

Assignment Day-1&2

Core Java with DS and Algorithms

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Task 1: Data Types/Variables

Write a program that declares two integer variables, swaps their values without using a third variable, and prints the result.

```
package day_1and2;

public class SwapWithoutTemp {

    public static void main(String [] args) {

        int x = 2;

        int y = 4;

        x=x^y;

        y=x^y;

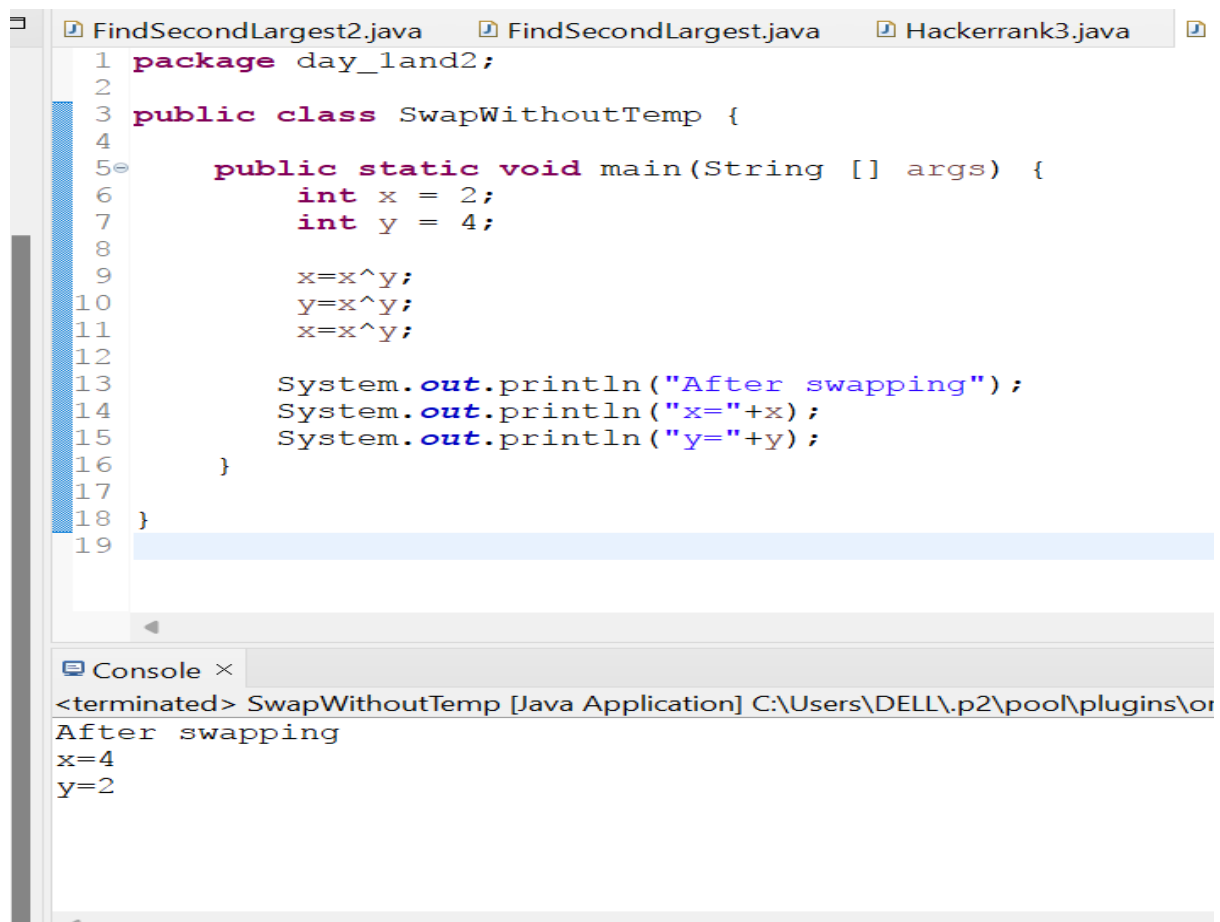
        x=x^y;

        System.out.println("After swapping");

        System.out.println("x="+x);

        System.out.println("y="+y);

    }
```



```
1 package day_1and2;
2
3 public class SwapWithoutTemp {
4
5     public static void main(String [] args) {
6         int x = 2;
7         int y = 4;
8
9         x=x^y;
10        y=x^y;
11        x=x^y;
12
13        System.out.println("After swapping");
14        System.out.println("x="+x);
15        System.out.println("y="+y);
16    }
17
18 }
19
```

