

19.2.25

Experiment: 9

- 1 ~~Create a class Box that uses a parameterized constructor to initialize~~

Assignment: -9

- 1 write a Java program to create a class called shape with instance length and breadth. Implement method overloading to initialize the instance variables, calculate and print area of rectangle and square and scalene triangle.
- 2 write a Java program to create a class called "Book" with instance variables title, author and price. Implement a zero argument constructor for default values and two parameterized constructors:
 - a) one constructor takes title and author as parameters.
 - b) The other constructor takes title, author, and price as parameters.

c) Print the values of the variables for each constructor.
- 3 write a Java program to create a class called student with instance variables studentId, studentName, and grade. Implement a default constructor and a parameterized constructor that takes all three instance variables, use constructor chaining to initialize the variables. Print the values of the variables.
- 4 write a Java program to create a class called Account with instance variables accountNumber and balance. Implement a parameterized constructor that initializes these variables with validation.

- a. accountNumber should be non-null and non-empty.
- b. balance should be non-negative.
- c. print an error message if the validation fails.

7. write a java program to create a class called Point with instance variable X and Y. Implement overloaded constructors:

- a. one constructor takes int parameters.
- b. Another constructor takes double parameters.
- c. print the values of the variables for each constructor.

Answer:-

```
1 import java.lang.*;
import java.util.*;
public class Shape {
    int length, breadth, temp;
    public void area(int length, int breadth) {
        this.length = length;
        this.breadth = breadth;
        int area = this.length * this.breadth;
        System.out.println("Area of Rectangle :- " +
            area + "\n");
    }
    public void area(int side) {
        length = side;
        int area = length * length;
        System.out.println("Area of Square :- " +
            area + "\n");
    }
}
```



```
public void area (int a, int b, int c) {  
    length = a;  
    breadth = b;  
    temp = c;  
    int s = (length + breadth + temp) / 2;  
    int area = (int) Math.sqrt (s * (s - length) *  
                                (s - breadth) * (s - temp));  
    System.out.println ("Area of scalene Triangle  
is :- " + area);  
}
```

```
public static void main (String args[]) {  
    Scanner sc = new Scanner (System.in);  
    Shape obj = new Shape();  
    System.out.print ("Enter the length of Rectangle:-");  
    int l = sc.nextInt();  
    System.out.print ("Enter the breadth of Rectangle:-");  
    int b = sc.nextInt();  
    obj.area (l, b);  
}
```

```
System.out.print ("Enter the side of square:-");  
l = sc.nextInt();  
obj.area (l);  
}
```

```
System.out.print ("Enter side 'a' of Scalene Triangle:-");  
l = sc.nextInt();  
System.out.print ("Enter side 'b' :-");  
b = sc.nextInt();  
System.out.print ("Enter side 'c' :-");  
int c = sc.nextInt();  
obj.area (l, b, c);  
sc.close();  
}
```


Output:-

Enter the length of Rectangle:- 2

Enter the breadth of Rectangle:- 4

Area of Rectangle:- 8

Enter the side of Square:- 8

Area of Square:- 64

Enter side 'a' of Scalene Triangle:- 5

Enter side 'b' :- 4

Enter side 'c' :- 6

Area of Scalene Triangle is :- 6

```
2 import java.lang.*;
import java.util.*;
public class Book {
    String title, author;
    float price;
    Book() {
        title = "unknown";
        author = "unknown";
        price = 0.0f;
    }
    Book (String t, String a) {
        title = t;
        author = a;
        price = 0.0f;
    }
    Book (String t, String a, float p) {
        title = t;
        author = a;
        price = p;
    }
}
```



```
public void display() {  
    System.out.println("Title :- " + title);  
    System.out.println("Author :- " + author);  
    System.out.println("Price :- " + price + "\n");  
}  
  
public static void main (String args[]) {  
    Scanner sc = new Scanner(System.in);  
    Book b1 = new Book();  
    System.out.println("Details of book 1 :-");  
    b1.display();  
  
    System.out.println("Enter title of book :-");  
    String t = sc.nextLine();  
    System.out.println("Enter author of book :-");  
    String a = sc.nextLine();  
    Book b2 = new Book(t, a);  
    System.out.println("Details of book 2 :-");  
    b2.display();  
  
    System.out.println("Enter price of book :-");  
    float p = sc.nextFloat();  
    Book b3 = new Book(t, a, p);  
    System.out.println("Details of book 3 :-");  
    b3.display();  
  
    sc.close();  
}
```


