Dept. of **Computer Science and Engineering**

ST. JOSEPH'S
COLLEGE OF ENGINEERING
AND TECHNOLOGY,
- P A L A I -
AUTONOMOUS

Tutorial Questions

Course : B.Tech **Course Code**: 24SJPBCST304

Course Name : Object Oriented Programming **Year & Semester** : 2nd Year, 3

Academic Year: 2025-2026

Tutorial No: 4

Module No: 1 **Topic**: *Java Classes and Constructors*

1. Create a class `Employee` with:

- Instance variables: `empId`, `empName`, `salary`
- A constructor that initializes values
- A method `displayEmployee()` to display details
  □ *Take input for two employees and print their data.*

2. Create a class `Circle` with:

- Instance variable: `radius`
- A constructor to initialize radius
- Method to compute and display area and circumference
  □ *Use formula:* `area = πr², circumference = 2πr`.

3 Create a class `Book` with:

- Variables: `title`, `author`, and `price`
- A constructor to initialize them
- Method to display book information
  □ *Add two books and display their details.*

4. Create a class `Marks` with:

- Variables: `mark1`, `mark2`, `mark3`
- Constructor to initialize all marks
- Method to calculate and return total and average
  □ *Input marks of a student and display result.*

5. Create a class `BankAccount` with:

- Variables: `accountNumber`, `accountHolder`, `balance`
- Constructor to initialize details
- Methods: `deposit(amount)` and `displayDetails()`
  □ *Perform deposit and show updated balance*