Write a program in Java with class Circle & with the data fields radius, area and colour. The radius and area are of double type and colour is of string type. The methods are get\_radius (), get\_colour() and find\_area(). Create two objects of Circle and compare their area and colour. If the area and colour both are the same for the objects then display “Matching Circles”, otherwise display “Non-matching Circles”

package com.first;

import java.util.\*;

public class Circle {

Double radius= 0.0;

String color= "";

Double area=0.0;

Scanner sc = new Scanner(System.in);

public Double getradius()

{

System.out.println("Enter the Radius: ");

radius=sc.nextDouble();

return radius;

}

public Double getarea()

{

area=3.14\*radius\*radius;

return area;

}

public String getcolor()

{

System.out.println("Enter the Colour: ");

color=sc.next();

return color;

}

}

package com.first;

public class Main {

public static void main(String[] args) {

double area1,area2;

String color1,color2;

System.out.println("First Circle");

Circle c1=new Circle();

Circle c2=new Circle();

c1.getradius();

area1=c1.getarea();

color1=c1.getcolor();

c2.getradius();

area2=c2.getarea();

color2=c2.getcolor();

if((area1==area2) && (color1.equals(color2)))

{

System.out.println("Circles Matching");

}

else

{

System.out.println("Circles Not Matching");

}

}

}

Write a program in Java to implement a Calculator with simple arithmetic operations such as add, subtract, multiply, divide using switch case and other simple java statements

package com.second;

import java.util.\*;

public class Calci {

public static void main(String[] args) {

Double a ,b ,result;

Scanner sc=new Scanner(System.***in***);

System.***out***.println("Enter the Operator: ");

String operator=sc.next();

System.***out***.println("Enter the first number: ");

a=sc.nextDouble();

System.***out***.println("Enter the Second number: ");

b=sc.nextDouble();

switch(operator)

{

case"+":

result=a+b;

System.***out***.println(a+"+"+b+"="+result);

break;

case"-":

result=a-b;

System.***out***.println(a+"-"+b+"="+result);

break;

case"\*":

result=a\*b;

System.***out***.println(a+"\*"+b+"="+result);

break;

case"/":

result=a/b;

System.***out***.println(a+"/"+b+"="+result);

break;

default:

System.***out***.println("Invalid Operator");

break;

}

}

}

Write a program in Java with class Rectangle with the data fields width, length, area and colour. The length, width and area are of double type and colour is of string type. The methods are get\_length (), get\_width (), get\_colour() and find\_area(). Create two objects of Rectangle and compare their area and colour. If the area and colour both are the same for the objects then display “Matching Rectangles”, otherwise display “Non-matching Rectangle”

package com.third;

import java.util.Scanner;

public class Rectangle {

Double length,width,area;

String color;

Scanner sc = new Scanner(System.in);

public Double getlength()

{

System.out.println("Enter the Length: ");

length=sc.nextDouble();

return length;

}

public Double getwidth()

{

System.out.println("Enter the width: ");

width=sc.nextDouble();

return width;

}

public String getColor()

{

System.out.println("Enter the color: ");

color=sc.next();

return color;

}

public double getarea()

{

area=length\*width;

System.out.println("The Area is "+area);

return area;

}

}

package com.third;

public class Main {

public static void main(String[] args) {

double area1,area2;

String color1,color2;

Rectangle rect1=new Rectangle();

Rectangle rect2=new Rectangle();

System.out.println("First Rectangle");

rect1.getlength();

rect1.getwidth();

area1=rect1.getarea();

color1=rect1.getColor();

System.out.println("Second Rectangle");

rect2.getlength();

rect2.getwidth();

area2=rect2.getarea();

color2=rect2.getColor();

if((area1==area2) && (color1.equals(color2)))

{

System.out.println("Rectangles Matching");

}

else

System.out.println("Rectangles Not Matching");

}

}

Write a program in JAVA to demonstrate the method overloading

package com.hello;

public class MethodOverload {

public static void add(int a,int b)

