

Activity 28th June

1. Write a Java program to create a class called "Dog" with a name and breed attribute. Create two instances of the "Dog" class, set their attributes using the constructor and modify the attributes using the setter methods and print the updated values.
Make the array and add all the dogs to it.
Compare the objects with equals method
2. Write a Java program to create a class called "Rectangle" with width and height attributes. Calculate the area and perimeter of the rectangle.
3. Write a Java program to create a class called "Circle" with a radius attribute. You can access and modify this attribute. Calculate the area and circumference of the circle.
4. Write a Java program to create a class called "Bank" with a collection of accounts and methods to add and remove accounts, and to deposit and withdraw money. Also define a class called "Account" to maintain account details of a particular customer.
5. Write a Java program to create a class called "Employee" with a name, salary, and hire date attributes, and a method to calculate years of service.
Make the array and add all the Employee to it.
Compare the objects with equals method
6. Write a Java program to create a class called "Airplane" with a flight number, destination, and departure time attributes, and methods to check flight status and delay.
7. Please study this link:
<https://techvidvan.com/tutorials/java-wrapper-class/>