Console ×

<terminated> SwapWithoutTemp [Java Application] C:\Users\DELL\.p2\pool\plugins\or
After swapping
x=4
y=2

Task 2: Operators

Create a program that simulates a simple calculator using command-line arguments to perform and print the result of addition, subtraction, multiplication, and division..

```
package day_1and2;

public class Calculator {

    public static void main(String[] args) {

        if (args.length != 3) {

            System.out.println("Usage: java Calculator <number1> <operator> <number2>");

            return;

        }

        double num1;

        double num2;
```

```
char operator;

try {

    num1 = Double.parseDouble(args[0]);

    num2 = Double.parseDouble(args[1]);

    operator = args[2].charAt(0);

} catch (NumberFormatException e) {

    System.out.println("Invalid number format");

    return;

}

double result = calculate(num1, num2, operator);

if (Double.isNaN(result)) {

    System.out.println("Invalid operator or division by zero");

} else {

    System.out.println(num1 + " " + operator + " " + num2 + " = " + result);

}

}

public static double calculate(double num1, double num2, char operator) {

    switch (operator) {

        case '+':

            return num1 + num2;

        case '-':

            return num1 - num2;

        case '*':

            return num1 * num2;

        case '/':

            if (num2 == 0) {

                return Double.NaN;

            }

    }

}
```

```
return num1 / num2;

default:

return Double.NaN;

}

}

}
```

Task 3: Control Flow

Write a Java program that reads an integer and prints whether it is a prime number using a for loop and if statements.

```
package day_1and2;

import java.util.Scanner;

public class IsPrime {

public static void main(String[] args) {

Scanner scanner = new Scanner(System.in);

System.out.print("Enter an integer: ");

int number = scanner.nextInt();

boolean isPrime = true;

if (number <= 1) {

isPrime = false;

} else {

for (int i = 2; i <= Math.sqrt(number); i++) {

if (number % i == 0) {

isPrime = false;

break;

}

}

}

}
```

```
System.out.println(number + (isPrime ? " is a prime number" : " is not a prime number"));
```

```
scanner.close();
```

```
}
```

```
}
```



The screenshot shows an IDE with several open files. The active file, `*IsPrime.java`, contains the following code:

```
12
13     boolean isPrime = true;
14
15     if (number <= 1) {
16         isPrime = false;
17     } else {
18         for (int i = 2; i <= Math.sqrt(number); i++) {
19             if (number % i == 0) {
20                 isPrime = false;
21                 break;
22             }
23         }
24     }
25
26     System.out.println(number + (isPrime ? " is a prime number" : " is not a prime number"));
27
28     scanner.close();
29 }
30
31 }
32
```

The console output at the bottom shows the application running and the user input:

```
<terminated> IsPrime [Java Application] C:\Users\DELL\p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.6.v20230204-1729\jre
Enter an integer: 6
6 is not a prime number
```

Task 4: Constructors

Implement a Matrix class that has a constructor which initializes the dimensions of a matrix and a method to fill the matrix with values

Matrix class:

```
package day_1and2;

public class Matrix {

    private int rows;

    private int cols;

    private int[][] data;

    public Matrix(int rows, int cols) {

        this.rows = rows;

        this.cols = cols;
```

```

this.data = new int[rows][cols];

}

public void fill(int value) {

for (int i = 0; i < rows; i++) {

for (int j = 0; j < cols; j++) {

data[i][j] = value;

}

}

}

public void printMatrix() {

for (int i = 0; i < rows; i++) {

for (int j = 0; j < cols; j++) {

System.out.print(data[i][j] + " ");

}

System.out.println();

}

}

}

