

### **Implementation of Packages in Java:**

#### **Aim:**

**Write a Java program to implement built-in, user-defined packages and accessing all classes in a package.**

#### **PRE LAB EXERCISE:**

##### **QUESTIONS:**

###### **1. What is java.util package and what collection framework does it contain?**

Java.util is a built-in Java package that provides utility classes and data structures.

It contains the Collection Framework, which includes:

- **List** (ArrayList, LinkedList)
- **Set** (HashSet, TreeSet)
- **Queue** (PriorityQueue)
- **Map** (HashMap, TreeMap)

###### **2. What are the two types of packages in Java?**

The two types of packages in Java are:

- **Built-in (Predefined) packages** – Provided by Java (example: java.util, java.io).
- **User-defined packages** – Created by the programmer.

#### **IN LAB EXERCISE:**

##### **Objective:**

To understand and implement the concepts of built-in, user-defined packages and accessing all classes in a package in Java.

**Built-in Packages** comprise a large number of classes that are part of the Java API. Some of the commonly used built-in packages are:

- `java.lang`: Contains language support classes(e.g, classes that define primitive data types, math operations). This package is automatically imported.
- `java.io`: Contains classes for supporting input/output operations.
- `java.util`: Contains utility classes that implement data structures such as Linked Lists and Dictionaries, as well as support for date and time operations.
- `java.applet`: Contains classes for creating Applets.
- `java.awt`: Contains classes for implementing the components for graphical user interfaces (like buttons, menus, etc).

### **Source Code**

```
import java.util.Random; // built-in package

public class Sample{

    public static void main(String[] args) {

        // using Random class

        Random rand = new Random();

        // generates a number between 0–99

        int number = rand.nextInt(100);

        System.out.println("Random number: " + number);

    }

}
```

### **Output:**

---

**Random number: 16**

**User-defined Packages** are the packages that are defined by the user.

### **Source code**

```
package com.myapp;

public class Helper {

    public static void show() {

        System.out.println("Hello from Helper!");

    }

}
```

```
}
```

==To use this in another class==

```
import com.myapp.Helper;
```

```
public class Test {
```

```
    public static void main(String[] args) {
```

```
        Helper.show();
```

```
    }
```

```
}
```

### Output:

---

```
Hello from Helper!
```

//Importing all classes from a package.

### Source code

```
import java.util.Vector;
```

```
public class Coders {
```

```
    public Coders() {
```

```
        // java.util.Vector is imported, We are able to access it directly in our code.
```

```
        Vector v = new Vector();
```

```
        java.util.ArrayList l = new java.util.ArrayList();
```

```
        l.add(3);
```

```
        l.add(5);
```

```
        l.add(7);
```

```
        System.out.println(l);
```

```
    }
```

```
    public static void main(String[] args) {
```

```
        new Coders();
```

```
    }
```

```
}
```

## Output

---

[3,5,7]

### POST LAB EXERCISE:

1. What will happen if two classes in different packages have the same name and are imported in a Java file?

If two classes with the same name are imported, Java gives a **compile-time error (ambiguity error)**.

To solve it, we must use the **fully qualified class name**.

2. What is the purpose of using packages in Java?

Packages are used to:

- Organize related classes together
- Avoid name conflicts
- Improve code reusability
- Provide access protection (security)
- Make large projects manageable

In short:

Packages help in **organization, security, and avoiding naming conflicts**.

3. Which built-in Java package would you use if you want to create a GUI window and display a message?

- A. java.util
- B. java.sql
- C. java.awt
- D. java.net

Correct answer:

**C. java.awt**

java.awt is used to create GUI components like windows, buttons, and labels.

## **ASSESSMENT**

<b>Description</b>	<b>Max Marks</b>	<b>Marks Awarded</b>
Pre Lab Exercise	<b>5</b>	
In Lab Exercise	<b>10</b>	
Post Lab Exercise	<b>5</b>	
Viva	<b>10</b>	
<b>Total</b>	<b>30</b>	
<b>Faculty Signature</b>		

