Experiment 3

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Subject: Java Lab Subject Code: 22CSH-359

Aim: Create an application to calculate interest for FDs, RDs based on certain conditions using inheritance.

Objective: To develop a Java application that calculates interest for Fixed Deposits (FDs) and Recurring Deposits (RDs) using object-oriented programming principles. The application will use inheritance to define common properties and methods for accounts while providing specific implementations for FDs and RDs based on their respective conditions.

Algorithm:

- Create Account class with attributes: accountHolderName, principal, rateOfInterest. Include methods for calculating interest (to be overridden) and displaying details.
- Create FixedDeposit subclass that calculates FD interest using: principal * rateOfInterest * tenureInYears / 100. Display FD details.
- Create RecurringDeposit subclass that calculates RD interest using: (monthlyDeposit * months *

```
(months + 1) / 2) * (rateOfInterest / (12 * 100)). Display RD details.
```

• In main method, create instances of FixedDeposit and RecurringDeposit and display their details.

Code:

```
class Account {
    String accountHolderName;
    double principal;
    double rateOfInterest;
    public Account(String accountHolderName, double principal, double rateOfInterest) {
        this.accountHolderName = accountHolderName;
        this.principal = principal;
        this.rateOfInterest = rateOfInterest;
    }
    public double calculateInterest() {
        return 0.0;
    }
    public void displayDetails() {
        System.out.println("Account Holder: " + accountHolderName);
        System.out.println("Principal Amount: " + principal);
        System.out.println("Rate of Interest: " + rateOfInterest + "%");
    }
}
```

```
}
class FixedDeposit extends Account {
  int tenureInYears;
  public FixedDeposit(String accountHolderName, double principal, double rateOfInterest, int
tenureInYears) {
    super(accountHolderName, principal, rateOfInterest);
    this.tenureInYears = tenureInYears:
  public double calculateInterest() {
    return principal * rateOfInterest * tenureInYears / 100;
  public void displayDetails() {
    super.displayDetails();
    System.out.println("Tenure (Years): " + tenureInYears);
    System.out.println("Interest Amount: " + calculateInterest());
class RecurringDeposit extends Account {
  int months;
  double monthlyDeposit;
  public RecurringDeposit(String accountHolderName, double monthlyDeposit, double rateOfInterest,
int months) {
    super(accountHolderName, 0, rateOfInterest);
    this.monthlyDeposit = monthlyDeposit;
    this.months = months;
  public double calculateInterest() {
    double n = months;
    return (monthlyDeposit * n * (n + 1) / 2) * (rateOfInterest / (12 * 100));
  public void displayDetails() {
    System.out.println("Account Holder: " + accountHolderName);
    System.out.println("Monthly Deposit: " + monthlyDeposit);
    System.out.println("Number of Months: " + months);
    System.out.println("Rate of Interest: " + rateOfInterest + "%");
    System.out.println("Interest Amount: " + calculateInterest());
public class InterestCalculator {
  public static void main(String[] args) {
    FixedDeposit fd = new FixedDeposit("Akash", 101000, 4.5, 3);
    System.out.println("Fixed Deposit Details:");
    fd.displayDetails();
    System.out.println();
    RecurringDeposit rd = new RecurringDeposit("Akash 22BCS12103", 7000, 7.5, 12);
    System.out.println("Recurring Deposit Details:");
    rd.displayDetails();
  } }
```



Output:

```
Fixed Deposit Details:
Account Holder: Akash
Principal Amount: 101000.0
Rate of Interest: 4.5%
Tenure (Years): 3
Interest Amount: 13635.0

Recurring Deposit Details:
Account Holder: Akash_22BCS12103
Monthly Deposit: 7000.0
Number of Months: 12
Rate of Interest: 7.5%
Interest Amount: 3412.5
```

Learning Outcomes:

- Inheritance: Use of base and derived classes for shared attributes and methods.
- **Method Overriding**: Custom implementation of methods in subclasses.
- Constructor: Initializing object attributes using constructors.
- Encapsulation: Storing and manipulating data within objects.
- **Polymorphism**: Different behavior of calculateInterest() based on object type.
- Interest Calculation: Implementing FD and RD interest formulas.
- Class Interaction: Creating objects and calling methods to display details.



DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING



Experiment 2

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Subject Name: Project Based Learning Subject Code: 22CSH-359

in Java with Lab

1. **Aim:** The aim of this project is to design and implement a simple inventory control system for a small video rental store. Define least two classes: a class Video to model a video and a class Video Store to model the actual store.

Assume that an object of class Video has the following attributes:

- 1. A title;
- 2. a flag to say whether it is checked out or not;
- 3. An average user rating.

Add instance variables for each of these attributes to the Video class.

In addition, you will need to add methods corresponding to the following:

- 1. being checked out;
- 2. being returned;
- 3. receiving a rating.

The VideoStore class will contain at least an instance variable that references an array of videos (say of length 10). The VideoStore will contain the following methods:

- 1. addVideo(String): add a new video (by title) to the inventory;
- 2. checkOut(String): check out a video (by title);
- 3. returnVideo(String): return a video to the store;
- 4. receiveRating(String, int): take a user's rating for a video; and 5.

listInventory(): list the whole inventory of videos in the store.