{

System.***out***.println(a+b);

}

public static void add(double a,double b)

{

System.***out***.println(a+b);

}

public static void add(int a,int b,int c)

{

System.***out***.println(a+b+c);

}

public static void main(String[] args) {

//MethodOverload OV=new MethodOverload();

*add*(2,5);

*add*(2.0,5.0);

*add*(2,5,8);

}

}

Write Programs in Java to sort list of names in alphabetical order.

package com.fifth;

import java.io.\*;

import java.util.Arrays;

public class Abphabetical {

public static void main(String[] args) {

int n=4;

String names[]= {"shivam", "rushi","aniket","pari"};

Arrays.sort(names);

System.out.println("The alphabetical order is: ");

for (int i=0;i<n;i++)

{

System.out.println(names[i]);

}

}

}

Write a java program to add two matrices and store it in third matrix.

package com.six;

import java.util.Scanner;

public class Matrix {

public static void main(String[] args) {

Scanner sc= new Scanner(System.***in***);

int a[][]= {{1,2,3},{4,5,6},{7,8,9}};

int b[][]= {{1,2,3},{4,5,6},{7,8,9}};

int c[][]= new int[3][3];

int d[][]= new int[3][3];

int e[][]= new int[3][3];

for(int i=0;i<3;i++) {

for(int j=0;j<3;j++) {

System.***out***.print("c["+i+"]["+j+"]");

d[i][j]=sc.nextInt(); }

}

for(int i=0;i<3;i++) {

for(int j=0;j<3;j++) {

//c[i][j]=a[i][j]+b[i][j];

System.***out***.print(d[i][j]+" ");

}

System.***out***.println();

}

for(int i=0;i<3;i++) {

for(int j=0;j<3;j++) {

c[i][j]=a[i][j]+b[i][j];

System.***out***.print(c[i][j]+" ");

}

System.***out***.println();

}

}

}

Write a program in Java to create a player class. Inherit the classes Cricket\_player, Football\_player and Hockey\_player from player class.

package com.seven;

public class Player {

String name;

int age;

Player(String n,int a){

name=n;

age=a;

}

void show() {

System.out.println("Player name : "+name);

System.out.println("Player age : "+age);

}

}

class cricket\_player extends Player{

String type;

cricket\_player(String n,String t,int a){

super(n,a);

type=t;

}

public void show() {

super.show();

System.out.println("Player type : "+type);

}

}

class football\_player extends Player{

String type;

football\_player(String n,String t,int a){

super(n,a);

type=t;

}

public void show() {

super.show();

System.out.println("Player type : "+type);

}

}

class hockey\_player extends Player{

String type;

hockey\_player(String n,String t,int a){

super(n,a);

type=t;

}

public void show() {

super.show();

System.out.println("Player type : "+type);

}

}

package com.seven;

public class Main {

public static void main(String[] args) {

cricket\_player c=new cricket\_player("Shivam","Cricket",20);

football\_player f=new football\_player("Ajyol","Football",21);

hockey\_player h=new hockey\_player("Suraj","Hockey",22);

c.show();

f.show();

h.show();

}

}

Write a JAVA program which implements INTERFACE.

package com.eight;

public interface example {

void getname(String name);

}

package com.eight;

public class example2 implements example {

public void getname(String name) {

System.out.println("My name is "+name);

}

public static void main(String[] args) {

example2 ex=new example2();

ex.getname("shivam");

ex.getname("ajyol");

}

}

Write a JAVA program which use try and catch for exception handling.

package com.nine;

public class TryCatch {

public static void main(String[] args) {

int c;

int a[]= {1,2,3};

try {

c=50/0;

}catch(Exception e) {

System.***out***.println("AirthmeticException => "+e.getMessage());

}

finally {

System.***out***.println("This is the finally block");

}

try {

a[5]=8;

