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Day 1 OOPs (Assignment 1)

Question 1: Find Whether a Number is Even or Odd

Answer:

Algorithm:

Start:

- Initialize the program.

Input:

- Prompt the user to enter an integer.

Process:

- Read the integer input.
- Check if the number is divisible by 2: ○ Use the modulus operator (%) to compute number % 2.
 - If the result is 0, the number is even.
 - Otherwise, the number is odd.

Output:

- Display whether the number is even or odd.

End:

- Exit the program.

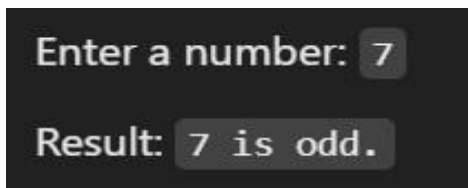
Code:

```
import java.util.Scanner; public class
EvenOrOdd { public static void
main(String[] args) { // Create a
```

```
Scanner object for input Scanner
scanner = new Scanner(System.in);

// Prompt the user to enter a number
System.out.print("Enter an integer: ");
int number = scanner.nextInt(); //
Check if the number is even or odd if
(number % 2 == 0) {
System.out.println(number + " is even.");
} else {
System.out.println(number + " is odd.");
}
// Close the scanner scanner.close();
}
}
```

Output

A screenshot of a terminal window with a dark background. The first line shows the prompt "Enter a number:" followed by the user input "7". The second line shows the output "Result: 7 is odd.".

Question 2: Sum of Digits of a Number

Answer:

Algorithm:

Input the number: Read the integer from the user.

Handle negatives: Convert the number to its absolute value.

Initialize sum: Set a variable sum to 0.

Extract digits: Use a loop to repeatedly extract the last digit using modulo (%) and add it to sum.

Remove digits: Divide the number by 10 (integer division) to discard the last digit.

Repeat until zero: Continue the loop until the number becomes 0.

Output the result: Print the sum of the digits.

Code:

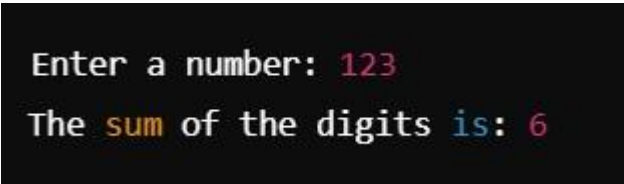
```
import java.util.Scanner; public class
SumOfDigits { public static void
main(String[] args) {
Scanner scanner = new Scanner(System.in);
// Input the number
System.out.print("Enter a number: "); int
number = scanner.nextInt();

int sum = 0; int temp = Math.abs(number); // Handle
negative numbers

// Calculate the sum of digits while (temp > 0) {
sum += temp % 10; // Add the last digit to the
sum temp /= 10;    // Remove the last digit
}

// Output the result
System.out.println("The sum of the digits is: " + sum);
}
}
```

Output:

A screenshot of a terminal window with a black background. It shows the program's output for the input 123. The text "Enter a number: 123" is on the first line, and "The sum of the digits is: 6" is on the second line. The numbers 123 and 6 are highlighted in red, while the word "sum" is highlighted in orange and "is" is highlighted in blue.

```
Enter a number: 123
The sum of the digits is: 6
```

Question 3: Check if a Number is Palindrome

Answer:

Algorithm:

Input the number: Read an integer from the user.

Handle negatives: Treat negative numbers as non-palindromes (optional).

Store the original number: Save the input number for comparison later.

Reverse the number:

- Initialize reversedNumber to 0.
- Extract the last digit of the number using modulo (%).
- Multiply reversedNumber by 10 and add the extracted digit.
- Remove the last digit of the number using integer division (/).
- Repeat until the number becomes 0.

Compare: Check if the original number is equal to the reversed number.

Output the result: Print whether the number is a palindrome or not.

Code:

```
import java.util.Scanner; public
class PalindromeNumber {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        // Input the number
        System.out.print("Enter a number: ");
        int number = scanner.nextInt(); //
        Handle negatives (optional) if
        (number < 0) {
            System.out.println("Negative numbers are not palindromes."); return;
        }
        int originalNumber = number; // Store the original number int
        reversedNumber = 0;
```

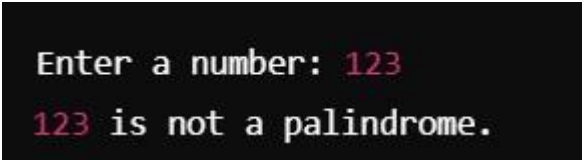
```

// Reverse the number while
(number > 0) {
    int digit = number % 10;        // Extract the last digit
    reversedNumber = reversedNumber * 10 + digit; // Build the reversed number
    number /= 10;                  // Remove the last digit
}

// Check if the number is a palindrome if
(originalNumber == reversedNumber) {
    System.out.println(originalNumber + " is a palindrome.");
} else {
    System.out.println(originalNumber + " is not a palindrome.");
}
}
}
}

```

Output



```

Enter a number: 123
123 is not a palindrome.

