

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

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

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

```
System.out.print("Enter side 'a' of scalene triangle:-");\n    l = sc.nextInt();\n    System.out.print("Enter side 'b' :- ");\n    b = sc.nextInt();\n    System.out.print("Enter side 'c' :- ");\n    int c = sc.nextInt();\n    obj.area(l,b,c);\n    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;

3

```
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.print("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 Copperfield

Enter author of book :- Charles Dickens

Details of book 2 :-

Title :- David Copperfield

Author :- Charles Dickens

Price :- 0.0

Enter price of book :- 650.32

Details of book 3 :-

Title :- David Copperfield

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 :- Ravjesh 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.printf("int constructor- (%d, %d)  
 a, b);  
 }  
}

Point(double a, double b) {  
 x = a;  
 y = b;  
}

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

3.  
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();  
}

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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).