```

Main class:

```

package day_1and2;

public class Main {

public static void main(String[] args) {

Matrix myMatrix = new Matrix(3, 4);

myMatrix.fill(1);

System.out.println("Created Matrix:");

myMatrix.printMatrix();

}

```

```
}
```



```
12     this.data = new int[rows][cols];
13 }
14
15 public void fill(int value) {
16     for (int i = 0; i < rows; i++) {
17         for (int j = 0; j < cols; j++) {
18             data[i][j] = value;
19         }
20     }
21 }
22
23 public void printMatrix() {
24     for (int i = 0; i < rows; i++) {
25         for (int j = 0; j < cols; j++) {
26             System.out.print(data[i][j] + " ");
27         }
28         System.out.println();
29     }
30 }
31 }
32 }
```

```
<terminated> Main [Java Application] C:\Users\DELL\p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.6.v20230204-1729\jre\bin\javaw.exe
Created Matrix:
1 1 1 1
1 1 1 1
1 1 1 1
1 1 1 1
```

Task 5: Inheritance

Create a Shape class with a method area() and extend it with Circle and Rectangle classes overriding the area() method appropriately.

```
package day_1and2;

public abstract class Shape {

    public abstract double area();

}

class Circle extends Shape {

    private double radius;

    public Circle(double radius) {

        this.radius = radius;

    }

    @Override

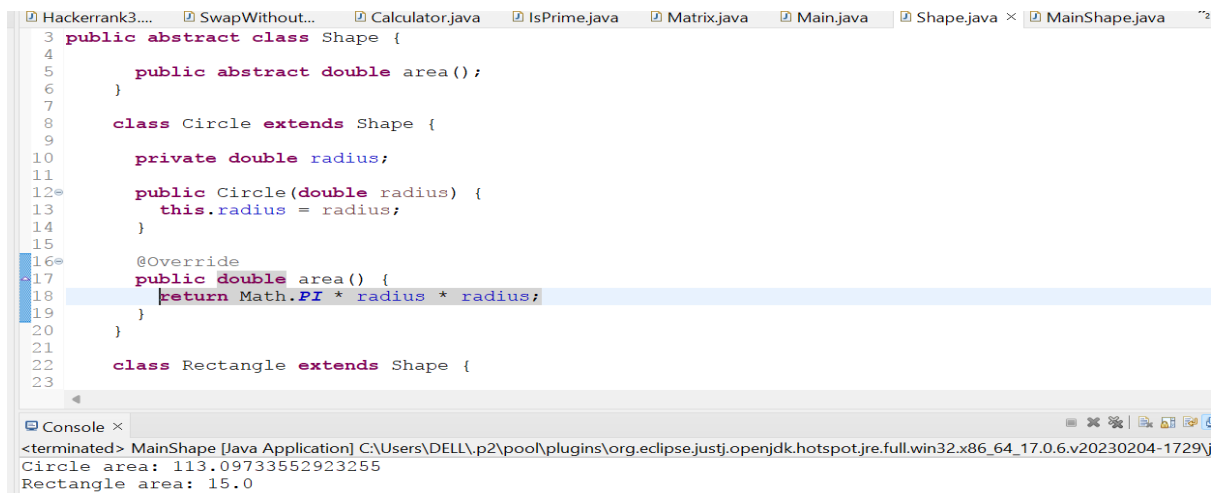
    public double area() {

        return Math.PI * radius * radius;

    }

}
```

```
}  
  
}  
  
class Rectangle extends Shape {  
  
    private double width;  
  
    private double height;  
  
    public Rectangle(double width, double height) {  
  
        this.width = width;  
  
        this.height = height;  
  
    }  
  
    @Override  
  
    public double area() {  
  
        return width * height;  
  
    }  
  
}  
  
public class MainShape {  
  
    public static void main(String[] args) {  
  
        Shape circle = new Circle(6);  
  
        Shape rectangle = new Rectangle(5, 3);  
  
        System.out.println("Circle area: " + circle.area());  
  
        System.out.println("Rectangle area: " + rectangle.area());  
  
    }  
  
}
```

```
3 public abstract class Shape {
4
5     public abstract double area();
6 }
7
8 class Circle extends Shape {
9
10    private double radius;
11
12    public Circle(double radius) {
13        this.radius = radius;
14    }
15
16    @Override
17    public double area() {
18        return Math.PI * radius * radius;
19    }
20 }
21
22 class Rectangle extends Shape {
23
```