```

Question 4: Find the Largest Element in an Array

Answer:

Algorithm:

Input the array: Read the array of integers.

Initialize the largest element: Set the first element of the array as the initial largest element.

Traverse the array:

- Loop through the array starting from the second element.
- Compare each element with the current largest element.

- If an element is greater than the current largest, update the largest element. Output the result: After completing the loop, print the largest element

Code:

```
import java.util.Scanner; public class
LargestElementInArray {   public static
void main(String[] args) {
    Scanner scanner = new Scanner(System.in);
    // Input the size of the array
    System.out.print("Enter the size of the array: ");
    int size = scanner.nextInt();      // Input the array
    elements    int[] arr = new int[size];
    System.out.println("Enter the elements of the array:");
    for (int i = 0; i < size; i++) {
arr[i] = scanner.nextInt();
    }
    // Initialize the largest element as the first element
    int largest = arr[0];
    // Traverse the array to find the largest element
    for (int i = 1; i < size; i++) {
if (arr[i] > largest) {
        largest = arr[i]; // Update largest if a greater element is found
    }
    }
    // Output the largest element
    System.out.println("The largest element in the array is: " + largest);
}
}
```

Output:

```
Enter the size of the array: 5
Enter the elements of the array:
2 4 1 7 3
The largest element in the array is: 7
```

Question 5: Calculate the Factorial of a Number

Answer:

Algorithm:

Input the number: Read an integer n for which you want to calculate the factorial.

Handle special case: If n is 0 or 1, the factorial is 1 (since $0! = 1! = 1$).

Initialize the result: Set a variable result to 1.

Calculate factorial: Loop from 2 to n and multiply the current result by each number.

Output the result: After the loop, print the value of result as the factorial of n.

Code:

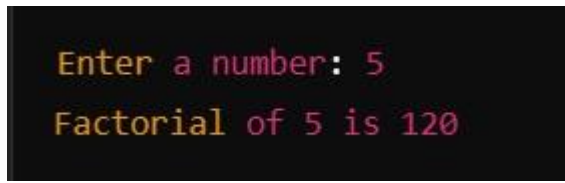
```
import java.util.Scanner; public class
Factorial { public static void
main(String[] args) {
Scanner scanner = new Scanner(System.in);
// Input the number
System.out.print("Enter a number:
"); int n = scanner.nextInt(); // Handle
special case for 0 and 1 if (n == 0 || n
== 1) {
System.out.println("Factorial of " + n + " is 1");
} else {
// Calculate factorial long
factorial = 1;
```

```

for (int i = 2; i <= n; i++) { factorial
*= i;
}
// Output the result
System.out.println("Factorial of " + n + " is " + factorial);
}
}

```

Output



```

Enter a number: 5
Factorial of 5 is 120

```

Question 6:

A Simple Bank Account Class Create a class BankAccount that represents a bank account. The class should have: • Private data members: accountNumber, balance. • Public methods: • deposit(double amount) to deposit money into the account. • withdraw(double amount) to withdraw money from the account. • display() to display the account details (accountNumber and balance).

Code:

```

// BankAccount Class public
class BankAccount { // Private
    data members private String
    accountNumber; private
    double balance;

    // Constructor to initialize account details public
    BankAccount(String accountNumber, double initialBalance) {
        this.accountNumber = accountNumber;
        this.balance = initialBalance;
    }
}

```



```
// Public method to deposit money
public void deposit(double amount) { if
(amount > 0) {
balance += amount;
System.out.println(amount + " deposited successfully.");
} else {
System.out.println("Deposit amount must be positive.");
}
}

// Public method to withdraw money
public void withdraw(double amount) { if
(amount > 0 && amount <= balance) {
balance -= amount;
System.out.println(amount + " withdrawn successfully.");
} else if (amount > balance) {
System.out.println("Insufficient balance to withdraw " + amount);
} else {
System.out.println("Withdrawal amount must be positive.");
}
}

// Public method to display account details public
void display() {
System.out.println("Account Number: " + accountNumber);
System.out.println("Balance: " + balance);
}

// Main method for testing the BankAccount class
```

```

public static void main(String[] args) {
    // Create an object of BankAccount
    BankAccount account = new BankAccount("123456789", 1000.0);

    // Display account details account.display();

    // Deposit money account.deposit(500.0);

    // Withdraw money account.withdraw(300.0);

    // Display updated account details account.display();

    // Attempt to withdraw more than balance account.withdraw(2000.0);
}
}

