## **OOP PRACTICAL 3**

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**Roll No: 20BCE057** 

Course Code: 2CS302

**Course Name: Object Oriented Programming** 

## **Practical-3A**

## INPUT/OUTPUT

## **Practical-3B**

```
import java.util.*;
        Scanner sc=new Scanner(System.in);
             System.out.print("\n\t1--->ARITHMETIC OPERTOR.");
             System.out.print("\n\t2--->BITWISE OPERTOR.");
System.out.print("\n\t3--->EXIT.");
             System.out.print("\nEnter your option:");
             int ch=sc.nextInt();
                     System.out.print("Enter your Arithmetic Operator:");
                     String op=sc.next();
                     switch (op) {
                              System.out.print("Enter a:");
                              int a=sc.nextInt();
                              System.out.print("Enter b:");
                              int b=sc.nextInt();
                              sum=a+b;
                              System.out.println("The Result is: "+sum);
                              System.out.print("1---> Subtraction.\n");
System.out.print("2---> Unary Subtraction.\n");
                              System.out.print("Enter your choice:");
                              int c1=sc.nextInt();
                              System.out.print("Enter a:");
                              System.out.print("Enter b:");
                              switch (c1) {
                                       System.out.print("The Result is: "+sum);
                                       int c=-a1;
                                       int d=-b1;
                                       System.out.println("Unary a:"+c);
                                       System.out.println("Unary b:"+d);
                                       System.out.println("Wrong choice!!");
```

```
break;
        System.out.print("Enter a:");
        int a2=sc.nextInt();
        System.out.print("Enter b:");
        int b2=sc.nextInt();
        sum=a2*b2;
        System.out.println("The Result is: "+sum);
        System.out.print("Enter a:");
        System.out.print("Enter b:");
        int b3=sc.nextInt();
        sum=a3/b3;
        System.out.println("The Result is: "+sum);
        System.out.print("Enter a:");
        System.out.print("Enter b:");
        int b4=sc.nextInt();
        sum=a4%b4;
        System.out.println("The Result is: "+sum);
        System.out.print("Wrong Arithematic Operator.");
int sum1=0;
System.out.print("Enter your Bitwise Operator:");
String bop=sc.next();
switch(bop) {
        System.out.print("Enter ba:");
        int ba=sc.nextInt();
        System.out.print("Enter bb:");
        int bb=sc.nextInt();
        sum1=ba|bb;
        System.out.println("The Result is: "+sum1);
        System.out.print("Enter ba:");
        System.out.print("Enter bb:");
        int bb1=sc.nextInt();
        sum1=ba1&bb1;
        System.out.println("The Result is: "+sum1);
        System.out.print("Enter ba:");
        System.out.print("Enter bb:");
        int bb2=sc.nextInt();
        sum1=ba2^bb2;
        System.out.println("The Result is "+sum1);
```

```
int ba3=sc.nextInt();
        System.out.print("Enter bb:");
        int bb3=sc.nextInt();
        sum2 = \sim ba3;
        sum1=\sim bb3;
        System.out.println("The Result for "+ba3+" is:"+sum2);
        System.out.println("The Result for "+bb3+" is:"+sum1);
       System.out.print("Enter ba:");
        int ba4=sc.nextInt();
        System.out.print("Enter bb:");
        sum2=ba4<<2;
        sum1=bb4<<2;
        System.out.println("The Result for "+ba4+" is:"+sum2);
        System.out.println("The Result for "+bb4+" is:"+sum1);
       System.out.print("Enter ba:");
        int ba5=sc.nextInt();
        System.out.print("Enter bb:");
        sum2=ba5>>2;
        sum1=bb5>>2;
        System.out.println("The Result for "+ba5+" is:"+sum2);
        System.out.println("The Result for "+bb5+" is:"+sum1);
       System.out.print("Enter ba:");
        int ba6=sc.nextInt();
        System.out.print("Enter bb:");
        int bb6=sc.nextInt();
        sum1=ba6++;
        sum2=bb6++;
        System.out.println("The Result for "+ba6+" is:"+sum2);
        System.out.println("The Result for "+bb6+" is:"+sum1);
       System.out.print("Enter ba:");
        System.out.print("Enter bb:");
        sum1=ba7--;
        sum2=bb7--;
        System.out.println("The Result for "+ba7+" is:"+sum2);
        System.out.println("The Result for "+bb7+" is:"+sum1);
        System.out.print("Wrong Bitwise Operator.");
System.exit(0);
System.out.print("Wrong choice!!");
```

System.out.print("Enter ba:");