Console ×

```
<terminated> MainShape [Java Application] C:\Users\DELL\p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.6.v20230204-1729\
Circle area: 113.09733552923255
Rectangle area: 15.0
```

Task 6: Packages/Classpath

Create a package `com.math.operations` and include classes for various arithmetic operations. Demonstrate how to compile and run these using the classpath.

Create package:

```
com.math.operations
```

Then create arithmetic operations in `com.math.operations` package.

Add class:

```
package com.math.operation;

public class Add {

    public static int add(int a, int b) {

        return a + b;

    }

}
```

Subtract class:

```
package com.math.operation;

public class Subtract {

    public static int subtract(int a, int b) {

        return a - b;

    }

}
```

```
}  
  
}
```

Multiply class:

```
package com.math.operation;  
  
public class Multiply {  
  
    public static int multiply(int a, int b) {  
  
        return a * b;  
  
    }  
  
}
```

Divide class:

```
package com.math.operation;  
  
public class Divide {  
  
    public static double divide(int a, int b) {  
  
        if (b == 0) {  
  
            throw new IllegalArgumentException("Division by zero!");  
  
        }  
  
        return (double) a / b;  
  
    }  
  
}
```

Enter this commands in command prompt:

```
cd src
```

```
javac com/math/operations/Addition.java
```

```
javac com/math/operations/Subtraction.java
```

```
javac com/math/operations/Multiplication.java
```

```
javac com/math/operations/Division.java
```

TestOperations class:

```

package com.math.operation;

public class TestOperations {

public static void main(String[] args) {

int a = 10;

int b = 5;

System.out.println("Addition: " + Add.add(a, b));

System.out.println("Subtraction: " + Subtract.subtract(a, b));

System.out.println("Multiplication: " + Multiply.multiply(a, b));

try {

System.out.println("Division: " + Divide.divide(a, b));

} catch (IllegalArgumentException e) {

System.out.println(e.getMessage());

}

}

}

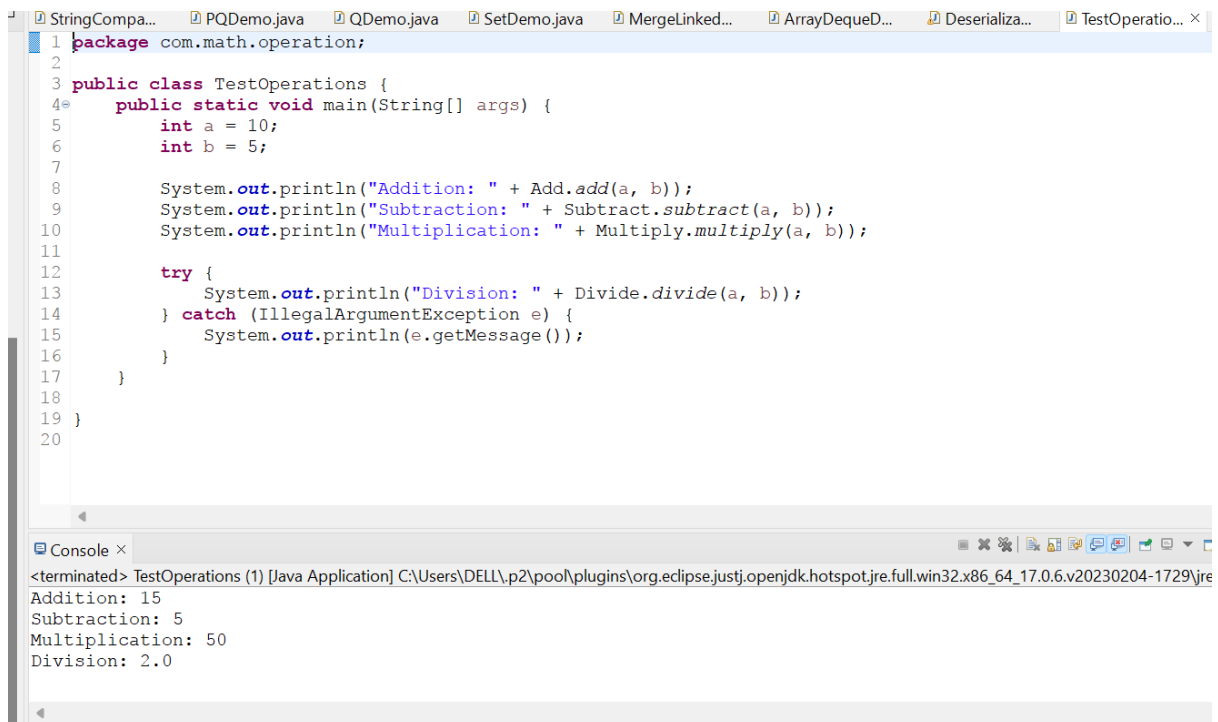
```