}catch(Exception A) {

System.***out***.println("Array out of bound =>"+A.getMessage());

}

}

}

Write a java program in which data is read from one file and should be written in another file line by line.

package com.eleven;

import java.io.FileReader;

import java.io.FileWriter;

public class fileread {

public static void main(String[] args) {

try {

FileReader fr=new FileReader("C:\\Users\\Admin\\Desktop\\lin.txt");

FileWriter fw=new FileWriter("C:\\Users\\Admin\\Desktop\\hello.txt");

String str = "";

int i;

while((i=fr.read()) != -1) {

str+=(char)i;

}

System.out.println(str);

fw.write(str);

fr.close();

fw.close();

System.out.println("Reading and Writing both Done.");

}

catch (Exception e) {

System.out.println("There are some IOException");

}

}

}

Write a Java Program to sort the elements of an array in ascending order

package com.twelve;

import java.util.Arrays;

import java.util.Scanner;

public class Ascending {

public static void main(String[] args) {

int a[]=new int[5];

int temp=0;

// n;

Scanner sc = new Scanner(System.in);

//System.out.println("Enter the no of elements in an array");

//n=sc.nextInt();

System.out.println("Enter the Elements :");

for(int i=0;i<5;i++) {

a[i]=sc.nextInt();

}

for (int j=0;j<4;j++)

{

for (int i=0;i<4-j;i++) {

if(a[i]<a[i+1])

{

temp=a[i];

a[i]=a[i+1];

a[i+1]=temp;

}

}

}

System.out.println("The array after sorting is ");

for(int i=0;i<5;i++) {

System.out.println(a[i]);

}

}

}

Write a java program for method overloading and overriding

package com.fourteen;

public class MethodOverride {

void getname()

{

System.out.println("this isn methodoverride class");

}

}

package com.fourteen;

public class hello extends MethodOverride{

void getname()

{

System.out.println("this is hello class");

}

}

package com.fourteen;

public class Main {

public static void main(String[] args) {

MethodOverride m=new MethodOverride();

MethodOverride h=new hello();

m.getname();

h.getname();

}

}

Write a Java program to find factorial of number.

package com.six;

import java.util.Scanner;

public class Factorial {

public static void main(String[] args) {

int fact=1;

int num;

Scanner sc=new Scanner(System.in);

System.out.println("Enter the Number : ");

num=sc.nextInt();

for (int i=1;i<=num;i++)

{

fact=fact\*i;

}

System.out.println("Fact : "+fact);

}

}

Write a Java program to display first 50 prime numbers.

package com.seven;

import java.util.Scanner;

public class Primenum {

public static void main(String[] args) {

int start=0;

int n;

int count;

Scanner s=new Scanner(System.***in***);

System.***out***.println("ener a number");

n=s.nextInt();

for(int i=start;i<=n;i++) {

count=0;

for(int j=1;j<=n;j++) {

if(i%j==0) {

count++;

}

}

if(count==2) {

System.***out***.println(i+" ");

}

}

}

}

Write a program in JAVA to demonstrate the constructor overloading

package com.constructoroverload;

public class overload{

int id;

String name;

public overload() {

System.out.println("Default constructor");

}

public overload(int a,String b){

id=a;

name=b;

}

public static void main(String[] args) {

overload con= new overload();

System.out.println("Student Id : "+con.id + "\nStudent Name : "+con.name);

overload con2=new overload(10, "Ram");

System.out.println("Student Id : "+con2.id + "\nStudent Name : "+con2.name);

}

}

Program to use Graphics Class

package packk;

import java.awt.\*;

import java.applet.\*;

public class Demo extends Applet {

public void paint(Graphics g)

{

g.setColor(Color.red);

g.fillOval(100,100,200,200);

g.fillRect(100,350,400,200);

g.drawLine(300,600,100,750);

//Font f = new Font("verdana",Font.BOLD,25);

//g.setFont(f);

g.drawString("Hello World",500,800);

}

}