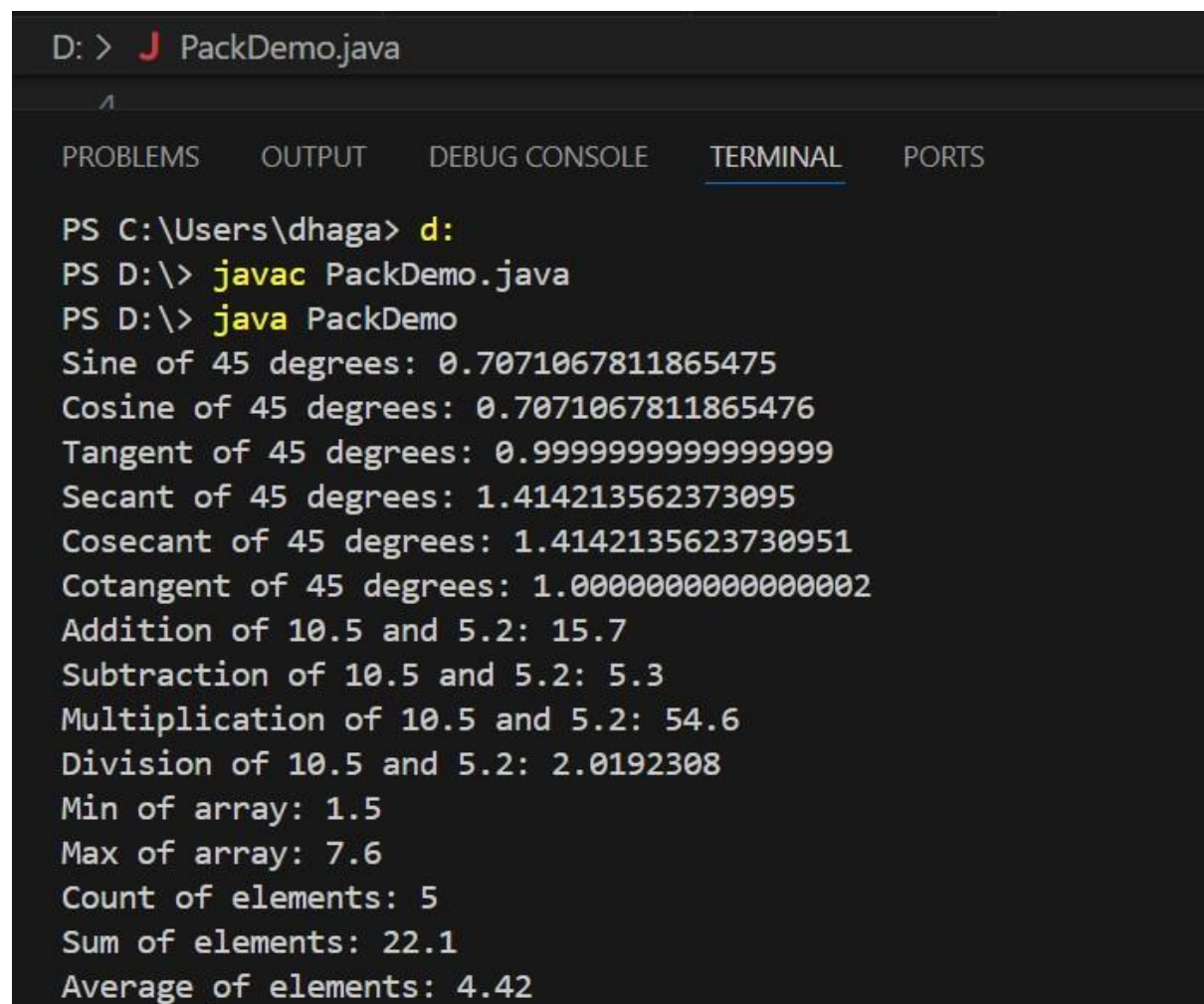
```
System.out.println("Tangent of 45 degrees: " + trig.getTangent());  
System.out.println("Secant of 45 degrees: " + trig.getSecant());  
System.out.println("Cosecant of 45 degrees: " +  
trig.getCosecant());  
System.out.println("Cotangent of 45 degrees: " +  
trig.getCotangent());
```

```
// Demonstrating Arithmetic operations  
Arithmetic arithmetic = new Arithmetic();  
float a = 10.5f, b = 5.2f;  
System.out.println("Addition of " + a + " and " + b + ": " +  
arithmetic.add(a, b));  
System.out.println("Subtraction of " + a + " and " + b + ": " +  
arithmetic.subtract(a, b));  
System.out.println("Multiplication of " + a + " and " + b + ": " +  
arithmetic.multiply(a, b));  
System.out.println("Division of " + a + " and " + b + ": " +  
arithmetic.divide(a, b));
```

```
// Demonstrating Stat operations  
Stat stat = new Stat();  
float[] numbers = {1.5f, 2.3f, 4.8f, 7.6f, 5.9f};  
System.out.println("Min of array: " + stat.min(numbers));  
System.out.println("Max of array: " + stat.max(numbers));  
System.out.println("Count of elements: " + stat.count(numbers));
```

```
        System.out.println("Sum of elements: " + stat.sum(numbers));  
        System.out.println("Average of elements: " +  
stat.average(numbers));  
    }  
}
```

Output :



```
D: > J PackDemo.java  
1  
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS  
PS C:\Users\dhaga> d:  
PS D:\> javac PackDemo.java  
PS D:\> java PackDemo  
Sine of 45 degrees: 0.7071067811865475  
Cosine of 45 degrees: 0.7071067811865476  
Tangent of 45 degrees: 0.9999999999999999  
Secant of 45 degrees: 1.414213562373095  
Cosecant of 45 degrees: 1.4142135623730951  
Cotangent of 45 degrees: 1.0000000000000002  
Addition of 10.5 and 5.2: 15.7  
Subtraction of 10.5 and 5.2: 5.3  
Multiplication of 10.5 and 5.2: 54.6  
Division of 10.5 and 5.2: 2.0192308  
Min of array: 1.5  
Max of array: 7.6  
Count of elements: 5  
Sum of elements: 22.1  
Average of elements: 4.42
```