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**Politeknik METrO Tasek Gelugor**

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| --- |
| **DFP30243**  **OBJECT ORIENTED PROGRAMMING** |

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| **NAME:** | **MUHAMMAD AFIQ MUHAIMIN BIN MOHD ZAINI** |
| **CLASS:** | **DDT3A** |
| **REGISTRATION NO:** | **32DDT20F2029** |
| **LECTURER:** | **PUAN HAZLEENA BINTI OSMAN**  **PUAN RODZIAH BINTI IBRAHIM** |
| **NAME OF TASK:** | **LAB ACTIVITY 6** |

LAB ACTIVITY 6:

String, String Buffer and Package

**Learning Outcomes**

This Lab sheet encompasses 12 activities (Activity 6A until 6L).

By the end of this lab, students should be able to:

* Build Java programs using String and StringBuffer objects.
* Manipulate a String to a primitive data in Java programs.
* Construct program using method in String class.
* Create packages in Java Program

**Activity 6A**

Activity Outcome: Demonstrates the String class constructors.

**Procedure:**

**Step 1:** Type the following program.

|  |
| --- |
| public class Act6A  {  public static void main(String args[])  {  char charArray[] = {‘b’,’i’,’r’,’t’,’h’,’d’,’a’,’y’};  StringBuffer sb;  String s1,s2,s3,s4, output;  s1 = new String (“Hello”);  sb = new StringBuffer (“Welcome to Java Programming”);  //Use String constructors  s2 = new String (s1);  s3 = new String (charArray);  s4 = new String (sb);  //append Strings to output  output = ”s1 = “ + s1 + “\ns2 = “ + s2 + ”\ns3 = “ + s3 + ”\ns4 = “ + s4 + ”\ns4 = “ + s4;  System.out.println(output);  }  } |

**Step 2:** Compile and execute the above program.

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**Step 3:** Describe the output.

|  |
| --- |
| s1 shows Hello  s2 shows Hello too because of string constructor declaring s2 to take s1’s string  s3 shows birthday from charArray[]  s4 shows StringBuffer data which is Welcome to Java Programming  Next s4 shows the original s4 output |

**Activity 6B**

Activity Outcome: Demonstrates the length(), charAt() and getChars() method of the String class.

Procedure:

**Step 1:** Type the following program.

|  |
| --- |
| public class Act6B  {  public static void main(String args[])  {  String s1;  char chararray[];  s1=new String(“Hello there!”);  charArray= new char [5];  System.out.println (”s1 : “ + s1);  System.out.println (”Length of s1 : “ + s1.length());  System.out.println (”Character at 3rd position : “+s1.charAt(2));  s1.getChars(0,5,charArray,0);  System.out.print(”The character array is : “);  for(int i=0;i<charAray.length;i++)  System.out.print(“ “ + charArray[i]);  System.out.println();  }  } |

**Step 2:** Compile and execute the above program.

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**Step 3:** Describe the output.

|  |
| --- |
| S1 is outputting Hello there!  Length of s1 is displayed using s1.length()  Character at 3rd position is displayed using s1.charAt() method and specifically on index 2  Character array is shown using for loop comparing to length of charArray[] and display each of the word inside charArray one by one |

**Activity 6C**

Activity Outcome: Demonstrates the methods equals(), compareTo() of the String class

Procedure:

**Step 1:** Type the following program.

|  |
| --- |
| public class Act6C  {  public static void main(String args[])  {  String s1,s2,s3;  s1=new String(“Hello”);  s2=new String(“Good Bye”);  s3=new String(“Happy Birthday”);  System.out.println(“s1 = “ + s1+”\ns2 = “ + s2+ “s3 = “ + s3);  //Test for equality  if (s1.equals(“Hello”)  System.out.println(“s1 equals \”Hello\” “);  else  System.out.println(“s1 does not equal \”Hello\” “);  //Test for equality with == operator  if (s1==”Hello”)  System.out.println(“s1 equals \”Hello\” “);  else  System.out.println(“s1 does not equal \”Hello\” “);  //Test compareTo  System.out.println(“s1 compare to \”Hello\” is “+s2.compareTo(“Hello”));  System.out.println(“s2 compare to s3 is “ + s2.compareTo(s3));  }  } |

