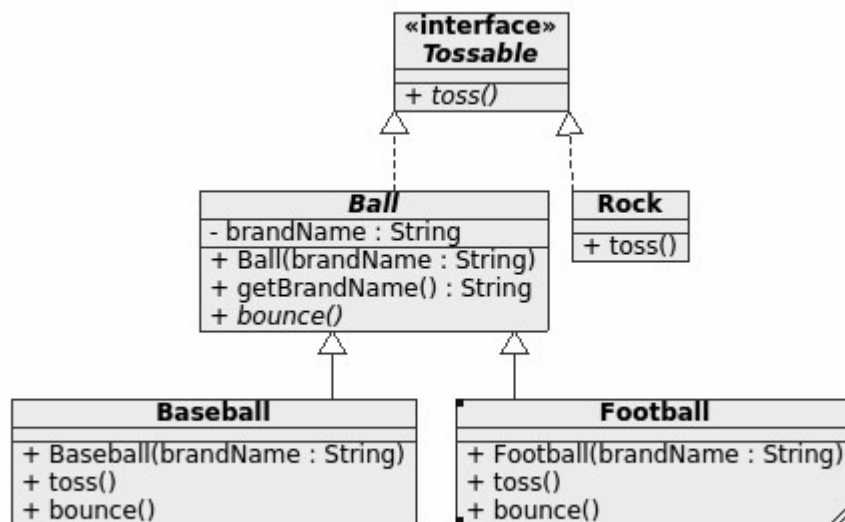# Object Oriented Programming with Java
Practical-5

<u>Introduction to Package and Interface</u>

EXERCISE

1) Create a package named as My Package with a class named as Calculate. The class should contain two methods:
   volume() : Accepts three double type arguments i.e. width, height, depth. Calculate volume and return double type value.
   add() : Accepts two integer type values, add them and returns the value.
   Import the package created in the previous program into a file named as PackageDemo and call the above two methods to add and find the volume.

2) Implement an interface Demo which has the method show(). Implement a class A which implements the interface Demo, class B which extends A, class C which extends B and each class having its show() method which displays "I am in" + [classname].

3) Implement the following class hierarchy. You do not need to fill in the method bodies for the toss or bounce methods. Make appropriate changes/ assumptions if required.

4) Create an interface called Arithmetic, which defines methods for sum, multiplication, division, subtraction. Implement this interface in a class in the same package and different package.

5) Create a class Employee which has member *no, name and getNo(), getName(), setNo(), setName() and Employee(no,name,hours,price)* . Create Inner Class HourlyEmp which has *hour and price* data members and *HourlyEmp(hours,price), display()* method which displays all the information of inner and outer class members.
   Create a Demo class which creates Employee and HourlyEmp objects and access the inner and outer class methods.