#### INPUT/OUTPUT

```
"C:\Program Files\Java\jdk-16.0.1\bin\java.exe" "-javaagent:C:\Program
                                                                              1---->ARITHMETIC OPERTOR.
                                                                             2---->BITWISE OPERTOR.
    1---->ARITHMETIC OPERTOR.
    2---->BITWISE OPERTOR.
                                                                          Enter your option:2
                                                                          Enter your Bitwise Operator:℃
Enter your option:1
                                                                         Enter ba:10
Enter your Arithmetic Operator:-
                                                                         Enter bb:8
1----> Subtraction.
                                                                         The Result is: 8
2----> Unary Subtraction.
Enter your choice:2
                                                                             1---->ARITHMETIC OPERTOR.
Enter a:12
                                                                             2---->BITWISE OPERTOR.
Enter b:23
                                                                         Enter your option:2
Unary a:-12
                                                                         Enter your Bitwise Operator:<<
Unary b:-23
                                                                         Enter bb:8
    1---->ARITHMETIC OPERTOR.
                                                                          The Result for 10 is:40
   2---->BITWISE OPERTOR.
                                                                          The Result for 8 is:32
    3---->EXIT.
Enter your option:1
                                                                             1---->ARITHMETIC OPERTOR.
Enter your Arithmetic Operator:%
                                                                             2---->BITWISE OPERTOR.
Enter a:12
                                                                             3---->EXIT.
Enter b:3
                                                                          Enter your option:3
The Result is: 0
                                                                         Process finished with exit code 0
```

### **Practical-3C**

```
String n1=cs.nextLine();
System.out.print("*****************************
System.out.println("Marks:");
      System.out.print("Enter your marks for Maths:");
          System.out.println("Wrong marks!!!");
      System.out.print("Enter your marks for Physics:");
      float sub2=sc.nextFloat();
      if(sub2<0 || sub2>100) {
          System.out.println("Wrong marks!!!");
      System.out.print("Enter your marks for Chemistry:");
       float sub3=sc.nextFloat();
          System.out.println("Wrong marks!!!");
      System.out.print("Enter your marks for Biology:");
      float sub4=sc.nextFloat();
      if(sub4<0 || sub4>100) {
          System.out.println("Wrong marks!!!");
      System.out.print("Enter your marks for English:");
      if(sub5<0 || sub5>100) {
          System.out.println("Wrong marks!!!");
          System.exit(0);
System.out.println("Report Card of "+n1);
      System.out.println("Roll No:"+r);
      System.out.println("Semester:"+s);
      float avg=(sub1+sub2+sub3+sub4+sub5)/5.0f;
       if(90<=avg && avg<=100) {</pre>
          System.out.println("Grade is A+");
          System.out.println("Percentage is:"+avg);
      else if(80<=avg && avg<90){
          System.out.println("Grade is A");
          System.out.println("Percentage is:"+avg);
       else if(70<=avg && avg<80){
          System.out.println("Grade is B+");
          System.out.println("Percentage is:"+avg);
      else if(60 \le avg \le avg \le 70){
          System.out.println("Grade is B");
          System.out.println("Percentage is:"+avg);
      else if(50<=avg && avg<60){</pre>
          System.out.println("Grade is C+");
          System.out.println("Percentage is:"+avg);
```

# Input/Output:

```
*********************
************************
Roll No:- 220bce057
Semester:-3
Name: - Devasy
*******************
*********************
Marks:
Enter your marks for Maths:99
Enter your marks for Physics:98
Enter your marks for Chemistry:99
Enter your marks for Biology:98
Enter your marks for English:96
***********************
***********************
Report Card of Aryan Pandi
Roll No:20BCE020
Semester:3
Grade is A+
Percentage is:98.0
```

#### **Practical-3D**

```
import java.util.*;
public class oops_practical {
    public static void main(String[] args) {
        //Prac 3D
        Scanner sc=new Scanner(System.in);
        double area,perimeter;
        double rad;
        do{
            System.out.print("Enter the value of radius:");
            rad = sc.nextDouble();
            if (rad <= 0) {
                 System.out.println("Invalid Radius!!");
            }
        } while(rad<=0);
            perimeter=Math.PI*rad*2;
            area=Math.PI*rad*rad;
            System.out.println("The Perimeter of Circle with Radius "+rad+" is "+perimeter);
            System.out.println("The Area of Circle with Radius "+rad+" is "+area);
        }
}</pre>
```

#### INPUT/OUTPUT

```
Run: Oops_practical ×

\ ^ "C:\Program Files\Java\jdk-16.0.1\bin\java.exe" "-javaagent:C:\Program Files

\ Enter the value of radius:-3

Invalid Radius!!

Enter the value of radius:0

Invalid Radius!!

Enter the value of radius:13.5

The Perimeter of Circle with Radius 13.5 is 84.82300164692441

The Area of Circle with Radius 13.5 is 572.5552611167398

Process finished with exit code 0
```

#### THEORETICAL PRINCIPLES USED:

This is the simple program for calculating the perimeter and area of the circle with the value of radius taken from the user. The do while loop is there to take input from user till user has input a radius > 0.