**Step 2:** Compile and execute the above program.

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**Step 3:** Describe the output.

|  |
| --- |
| S1 is displaying Hello  S2 is displaying Good Bye  S3 is displaying Happy birthday  First If statement check for equality in s1 to Hello  If it’s the same then output S1 equals hello  If not output s1 does not equals hello  Next code check for equality but with == operator  If it’s the same then output S1 equals hello  If not output s1 does not equals hello  Lastly code is comparing s1 to s2 and s2 compared to s3 |

**Activity 6D**

Activity Outcome: Demonstrates the String class index methods

Procedure:

**Step 1:** Type the following program.

|  |
| --- |
| public class Act6D  {  public static void main(String args[])  {  String letters=”This is a test”;  int value1, value2, value3, value4;  value1=letters.indexOf(‘s’);  System.out.println(“1ST occurrence of \”s\” in a string “+“ at index :“ +value1);  value2=letters.indexOf(”is”);  System.out.println(“1ST occurrence of \”is\” in a string “+“ at index :“ +value2);  value3=letters.lastIndexOf(‘s’);  System.out.println(“last occurrence of \”s\” in a string “+“is at index:“ +value3);  value4=letters.lastIndexOf(”is”);  System.out.println(“last occurrence of \”s\” in a string “+“is at index:“ +value4);  }  } |

**Step 2:** Compile and execute the above program.

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**Step 3:** Describe the output.

|  |
| --- |
| First line checks when “s” is first found in the defined string. The Answer is index 3  Second line checks when is “is” first found in the defined string. The Answer is index 2  Third line checks when “s” is last found in the defined string. The Answer is index 12  Fourth line checks when “s” is last found in the defined string. The Answer is index 5 |

**Activity 6E**

Activity Outcome: Demonstrates the String class substring methods.

Procedure:

**Step 1:** Type the following program.

|  |
| --- |
| public class Act6E  {  public static void main(String args[])  {  String s1=”I do shopping in Sunway Carnival Mall”;  String s2=s1.substring(2,10);  String s3=s1.substring(17);  System.out.println(“substring from index 2 to 10 is: “+s2);  System.out.println(“substring from index 17 to end is: “+ s3);  }  } |

**Step 2:** Compile and execute the above program.

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**Step 3:** Differentiate the substring method operation.

|  |
| --- |
| First substring on **s2** is extracting the string in s1 starting from **index 2** and ending on **index 10**  Second substring on **s3** extracting the string in s1 starting from **index 17** and ending when the index ends |



**Activity 6F**

Activity Outcome: Demonstrates the String class concat method.

Procedure:

**Step 1:** Type the following program.

|  |
| --- |
| public class Act6F  {  public static void main(String args[])  {  String s1= new String(“Happy New Year “);  String s2=new String(“2021”);  System.out.println(“Result after concatenation process : “ +  s1.concat(s2));  }  } |

**Step 2:** Compile and execute the above program.

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**Step 3:** State the output.



**Activity 6G**

Activity Outcome: Demonstrates StringBuffer constructors.

