JAVA LAB - 08 - Interface

Program 1:

C:\Users\Admin\Desktop\cs065>java Demo
implementation of method1

Program 2:

C:\Users\Admin\Desktop\cs065>java Main Dog barks Dog eats bones

Program 3:

C:\Users\Admin\Desktop\cs065>java CarMain Sedan is starting Sedan is driving

Program 4:

C:\Users\Admin\Desktop\cs065>java DocMain Printing document Showing document preview

Program 5:

9-11-24	LAB-8 (Interface)
- 10	Language of the Language of the Control of the Cont
	Program 1:
	3-40
	0/p: implementation of method1
	Program 2:
	O/p: Dog barks
	Dog eats bones
	System out printile " bedes side langth
	Program 3:
	O/p: Sedan is starting
	O/p: Sedan is starting Sedan is driving
	(Cause + Cauch " House + Cuca) }
	Program 4:
	O/p: Printing document
	Showing document preview
	dass Eusendic unpamonte Polagon
	Program 5:
	Scorenza se e man Scarpner (Stretgerant):
	import java. util. *;
	interface Polygon
	E company
	public int getPerimeter ();
	public abstract int getAreal);
	class Triangle implements Polygon
	Sconner so = aug Country (Cristens in);
	Scanner sc = new Scanner (System.in);
	public int getPerimeter () {
	int p=0;

```
for (1-0) ( < 3, i++)
                                                                            public void get Areal)
         system out println (" Enter side length: ")
                                                                               Systemout println (" Enter ")
         int 1 = Sc. next Int();
                                                                              int b= sc. nextInt();
        p+- 0;
                                                                              int h = sc nextInt();
                                                                              int area = b*h:
      return p:
                                                                              System out println ("Area; "+ area);
    public void getAreal)
      system out println ("finter side length: ")
Int b = sc. nextInt();
int h = sc. nextInt();
                                                                       public class PolyMain
                                                                           public static void main (string[] augs)
      int area = (bxh)/2; system.out.println("Area: ", + area);
                                                                             Scanner Sc = new Scanner(System.in);
Blygon t = new Triangle();
Polygon r = new Rectorgle();
                                                                              Int pr = right Perimeter()
                                                                              Systemout println ("Perimeter: "+pr);
int pt = t get Perimeter();
class Rectargle implements Polygon
                                                                             System.out. println ("Perimeter. "+ pt);
   Scanner sc = new Scanner (System. in);
                                                                             Systemout pri
  public int get Perimeter )
                                                                              riget Areal );
                                                                              t. get Area();
      int p=0;
      int i=0;
     for ( i=0 ; 1<4; i++)
                                                                       Enter side length: 12 3 12 3
         System.out pointln ("Enter! ");
                                                                       Perimeter: 30
         int l = sc nextInt();
                                                                       Epter the height and breadth: 12 3
         p+= 1; 11
                                                                       Area: 36
                                                                      Enter side length: 24 . 4 24 4
   return p)
                                                                      Perimeter 52
                                                                      Area: 48
```

```
C:\Users\Admin\Desktop\cs065>java PolyMain
Enter the side length:
Enter the side length:
Enter the side length:
Enter the side length:
Perimeter: 30
Enter the height and breadth:
12 3
Area: 36
Enter the side length:
Enter the side length:
Enter the side length:
24
Perimeter: 52
Enter the height and breadth:
24
Area: 48
```