

Experiment 5

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Subject Name: PBLJ-LAB Subject Code: 22CSH-359

1. Aim:

A: Autoboxing, Unboxing, and Sum Calculation

Objective: To understand the concepts of autoboxing and unboxing in Java and how they can be utilized to simplify the manipulation of primitive data types with wrapper classes.

B: Serialization and Deserialization of a Student Object

Objective: To understand the concepts of serialization and deserialization in Java and how they are used to store and retrieve objects.

C: Menu-Based Application for Employee Management

Objective: To create a menu-based Java application that allows the addition and display of employee details, and stores this information in a file for persistence.

2. Implementation/Code:

(A)

```
import java.util.*;

public class AutoboxingUnboxing {
    public static void main(String[] args) {
        String[] numberStrings = {"10", "20", "30", "40"};
        List<Integer> integerList = new ArrayList<>();

    for (String number : numberStrings) {
        integerList.add(Integer.parseInt(number));
    }
}
```

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```
int sum = 0;
for (Integer num : integerList) {
    sum += num;
}

System.out.println("Sum of integers: " + sum);
}
```

(B)

```
import java.io.*;
class Student implements Serializable {
    private String name;
    private int age;
    private String course;
    public Student(String name, int age, String course) {
        this.name = name;
        this.age = age;
        this.course = course;
    @Override
    public String toString() {
        return "Student{name='" + name + "', age=" + age + ", course='" + course
public class StudentSerialization {
    public static void main(String[] args) {
        Student student = new Student("John Doe", 22, "Computer Science");
        try (ObjectOutputStream out = new ObjectOutputStream(new
FileOutputStream("student.ser"))) {
            out.writeObject(student);
            System.out.println("Student serialized successfully!");
        } catch (IOException e) {
           e.printStackTrace();
```

```
try (ObjectInputStream in = new ObjectInputStream(new
FileInputStream("student.ser"))) {
        Student deserializedStudent = (Student) in.readObject();
        System.out.println("Deserialized Student: " + deserializedStudent);
    } catch (IOException | ClassNotFoundException e) {
        e.printStackTrace();
    }
}
```

(C)

```
import java.io.*;
import java.util.*;
class Employee implements Serializable {
   private int id;
   private String name;
    private String designation;
    private double salary;
    public Employee(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 "Employee ID: " + id + "\nName: " + name + "\nDesignation: " +
designation + "\nSalary: " + salary;
public class EmployeeManagement {
    private static final String FILE NAME = "employees.ser";
```

```
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```

```
public static void main(String[] args) {
    Scanner scanner = new Scanner(System.in);
   while (true) {
        System.out.println("\nMenu:");
        System.out.println("1. Add 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();
        switch (choice) {
            case 1:
                addEmployee(scanner);
                break;
            case 2:
                displayEmployees();
                break;
            case 3:
                System.out.println("Exiting program.");
                scanner.close();
                return;
            default:
                System.out.println("Invalid option. Try again.");
private static void addEmployee(Scanner scanner) {
    System.out.print("Enter Employee ID: ");
   int id = scanner.nextInt();
   scanner.nextLine();
   System.out.print("Enter Name: ");
   String name = scanner.nextLine();
   System.out.print("Enter Designation: ");
   String designation = scanner.nextLine();
   System.out.print("Enter Salary: ");
```

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```
double salary = scanner.nextDouble();
        Employee employee = new Employee(id, name, designation, salary);
        saveEmployee(employee);
        System.out.println("Employee added successfully!");
   private static void saveEmployee(Employee employee) {
        List<Employee> employees = loadEmployees();
        employees.add(employee);
        try (ObjectOutputStream out = new ObjectOutputStream(new
FileOutputStream(FILE_NAME))) {
           out.writeObject(employees);
       } catch (IOException e) {
           e.printStackTrace();
   private static List<Employee> loadEmployees() {
       File file = new File(FILE NAME);
       if (!file.exists()) {
           return new ArrayList<>();
       try (ObjectInputStream in = new ObjectInputStream(new
FileInputStream(FILE NAME))) {
           return (List<Employee>) in.readObject();
        } catch (IOException | ClassNotFoundException e) {
            return new ArrayList<>();
    private static void displayEmployees() {
        List<Employee> employees = loadEmployees();
       if (employees.isEmpty()) {
           System.out.println("No employees found.");
           return;
        for (Employee emp : employees) {
           System.out.println(emp);
           System.out.println("-----");
```

```
}
}
```

2. Output

A

Sum of integers: 100

B

Student serialized successfully!

Deserialized Student: Student{name='John Doe', age=22, course='Computer Science'}

 \mathbf{C}

```
Menu:
1. Add Employee
2. Display All Employees
3. Exit
Choose an option: 1
Enter Employee ID: 101
Enter Name: Jhon Doe
Enter Designation: SE
Enter Salary: 100
Employee added successfully!
Menu:
1. Add Employee
2. Display All Employees
3. Exit
Choose an option: 2
Employee ID: 123
Name: Jhon Doe
Designation: SE
Salary: 100.0
Employee ID: 101
Name: Jhon Doe
Designation: SE
Salary: 100.0
```

3. Learning Outcome:

- 1. Understanding Autoboxing and Unboxing in Java
- **2.** Gain hands-on experience in converting Java objects into a **byte stream** (serialization) and storing them in a file.
- 3. Learn how to create a menu-driven Java application using Scanner for user input.