- Compile the Main.java file:

```
javac com/math/operations/Main.java
```

- Run the Main class using the classpath:

```
java com.math.operations.Main
```



The screenshot shows the Eclipse IDE with a Java project. The main editor displays the file `TestOperations.java` with the following code:

```
1 package com.math.operation;
2
3 public class TestOperations {
4     public static void main(String[] args) {
5         int a = 10;
6         int b = 5;
7
8         System.out.println("Addition: " + Add.add(a, b));
9         System.out.println("Subtraction: " + Subtract.subtract(a, b));
10        System.out.println("Multiplication: " + Multiply.multiply(a, b));
11
12        try {
13            System.out.println("Division: " + Divide.divide(a, b));
14        } catch (IllegalArgumentException e) {
15            System.out.println(e.getMessage());
16        }
17    }
18 }
19
20 }
```

The Console window at the bottom shows the output of the program:

```
<terminated> TestOperations (1) [Java Application] C:\Users\DELL\p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.6.v20230204-1729\jre
Addition: 15
Subtraction: 5
Multiplication: 50
Division: 2.0
```

Task 7: Basic Exception Handling

Write a program that attempts to divide by zero, catches the `ArithmeticException`, and provides a custom error message.

```
package day_1and2;

public class Exception {

    public static void main(String[] args) {

        int numerator = 10;

        int denominator = 0;

        try {

            double result = divide(numerator, denominator);

            System.out.println("Result: " + result);

        } catch (ArithmeticException e) {
```

```

System.out.println("Error: Cannot divide by zero.");

}

}

public static double divide(int a, int b) {

return (double) a / b;

}

}

```



The screenshot shows the Eclipse IDE with a project named 'day_1and2'. The 'Exception.java' file is open, showing the following code:

```

1 package day_1and2;
2
3 public class Exception {
4     public static void main(String[] args) {
5         int numerator = 10;
6         int denominator = 0;
7
8         try {
9             double result = divide(numerator, denominator);
10            System.out.println("Result: " + result);
11        } catch (ArithmeticException e) {
12            System.out.println("Error: Cannot divide by zero.");
13        }
14    }
15
16    public static double divide(int a, int b) {
17        return (double) a / b;
18    }
19
20 }
21

```

The console output at the bottom shows:

```

<terminated> Exception [Java Application] C:\Users\DELL\p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.6.v202
Result: Infinity

```