

## CLASS And OBJECT

```
① import java.util.*  
class Student  
{  
    private int admNo;  
    private String stuName;  
    private float eng, math, science;  
    private double total;  
    private double cTotal()  
{  
    total = eng + math + science;  
    return total;  
}  
public void takeData()  
{  
    Scanner sc = new Scanner(System.in);  
    System.out.println("Enter your admission  
number:");  
    admNo = sc.nextInt();  
    System.out.println("Enter your name:");  
    stuName = sc.next();  
    System.out.println("Enter your english, math  
    & science marks:");  
    eng = sc.nextFloat();
```

```
math = sc.next float();  
science = sc.next float();  
total = c.Total();
```

```
}  
public void showData()
```

```
{  
    System.out.println("Your name is " + stuName +  
        "Your admission number is"  
        + admNo);
```

```
    System.out.println("Your english, math, science marks  
        is " + eng + ", " + math + ", "  
        + science);
```

```
    System.out.println("Your total marks is " + total);  
}
```

```
class Studentmark.
```

```
{  
    public static void main (String[] args)
```

```
{  
        Student stu = new Student();
```

```
        stu.takeData();
```

```
        stu.showData();
```

```
    }  
}
```

② import java.util.\*;

class Rectangle

{

double width, height;

double area, perimeter;

Rectangle ()

{

width = 1;

height = 1;

}

Rectangle (double w, double h).

{

width = w;

height = h;

}

double get Area ()

{

area = width \* height;

return area;

}

double get perimeter ()

{

perimeter = 2 \* (width + height);

return perimeter;

}



```
void display()
```

```
{
```

```
    area = getArea();
```

```
    perimeter = getPerimeter();
```

```
    System.out.println("The width of the rectangle  
is : " + width + " The height of  
the rectangle is : " + height);
```

```
    System.out.println("The area of the rectangle is :  
" + area + " The perimeter of the  
rectangle is : " + perimeter);
```

```
}
```

```
class RectangleCalc
```

```
{
```

```
    public static void main (String[] args)
```

```
{
```

```
        Rectangle r1 = new Rectangle ();
```

```
        r1.display();
```

```
        Rectangle r2 = new Rectangle (4, 40);
```

```
        r2.display();
```

```
        Rectangle r3 = new Rectangle (35, 35.9)
```

```
        r3.display();
```

```
}
```

```
}
```