```

Output

```

Account Number: 123456789
Balance: 1000.0
500.0 deposited successfully.
300.0 withdrawn successfully.
Account Number: 123456789
Balance: 1200.0
Insufficient balance to withdraw 2000.0

```

Question 7:

Extending the BankAccount Class for Different Account Types Now, extend the previous BankAccount class to handle different types of bank accounts: 1. Savings Account (inherits from BankAccount) with an interest rate. 2. Checking Account (inherits from BankAccount) with a fee for withdrawals. The base class BankAccount should still provide basic functionality, but now we want to add additional features to the derived classes: • SavingsAccount: Automatically apply interest every month. • CheckingAccount: Apply a withdrawal fee each time a withdrawal is made.

Code:

```
// Base class BankAccount

class BankAccount { // Private
    data members private String
    accountNumber; private
    double balance;

    // Constructor to initialize account details public
    BankAccount(String accountNumber, double initialBalance) {
        this.accountNumber = accountNumber;
        this.balance = initialBalance;
    }

    // Public method to deposit money
    public void deposit(double amount) { if
    (amount > 0) {
        balance += amount;
        System.out.println(amount + " deposited successfully.");
    } else {
        System.out.println("Deposit amount must be positive.");
    }
    }

    // Public method to withdraw money
    public void withdraw(double amount) { if
    (amount > 0 && amount <= balance) {
        balance -= amount;
        System.out.println(amount + " withdrawn successfully.");
    } else if (amount > balance) {
```

```

System.out.println("Insufficient balance to withdraw " + amount);
} else {
System.out.println("Withdrawal amount must be positive.");
}
}

// Public method to display account details public
void display() {
System.out.println("Account Number: " + accountNumber);
System.out.println("Balance: " + balance);
}
}

// SavingsAccount class (inherits from BankAccount) class
SavingsAccount extends BankAccount { private double
interestRate; // Interest rate for savings account

// Constructor to initialize savings account with interest rate
public SavingsAccount(String accountNumber, double initialBalance, double
interestRate) { super(accountNumber, initialBalance); // Call the constructor
of BankAccount this.interestRate = interestRate;
}

// Apply interest to the savings account every month
public void applyInterest() { double interest =
(super.balance * interestRate) / 100;
deposit(interest); // Deposit interest to the account
System.out.println("Interest of " + interest + " applied.");
}
}

```

```

// CheckingAccount class (inherits from BankAccount)
class CheckingAccount extends BankAccount { private
double withdrawalFee; // Fee for each withdrawal

// Constructor to initialize checking account with withdrawal fee
public CheckingAccount(String accountNumber, double initialBalance, double
withdrawalFee) { super(accountNumber, initialBalance); // Call the
constructor of BankAccount this.withdrawalFee = withdrawalFee;
}

// Withdraw money with withdrawal fee
@Override public void withdraw(double amount) { if (amount > 0 && amount +
withdrawalFee <= super.balance) { super.withdraw(amount + withdrawalFee);
// Subtract withdrawal amount + fee
System.out.println("Withdrawal fee of " + withdrawalFee + " applied.");
} else {
System.out.println("Insufficient balance to withdraw " + (amount + withdrawalFee));
}
}
}

// Main class to test BankAccount and its subclasses
public class Main { public static void main(String[]
args) {
// Create Savings Account
SavingsAccount savingsAccount = new SavingsAccount("SA123", 1000.0, 5.0);
savingsAccount.display(); savingsAccount.applyInterest(); // Apply interest
savingsAccount.display();
}
}

```

```
// Create Checking Account  
  
CheckingAccount checkingAccount = new CheckingAccount("CA456", 1000.0, 2.0);  
checkingAccount.display(); checkingAccount.withdraw(200.0); // Withdraw with  
fee checkingAccount.display();  
  
}  
  
}
```

Output

```
Account Number: SA123  
Balance: 1000.0  
Interest of 50.0 applied.  
Account Number: SA123  
Balance: 1050.0  
Account Number: CA456  
Balance: 1000.0  
200.0 withdrawn successfully.  
Withdrawal fee of 2.0 applied.  
Account Number: CA456  
Balance: 798.0
```