- 1. A library needs to develop an online application for two types of users/roles, Adults and children. Both of these users should be able to register an account. Any user who is less than 12 years of age will be registered as a child and they can borrow a "Kids" category book for 10 days, whereas an adult can borrow "Fiction" category books which need to be returned within 7 days.
- 1.Create an interface LibraryUser with the following methods declared, Method Name registerAccount requestBook
- 2.Create 2 classes "KidUser" and "AdultUser" which implements the LibraryUser interface.
- 3.Both the classes should have two instance variables as specified below.

age int bookType String

- 4. The methods in the KidUser class should perform the following logic.
- 1. registerAccount: if age < 12, a message displaying "You have successfully registered under a Kids Account" should be displayed in the console. If(age>12), a message displaying, "Sorry, Age must be less than 12 to register as a kid" should be displayed in the console.
- 2. requestBook: if bookType is "Kids", a message displaying "Book Issued successfully, please return the book within 10 days" should be displayed in the console. else, a message displaying, "You are allowed to take only kids books" should be displayed in the console.
- 5. The methods in the AdultUser class should perform the following logic.
- 1. registerAccount: if age > 12, a message displaying "You have successfully registered under an Adult Account" should be displayed in the console. If age<12, a message displaying, "Sorry, Age must be greater than 12 to register as an adult" should be displayed in the console.
- 2. requestBook : if bookType is "Fiction", a message displaying "Book Issued successfully, please return the book within 7 days" should be displayed in the console. else, a message displaying, "

You are allowed to take only adult Fiction books" should be displayed in the console.

6.Create a class LibraryInterfaceDemo with a main method which performs the below functions,

In the main method, test all the methods.

#### **CODING:**

# Main.java

```
import java.util.Scanner;
```

```
interface LibraryUser {
   void registerAccount();
   void requestBook();
class KidUser implements LibraryUser {
    int age;
   String bookType;
   public KidUser(int age, String bookType) {
        this.age = age;
        this.bookType = bookType;
    @Override
   public void registerAccount() {
        if (age < 12) {
            System.out.println("You have successfully registered under
a Kids Account");
        } else {
            System.out.println("Sorry, Age must be less than 12 to
register as a kid");
        }
    @Override
   public void requestBook() {
        if ("Kids".equalsIgnoreCase(bookType)) {
            System.out.println("Book Issued successfully, please return
the book within 10 days");
        } else {
            System.out.println("You are allowed to take only kids
books");
```

```
class AdultUser implements LibraryUser {
    int age;
    String bookType;
   public AdultUser(int age, String bookType) {
        this.age = age;
        this.bookType = bookType;
    @Override
   public void registerAccount() {
        if (age > 12) {
            System.out.println("You have successfully registered under
an Adult Account");
        } else {
            System.out.println("Sorry, Age must be greater than 12 to
register as an adult");
    @Override
   public void requestBook() {
        if ("Fiction".equalsIgnoreCase(bookType)) {
            System.out.println("Book Issued successfully, please return
the book within 7 days");
        } else {
            System.out.println("You are allowed to take only adult
Fiction books");
        }
    }
public class Main {
   public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        System.out.println("Enter age for KidUser:");
        int kidAge = scanner.nextInt();
        scanner.nextLine();
        System.out.println("Enter book type for KidUser:");
        String kidBookType = scanner.nextLine();
        KidUser kidUser = new KidUser(kidAge, kidBookType);
```

```
kidUser.requestBook();
kidUser.requestBook();

System.out.println();

System.out.println("Enter age for AdultUser:");
int adultAge = scanner.nextInt();
scanner.nextLine();
System.out.println("Enter book type for AdultUser:");
String adultBookType = scanner.nextLine();

AdultUser adultUser = new AdultUser(adultAge, adultBookType);
adultUser.requestBook();
scanner.close();
}
```

```
Enter age for KidUser:

11

Enter book type for KidUser:
Kids
You have successfully registered under a Kids Account
Book Issued successfully, please return the book within 10 days

Enter age for AdultUser:
25

Enter book type for AdultUser:
Fiction
You have successfully registered under an Adult Account
Book Issued successfully, please return the book within 7 days
PS C:\Users\karnish.n\Desktop\Day 13\task 1>
```

