Experiment-5

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Problem-1

1.Aim:

Write a Java program to calculate the sum of a list of integers using autoboxing and unboxing. Include methods to parse strings into their respective wrapper classes (e.g., Integer.parseInt()).

2.Objective:

To develop a Java program that efficiently calculates the sum of a list of integers using autoboxing and unboxing, while parsing string inputs into their respective wrapper classes (Integer) and handling invalid data through exception management.

3.Code:

```
package exp5;
import java.util.ArrayList;
import java.util.List;
public class SumOfIntegers {
   public static void main(String[] args) {
      List<Integer> numbers = new ArrayList<>();
      // Adding integers to the list using autoboxing
      numbers.add(Integer.parseInt("10"));
      numbers.add(Integer.parseInt("20"));
      numbers.add(Integer.parseInt("30"));
      numbers.add(Integer.parseInt("40"));
      // Calculating the sum using unboxing
      int sum = 0;
      for (Integer num : numbers) {
```

```
sum += num; // Unboxing
}
System.out.println("Sum of the integers: " + sum);
}
```

4.Output:

}

```
□ Console ×

<terminated > SumOfIntegers [Java Application] C:\Program Files\Java\jdk-21\bin\javaw

Sum of the integers: 100
```

Fig1: Sum of Integers

5.Learning Outcomes:

- Understand and apply autoboxing and unboxing concepts in Java.
- Utilize wrapper classes and methods like Integer.parseInt() for data parsing.
- Implement exception handling to manage invalid inputs efficiently.
- Process and manage data using collections (ArrayList) for optimized performance.

Problem-2

1.Aim:

Create a Java program to serialize and deserialize a Student object.

2.Objective:

To develop a Java program that demonstrates the concepts of **serialization** and **deserialization** by saving the state of a Student object to a file and restoring it, showcasing efficient file handling and object persistence in Java.

```
3.Code: package
exp5;
import java.io.*;
class
          Student
implements
Serializable {
  private
            static
final
             long
serialVersion UID
=1L;
            String
  private
name;
  private int age;
  public
Student(String
name, int age) {
     this.name =
```

name;

```
this.age
age;
  }
  @Override
  public
           String
toString() {
     return
"Student{name=""
+ name + "', age="
+ age + "}";
  }
}
public
             class
SerializationExa
mple {
  public
            static
void
main(String[]
args) {
     Student
student = new
Student("Satiksha
```

Choudhary", 20);

//Serialization

```
try
(ObjectOutputStr
eam oos = new
ObjectOutputStre
am(new
FileOutputStream
("student.ser"))) {
oos.writeObject(s
tudent);
System.out.printl
n("Student object
serialized
successfully.");
    }
            catch
(IOException e) {
e.printStackTrace\\
();
    //
```

try

```
(ObjectInputStrea
m ois = new
ObjectInputStrea
m(new
FileInputStream("
student.ser"))) {
       Student
deserializedStude
       (Student)
ois.readObject();
System.out.printl
n("Student object
deserialized: " +
deserializedStude
nt);
    }
            catch
(IOException
ClassNotFoundE\\
xception e) {
e.printStackTrace
();
```

4.Output:

}



Fig2: Serialisation

5.Learning Outcomes:

- Understand how to save and restore objects using serialization and deserialization.
- Learn to use the Serializable interface in Java.
- Perform file handling with FileOutputStream and FileInputStream.

Problem-3

1.Aim:

Create a menu-based Java application with the following options. 1.Add an Employee 2. Display All 3. Exit If option 1 is selected, the application should gather details of the employee like employee name, employee id, designation and salary and store it in a file. If option 2 is selected, the application should display all the employee details. If option 3 is selected the application should exit.

2.Objective:

To develop a menu-driven Java application that allows adding employee details to a file, displaying all stored employee records, and exiting the program using efficient file handling techniques.

3.Code:

```
package exp5;
import java.io.*;
import java.util.ArrayList;
import java.util.List;
import java.util.Scanner;
class Employee implements Serializable {
  private static final long serialVersionUID = 1L;
  private String name;
  private int id;
  private String designation;
  private double salary;
  public Employee(String name, int id, String designation, double salary) {
     this.name = name;
     this.id = id;
     this.designation = designation;
     this.salary = salary;
  @Override
  public String toString() {
     return "Employee {name="" + name + "", id=" + id + ", designation="" + designation + "", salary=" + salary
public class EmployeeManagementApp {
  private static final String FILE NAME = "employees.dat";
  public static void main(String[] args) {
```

```
Scanner scanner = new Scanner(System.in);
List<Employee> employees = new ArrayList<>();
while (true) {
  System.out.println("1. Add an Employee");
  System.out.println("2. Display All Employees");
  System.out.println("3. Exit");
  System.out.print("Choose an option: ");
  int choice = scanner.nextInt();
  scanner.nextLine(); // Consume newline
  switch (choice) {
    case 1:
       System.out.print("Enter employee name: ");
       String name = scanner.nextLine();
       System.out.print("Enter employee ID: ");
       int id = scanner.nextInt();
       scanner.nextLine(); // Consume newline
       System.out.print("Enter employee designation: ");
       String designation = scanner.nextLine();
       System.out.print("Enter employee salary: ");
       double salary = scanner.nextDouble();
       scanner.nextLine(); // Consume newline
       Employee employee = new Employee(name, id, designation, salary);
       employees.add(employee);
       saveEmployees(employees);
       System.out.println("Employee added successfully.");
       break;
    case 2:
       employees = loadEmployees();
       if (employees.isEmpty()) {
         System.out.println("No employees found.");
       } else {
         for (Employee emp : employees) {
            System.out.println(emp);
         }
       break;
     case 3:
       System.out.println("Exiting...");
       scanner.close();
       return;
```

```
System.out.println("Invalid option. Please try again.");
}

}

private static void saveEmployees(List<Employee> employees) {
    try (ObjectOutputStream oos = new ObjectOutputStream(new FileOutputStream(FILE_NAME))) {
        oos.writeObject(employees);
    } catch (IOException e) {
        e.printStackTrace();
    }
}

@SuppressWarnings("unchecked")

private static List<Employee> loadEmployees() {
    List<Employee> employees = new ArrayList<>();
    try (ObjectInputStream ois = new ObjectInputStream(new FileInputStream(FILE_NAME))) {
        employees = (List<Employee>) ois.readObject();
    } catch (IOException | ClassNotFoundException e) {
        e.printStackTrace();
    }
    return employees;
}
```

4.Output:

```
■ Console ×

terminated EmployeeManagementApp | Java Application | CNProgram Files/Java\ydk.21\bin\yavaw.exe (25-Feb-2025, 11:381)

1. Display Employees |
2. Display Employees |
3. Exit |
4. Choose |
5. Choose |
6. Choose |
7. Choose
```

Fig3: EmployeeManagementApp

5.Learning Outcomes:

- Understand how to create menu-driven applications in Java using control statements.
- Perform file handling operations to read from and write employee details to a file.
- Implement object storage and retrieval for managing multiple employee records.
- Handle user input efficiently using classes like Scanner.
- Apply loops and conditional statements to manage application flow and user choices.