Output:-

Details of book 1:-

Title:- Unknown

Author:- Unknown

Price:- 0.0

Enter title of book:- David Cooperfiled

Enter author of book:- Charles Dickens

Details of book 2:-

Title:- David Cooperfiled

Author:- Charles Dickens

Price:- 0.0

Enter Price of book:- 650.32

Details of book 3:-

Title:- David Cooperfiled

Author:- Charles Dickens

Price:- 650.32

```
3 import java.lang.*;
```

```
public class Student {
```

```
    int studentID;
```

```
    String studentName, grade;
```

```
    Student() {
```

```
        this(100, "Rajesh Ram", "B");
```

```
    }
```

```
    Student(int studentID, String studentName,  
            String grade) {
```

```
        this.studentID = studentID;
```

```
        this.studentName = studentName;
```

```
        this.grade = grade;
```

```
    }
```

```
public void display() {  
    System.out.println("Student ID :- " + studentID);  
    System.out.println("Student Name :- " + studentName);  
    System.out.println("Student Grade :- " + grade);  
}  
  
public static void main (String args[]) {  
    Student s = new Student();  
    s.display();  
}  
}
```

output:-

Student ID :- 100

Student Name :- Rajesh Rana

Student Grade :- B


```
1 import java.lang.*;
2 import java.util.*;
3
4 public class Account {
5     String accountNumber;
6     float balance;
7
8     Account(String a, float b){
9         if(a == null || a == ""){
10             System.out.println("Enter valid account number.");
11             return;
12         }
13
14         if(b < 0){
15             System.out.println("Balance cannot be negative.");
16             return;
17         }
18
19         accountNumber = a;
20         balance = b;
21         display();
22     }
23
24     public void display(){
25         System.out.println("\nAccount details:- ");
26         System.out.println("Account Number:- " + accountNumber);
27         System.out.println("Balance:- " + balance);
28     }
29
30     public static void main(String[] args) {
31         Scanner sc = new Scanner(System.in);
32
33         System.out.print("Enter account number:- ");
34         String a = sc.nextLine();
35         System.out.print("Enter balance:- ");
36         float b = sc.nextFloat();
37         Account acc = new Account(a, b);
38
39         sc.close();
40     }
41 }
42
```


Output:-

Enter account number:- 123456789

Enter balance:- 385

Account details:-

Account Number:- 123456789

Balance:- 385.0


```

⑤ import java.lang.*;
import java.util.*;
public class Point {

```

```

    double x, y;

```

```

    Point (int a, int b) {

```

```

        x = a;

```

```

        y = b;

```

```

        System.out.println("int constructor:- " + a + ", " + b);
    }

```

```

}

```

```

Point (double a, double b) {

```

```

    x = a;

```

```

    y = b;

```

```

    System.out.println("double constructor:- (" + x + ", " + y + ")");
}

```

```

}

```

```

public static void main (String args[]) {

```

```

    Scanner sc = new Scanner (System.in);

```

```

    System.out.print ("Enter x (int) :- ");

```

```

    int a = sc.nextInt();

```

```

    System.out.print ("Enter y (int) :- ");

```

```

    int b = sc.nextInt();

```

```

    Point p1 = new Point (a, b);

```

```

    System.out.print ("Enter x (double) :- ");

```

```

    double c = sc.nextDouble();

```

```

    System.out.print ("Enter y (double) :- ");

```

```

    double d = sc.nextDouble();

```

```

    Point p2 = new Point (c, d);

```

```

    sc.close();
}

```

```

}

```

```

}

```


Output:-

Enter x (int): 2

Enter y (int): 5

int constructor:- (2, 5)

Enter x (double): 8.7

Enter y (double): 3.4

double constructor:- (8.7, 3.4).