Procedure:

**Step 1:** Type the following program.

|  |
| --- |
| public class Act6G  {  public static void main(String args[])  {  StringBuffer bf1, bf2,bf3;  bf1= new StringBuffer();  bf2= new StringBuffer(10);  bf3= new StringBuffer(“PoliteknikUngku Omar”);  System.out.println(“Buffer 1 : \”” + bf1.toString()+ “ \””);  System.out.println(“Buffer 1 : \”” + bf2.toString()+ “ \””);  System.out.println(“Buffer 1 : \”” + bf3.toString()+ “ \””);  }  } |

**Step 2:** Compile and execute the above program.

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**Step 3:** Differentiate the various type of StringBuffer constructors.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  | | --- | --- | | **Constructor** | **Description** | | StringBuffer() | It creates an empty String buffer with the initial capacity of 16. | | StringBuffer(String str) | It creates a String buffer with the specified string. | | StringBuffer(int capacity) | It creates an empty String buffer with the specified capacity as length. | |

**Activity 6H**

Activity Outcome: Demonstrates the length() and capacity() methods of the StringBuffer class.

Procedure:

**Step 1:** Type the following program.

|  |
| --- |
| public class Act6H  {  public static void main(String args[])  {  StringBuffer bf = new StringBufffer(“Hello, how are you?“);  System.out.println(“Buffer “ + bf.toString() + “\nlength = “  +bf.length()+ “\ncapacity = “+bf.capacity());  bf.ensureCapacity(75);  System.out.println(“\n\nNew Capacity = “ + bf.capacity());  bf.setLength(10);  System.out.println(“New length = “ + bf.length() +  “\n Buffer : “ +bf.toString());  }  } |

**Step 2:** Compile and execute the above program.

|  |
| --- |
| Program    Output |

**Activity 6I**

Activity Outcome: Convert a String to a primitive data in Java programs.

Procedure:

**Step 1:** Type the following program.

|  |
| --- |
| import java.io.\*;  class Act6I  {  public static void main (String args[]) throws IOException  {  BufferedReader stdin = new BufferedReader(new  InputStreamReader(System.in));  String str;  int num; // declares an int variable  System.out.println("Enter an integer:");  str = stdin.readLine();  num = Integer.parseInt(str);  System.out.println("Integer Value: "+num);  }  } |

**Step 2:** Compile and execute the above program.

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**Step 3:** State the output

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**PACKAGE**

**Activity 6J (i)**

Activity Outcome: Demonstrate how to create a package in Java program

**Procedure:**

**Step 1:** Declare the package in the first line of the source file. Package name must be in lowercase letter.

**Step 2:** Declare the class as *public*, so that it can be used in other packages.

**Step 3:** Define the methods of the class.

**Step 4:** Create a subdirectory under the current directory.

**Step 5:** Name the subdirectory same as the package name.

**Step 6:** Store the source file in the subdirectory.

**Step 7:** Compile the file. This file creates .class file in the subdirectory.

**Activity 6J (ii)**

Activity Outcome:Declare the package and definition of the class in the package.

**Procedure :**

**Step 1:** Create a *subdirectory* pack1 in the current directory.

**Step 2**: Save the program as *ClassDdt*.j*ava* in the *pack1* subdirectory. For example if *d:\* is the current directory, then create *d:\pack1*and save *ClassDdt.java* in it.

|  |
| --- |
| package pack1;  public class ClassDdt  {  public void show ()  {  int x,y,result;  x=10;  y=5;  result=x\*y;  System.out.println ("The result is "+result);  }  } |

**Step 3**: Compile the program and save it the *pack1* subdirectory.

**Activity 6J (iii)**

Activity Outcome: Demonstrate how to import class from the created package

**Procedure:**

**Step 1:** Save the program as packtest.java in the current directory.

**Step 2:** If d: is the directory in which the packtest.java is and the user-defined package is in d:\pack1, then set the classpath as set CLASSPATH=%CLASSPATH%;d:\pack1; in the current directory. Type the above command in the command prompt and execute it to set the path.

|  |
| --- |
| import pack1. ClassDdt;  class Packtest1  {  public static void main(String args[])  {  ClassDdt c1 = new ClassDdt ();  c1.show();  }  } |

**Step 3:** Compile and run the program.

Code

**ClassDdt.java**

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**pack1.java**

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**Output**