- **2. Objective:** Create a VideoStoreLauncher class with a main() method which will test the functionality of your other two classes. It should allow the following.
 - 1. Add 3 videos: "The AKASH", " AKASH II", " AKASH Wars Episode IV: A New Hope".
 - 2. Give several ratings to each video.
 - 3. Rent each video out once and return it.

List the inventory after "AKASH II" has been rented out.

3. Implementation/Code:

1. Video Class:-

```
class Video {
  private String title;
  private boolean checkedOut;
  private double averageRating;
  private int ratingCount;
  public Video(String title) {
     this.title = title;
     this.checkedOut = false;
     this.averageRating = 0.0;
     this.ratingCount = 0;
  }
  public void checkOut() {
     if (!checkedOut) {
       checkedOut = true;
       System.out.println("Video \"" + title + "\" has been checked out.");
     } else {
       System.out.println("Video \"" + title + "\" is already checked out.");
  }
```

```
public void returnVideo() {
     if (checkedOut) {
        checkedOut = false;
       System.out.println("Video \"" + title + "\" has been returned.");
     } else {
       System.out.println("Video \"" + title + "\" was not checked out.");
     }
  public void receiveRating(int rating) {
     if (rating < 1 \parallel rating > 5) {
        System.out.println("Invalid rating. Please rate between 1 and 5.");
       return;
     averageRating = (averageRating * ratingCount + rating) /
(++ratingCount);
     System.out.println("Received rating of " + rating + " for video \"" + title +
"\".");
   public String getTitle() {
     return title;
  public boolean isCheckedOut() {
     return checkedOut;
  public double getAverageRating() {
     return averageRating;
  }
}
```

2. VideoStore Class:-

```
class VideoStore {
  private Video[] videos;
  private int count;
  public VideoStore(int capacity) {
     videos = new Video[capacity];
     count = 0;
  public void addVideo(String title) {
     if (count < videos.length) {
        videos[count++] = new Video(title);
       System.out.println("Added video: " + title);
     } else {
        System.out.println("Inventory is full. Cannot add more videos.");
  }
  public void checkOut(String title) {
     Video video = findVideo(title);
     if (video != null) {
        video.checkOut();
     } else {
       System.out.println("Video \"" + title + "\" not found.");
  }
  public void returnVideo(String title) {
     Video video = findVideo(title);
     if (video != null) {
        video.returnVideo();
     } else {
       System.out.println("Video \"" + title + "\" not found.");
  }
```

}

```
public void receiveRating(String title, int rating) {
     Video video = findVideo(title);
     if (video != null) {
       video.receiveRating(rating);
     } else {
       System.out.println("Video \"" + title + "\" not found.");
  }
  public void listInventory() {
     System.out.println("\nInventory:");
    for (int i = 0; i < count; i++) {
       Video video = videos[i];
       System.out.println("Title: " + video.getTitle() + ", Checked Out: " +
video.isCheckedOut() +
             ", Average Rating: " + video.getAverageRating());
     }
  private Video findVideo(String title) {
    for (int i = 0; i < count; i++) {
       if (videos[i].getTitle().equalsIgnoreCase(title)) {
          return videos[i];
       }
     return null;
  }
```

3. VideoStoreLauncher Class:-

```
public class VideoStoreLauncher {
   public static void main(String[] args) {
      VideoStore store = new VideoStore(10);
      store.addVideo("The AKASH");
      store.addVideo("AKASH II");
      store.addVideo("AKASH Wars Episode IV: A New Hope");

      store.receiveRating("The AKASH ", 5);
      store.receiveRating("AKASH II", 4);
      store.receiveRating("AKASH Wars Episode IV: A New Hope", 5);

      store.checkOut("AKASH II");
      store.returnVideo("AKASH II");
      store.listInventory();
    }
}
```

4. Output:

```
Added video: The Akash
Added video: AKASH II

Added video: AKASH Wars Episode IV: A New Hope
Received rating of 5 for video "The Akash".
Received rating of 4 for video "AKASH II".
Received rating of 5 for video "AKASH Wars Episode IV: A New Hope".
Video "AKASH II" has been checked out.
Video "AKASH II" has been returned.

Inventory:
Title: The Akash, Checked Out: false, Average Rating: 5.0
Title: AKASH II, Checked Out: false, Average Rating: 4.0
Title: AKASH Wars Episode IV: A New Hope, Checked Out: false, Average Rating: 5.0
```

5. Learning Outcomes:

- 1. Designed a functional system to manage video rentals, demonstrating the use of classes and objects in Java.
- 2. Implemented methods for operations like adding videos, renting out, returning, and recording user ratings.
- 3. Applied arrays to store and efficiently manage the video inventory within the store.
- 4. Learned to integrate multiple classes and enable seamless interaction among them in a structured program.
- 5. Strengthened understanding of object-oriented programming concepts like encapsulation and method abstraction.