#### **CODING:**

# Main.java:

```
import java.util.ArrayList;
import java.util.Collections;
import java.util.Scanner;
public class Main {
   public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
       ArrayList<Integer> list1 = new ArrayList<>();
       ArrayList<Integer> list2 = new ArrayList<>();
       System.out.println("Enter 5 integers for the first list:");
            list1.add(scanner.nextInt());
       System.out.println("Enter 5 integers for the second list:");
            list2.add(scanner.nextInt());
       ArrayList<Integer> mergedList = new ArrayList<>();
       mergedList.addAll(list1);
       mergedList.addAll(list2);
       Collections.sort(mergedList);
       ArrayList<Integer> resultList = new ArrayList<>();
       if (mergedList.size() > 2) resultList.add(mergedList.get(2));
       if (mergedList.size() > 6) resultList.add(mergedList.get(6));
        if (mergedList.size() > 8) resultList.add(mergedList.get(8));
       System.out.println("Final Result: " + resultList);
       scanner.close();
```

```
Enter 5 integers for the first list:
5 2 9 1 7
Enter 5 integers for the second list:
6 3 8 4 0
Final Result: [2, 6, 8]
PS C:\Users\karnish.n\Desktop\Day 13\task 2> [
```

- 3.Read student details as input. The details would include name, mark in the given order. The datatype for name is string, mark is float. Create a hashmap that contains name as key and mark as value. Get student name as input and display the student grade.
- 1. If Mark is less than 60, then grade is FAIL.
- 2. If Mark is greater than or equal to 60, then grade is PASS.

### **CODING:**

Main.java

```
import java.util.HashMap;
```

```
import java.util.Scanner;

public class StudentGrades {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

        HashMap<String, Float> studentMap = new HashMap<>();

        System.out.print("Enter number of students: ");
        int n = scanner.nextInt();
        scanner.nextLine();

        for (int i = 0; i < n; i++) {
            System.out.print("Enter student name: ");
            String name = scanner.nextLine();

            System.out.print("Enter mark for " + name + ": ");
            float mark = scanner.nextFloat();
            scanner.nextLine();
            scanner
```

```
System.out.print("Enter student name to check grade: ");
String searchName = scanner.nextLine();

if (studentMap.containsKey(searchName)) {
    float mark = studentMap.get(searchName);
    if (mark >= 60) {
        System.out.println(searchName + " - Grade: PASS");
    } else {
        System.out.println(searchName + " - Grade: FAIL");
    }
} else {
    System.out.println("Student not found.");
}
scanner.close();
}
```

```
Enter number of students: 3
Enter student name: karnish
Enter mark for karnish: 80
Enter student name: bharani
Enter mark for bharani: 58
Enter student name: hemnath
Enter mark for hemnath: 90
Enter student name to check grade: bharani
bharani - Grade: FAIL
```

4. Write a program to get integers as input and store in the arraylist. Traverse the input list, if the number is even store in a arraylist called evenNumbersList and oddnumbers in oddNumberList. Print the input list and the lists containing even numbers and odd numbers.

### **CODING:**

## Main.java

```
import java.util.ArrayList;
import java.util.Scanner;
public class EvenOddSeparation {
   public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
       ArrayList<Integer> inputList = new ArrayList<>();
       ArrayList<Integer> evenNumbersList = new ArrayList<>();
       ArrayList<Integer> oddNumbersList = new ArrayList<>();
       System.out.print("Enter number of integers: ");
        int n = scanner.nextInt();
       System.out.println("Enter " + n + " integers:");
        for (int i = 0; i < n; i++) {
            int num = scanner.nextInt();
            inputList.add(num);
            if (num % 2 == 0) {
                evenNumbersList.add(num);
            } else {
                oddNumbersList.add(num);
        }
        System.out.println("Input List: " + inputList);
        System.out.println("Even Numbers List: " + evenNumbersList);
        System.out.println("Odd Numbers List: " + oddNumbersList);
```

```
Enter number of integers: 10
Enter 10 integers:
2 3 4 3 34 5 1 21 34 32
Input List: [2, 3, 4, 3, 34, 5, 1, 21, 34, 32]
Even Numbers List: [2, 4, 34, 34, 32]
Odd Numbers List: [3, 3, 5, 1, 21]
```