SSN College of Engineering

Department of Computer Science and Engineering

UCS1313 – Object Oriented Programming using Java Laboratory

II Year CSE - A Section (III Semester)

Academic Year 2019-20

Exercise - 6 – Packages

Objective:

1. To test the creation and usage of packages in Java

Sample Learning Outcome:

1. Need of packages and steps to create it in Java

2. Create a user defined package and access it outside the package

3. Create subpackages and their usage

Best Practices:

1. Class Diagram usage

2. Naming convention – for file names, variables

3. Comment usage at proper places

4. Prompt messages during reading input and displaying output

5. Incremental program development

6. Modularity

7. All possible test cases in output

1. Create a package named 'shapes' with the following three java classes. Create class for geometric shapes like Square, Triangle and Circle. The classes should contain the methods to calculate area and perimeter. Use this package to find area and perimeter of different shapes as chosen by the user.
2. Create a package named 'mypack.converter' with the following three java classes. Implement currency converter (Dollar to INR, EURO to INR, Yen to INR and vice versa as methods) in CurrencyConverter class, distance converter (meter to KM, miles to KM and vice versa) in DistanceConverter class, time converter (hours to minutes, minute to seconds and vice versa) in TimeConverter class. Write the main program to access these classes outside the package.