Experiment 5

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Subject: Project Based Learning in Java

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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. Code:

```
package exp;
import java.util.*;
public class Exp5_1 {
  public static int calculateSum(List<Integer> numbers) {
    return numbers.stream().mapToInt(Integer::intValue).sum(); // Efficient sum calculation
  }
  public static List<Integer> parseStringToIntegers(List<String> strNumbers) {
    List<Integer> numbers = new ArrayList<>();
    for (String str : strNumbers) {
       try {
         numbers.add(Integer.parseInt(str)); // Convert string to integer
       } catch (NumberFormatException e) {
         System.out.println(" Invalid input detected: "" + str + "". Skipping...");
       }
    return numbers;
  }
  public static void main(String[] args) {
    Scanner scanner = new Scanner(System.in);
    System.out.print("Enter numbers separated by space: ");
    String input = scanner.nextLine();
    scanner.close();
     List<String> strNumbers = Arrays.asList(input.trim().split("\\s+")); // Trim & handle
    multiple spaces
    List<Integer> numbers = parseStringToIntegers(strNumbers);
```

```
if (numbers.isEmpty()) {
          System.out.println("No valid numbers entered.");
} else {
          System.out.println("Sum of numbers: " + calculateSum(numbers));
}
}
```

3. Output:

4. Learning Outcomes:

- Understand autoboxing and unboxing between primitives and wrapper classes.
- Learn to parse strings into integers using Integer.parseInt().
- Utilize Java collections to store wrapper objects.
- Iterate over collections with enhanced for-loops.



Problem 2:

1. Aim: Create a Java program to serialize and deserialize a Student object. The program should: Serialize a Student object (containing id, name, and GPA) and save it to a file. Deserialize the object from the file and display the student details.

Handle FileNotFoundException, IOException, and ClassNotFoundException using exception handling.

2. Code:

```
import package exp;
import java.io.*;
class Student implements Serializable {
  private static final long serialVersionUID = 1L;
  private int id;
  private String name;
  private double gpa;
  public Student(int id, String name, double gpa) {
     this.id = id:
     this.name = name;
     this.gpa = gpa;
  public void display() {
     System.out.println("Student ID: " + id);
     System.out.println("Student Name: " + name);
     System.out.println("Student GPA: " + gpa);
  }
public class Exp5_2 {
  private static final String FILE_NAME = "student.ser";
  public static void serializeStudent(Student student) {
             (ObjectOutputStream
                                                                 ObjectOutputStream(new
                                        OOS
     try
                                                        new
FileOutputStream(FILE_NAME))) {
       oos.writeObject(student);
       System.out.println("Student object serialized successfully.");
     } catch (FileNotFoundException e) {
       System.out.println("Error: File not found. " + e.getMessage());
     } catch (IOException e) {
       System.out.println("Error: Unable to serialize object. " + e.getMessage());
  }
  public static void deserializeStudent() {
              (ObjectInputStream
                                                                   ObjectInputStream(new
                                        ois
                                                        new
FileInputStream(FILE_NAME))) {
```

```
Student student = (Student) ois.readObject();
       System.out.println("\n Deserialized Student Details:");
       student.display();
    } catch (FileNotFoundException e) {
       System.out.println("Error: File not found. Run serialization first.
   e.getMessage());
    } catch (IOException e) {
       System.out.println("Error: Unable to deserialize object. " + e.getMessage());
    } catch (ClassNotFoundException e) {
       System.out.println("Error: Student class not found. " + e.getMessage());
    }
  }
  public static void main(String[] args) {
    Student student = new Student(10004, "Manik", 7.9);
    serializeStudent(student):
    deserializeStudent();
  }
}
```

3. Output:

4. Learning Outcomes:

- Understanding Java serialization/deserialization.
- Implement the Serializable interface.
- Use try-with-resources for stream management.
- Handle exceptions: FileNotFoundException, IOException, ClassNotFoundException.

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. Code:

```
package exp;
import java.io.*;
import java.util.*;
class Employee1 implements Serializable {
  private static final long serialVersionUID = 1L;
  private int id;
  private String name;
  private String designation;
  private double salary;
  public Employee1(int id, String name, String designation, double salary) {
    this.id = id;
    this.name = name:
    this.designation = designation;
    this.salary = salary;
  }
  @Override
  public String toString() {
    return "ID: " + id + ", Name: " + name + ", Designation: " + designation + ", Salary: " + salary;
  }
}
public class Exp5_3 {
  private static final String FILE_NAME = "employees.dat";
  private static Scanner scanner = new Scanner(System.in);
  public static void addEmployee() {
    System.out.print("Enter Employee ID: ");
    int id = scanner.nextInt();
    scanner.nextLine(); // Consume newline
    System.out.print("Enter Employee Name: ");
    String name = scanner.nextLine();
     System.out.print("Enter Designation: ");
     String designation = scanner.nextLine();
    System.out.print("Enter Salary: ");
     double salary = scanner.nextDouble();
```

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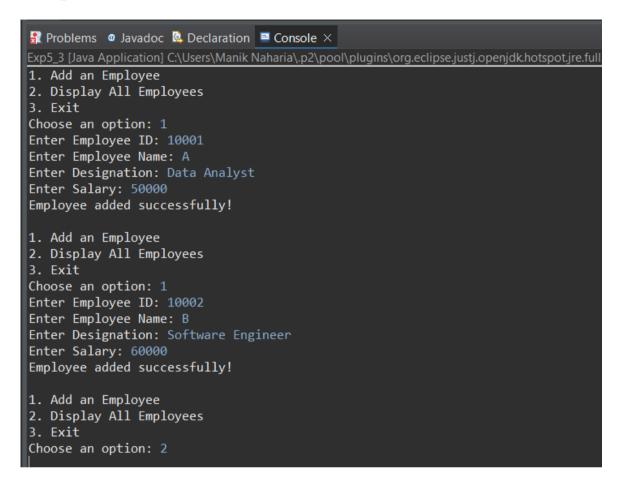
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}

```
Employee1 employee = new Employee1(id, name, designation, salary);
    saveEmployeeToFile(employee);
    System.out.println("Employee added successfully!\n");
  public static void saveEmployeeToFile(Employee1 employee) {
     try (ObjectOutputStream oos = new ObjectOutputStream(new
FileOutputStream(FILE_NAME, true))) {
       oos.writeObject(employee);
     } catch (IOException e) {
       System.out.println("Error: Unable to save employee.");
     }
  public static void displayAllEmployees() {
    try (ObjectInputStream ois = new ObjectInputStream(new FileInputStream(FILE_NAME))) {
       System.out.println("\nEmployee Details:");
       while (true) {
         Employee1 emp = (Employee1) ois.readObject();
         System.out.println(emp);
     } catch (EOFException e) {
       // End of file reached
     } catch (FileNotFoundException e) {
       System.out.println("No employee records found.\n");
     } catch (IOException | ClassNotFoundException e) {
       System.out.println("Error reading employee records.\n");
  }
  public static void main(String[] args) {
     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();
       switch (choice) {
         case 1:
            addEmployee();
            break;
         case 2:
            displayAllEmployees();
            break;
         case 3:
            System.out.println("Exiting...");
            return;
         default:
            System.out.println("Invalid choice! Try again.\n");
       }
     }
  }
```



3. Output:



4. Learning Outcomes:

- Learn to create a menu-driven console application.
- Understand file I/O for reading and writing text files.
- Implement exception handling for file operations.
- Practice gathering and processing user input using Scanner.