Ex.No.4

Programming with Interface

09.09.2020

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- I. Define an abstract class by name Solid that has the data member radius of double type with default scope. The class Solid has three public abstract methods by name surfaceArea(), volume(), readRadius(). The class Solid also has a concrete method by name baseArea that computes πr^2 by receiving r as an argument which is double type.
- II. Two classes by name Cylinder and Sphere inherit the Solid class and implement the methods readRadius(), surfaceArea() and volume(). readRadius() accepts the radius, surfaceArea()computes surface area and volume() computes the volume of the concerned shape. Both the classes should make use of the baseArea method of the abstract class wherever possible.
- III. Define another class by name MySolid with the main method that displays the surface area and volume of a cylinder and a sphere.

[Hint: surface area and volume of a cylinder are $2\pi r^2 + 2\pi rh$ and $\pi r^2 h$ respectively. surface area and volume of a sphere are $4\pi r^2$ and $4/3\pi r^3$ respectively.]

Solid.java

```
package lab.four.solids;

public abstract class Solid {

    double radius;

    public abstract double surfaceArea();

    public abstract double volume();

    public abstract void readRadius();

    public double baseArea(double radius) {

        return Math.PI * radius * radius;

    }
}
```

Cylinder.java

```
package lab.four.solids;
import java.util.Scanner;
public class Cylinder extends Solid {
    double height;
    @Override
    public double surfaceArea() {
        return (2 * baseArea(radius)) + (2 * (baseArea(radius) / radius) * height);
    }
    @Override
    public double volume() {
        return baseArea(radius) * height;
    }
    @Override
    public void readRadius() {
```

```
Scanner input = new Scanner(System.in);
System.out.print("Enter the Radius of the Cylinder: ");
radius = input.nextDouble();
input.close();
}
```

Sphere.java

MySolid.java

```
cylinder.height = input.nextDouble();
    cylinder.readRadius();
    System.out.println("Surface Area = " + cylinder.surfaceArea());
    System.out.println("Volume = " + cylinder.volume());
}
case 2 -> {
    System.out.println("Sphere");
    Sphere sphere = new Sphere();
    sphere.readRadius();
    System.out.println("Surface Area = " + sphere.surfaceArea());
    System.out.println("Volume = " + sphere.volume());
}
default -> System.out.println("Invalid Choice");
}
```

```
/Library/Java/Java/Java/IntualMachines/openjdk-14.0.2.jdk/Contents/Home/bin/java -javaagent:/Users/mugilan-codes/Library/Application Support/.
Calculate Volume and Surface Area

1 - Cylinder
2 - Sphere

Enter your choice: 2
Sphere
Enter the Radius of the Sphere: 6
Surface Area = 452.3893421169302
Volume = 904.7786842338604

Process finished with exit code 0
```

2.

Class Dog can extend to class "Animal" and implement interface as "Pet".

Pet.java

```
package lab.four.animals;

public interface Pet {

void play();
}
```

Animal.java

```
package lab.four.animals;

public class Animal {
    void run() {
        System.out.println("Animal is Running...");
    }
}
```

Dog.java

```
package lab.four.animals;

public class Dog extends Animal implements Pet {
     @Override
     public void play() {
         System.out.println("Dog is Playing with Children");
     }
}
```

Main.java

```
package lab.four.animals;
public class Main {
    public static void main(String[] args) {
        Dog dog = new Dog();
        dog.run();
        dog.play();
    }
}
```

Output:

```
/Library/Java/JavaVirtualMachines/openjdk-14.8.2.jdk/Contents/Home/bin/java -javaagent:/Users/mugilan-codes/Library/Application Support/S
Animal is Running...
Dog is Playing with Children
Process finished with exit code 8
```

3.

Create an interface ILoan with homeLoan() and vehicleLoan() as method signature. Implement this interface in BankLoan class which is an abstract class with an abstract method calcInterst(). Derive two

classes HomeLoan and VechicleLoan from the base class. A person is eligible for a home loan amount of Rs.20,00,000 if his income is above Rs. 50,000 with an interest rate of 9.5%. A person is eligible for a vehicle loan of 12,00,000 if his income is above Rs. 60,000 with an interest rate of 10.5%. Write a java program to demonstrate runtime polymorphism for the above scenario with an array of objects.

ILoan.java

```
package lab.four.loan;
public interface ILoan {
    void homeLoan();
    void vehicleLoan();
}
```

BankLoan.java

```
package lab.four.loan;
abstract class BankLoan implements ILoan {
    abstract void calcInterest();
}
```

HomeLoan.java

```
package lab.four.loan;
public class HomeLoan extends BankLoan {
    HomeLoan(double income) {
    @Override
    void calcInterest() {
         System.out.println("Salary of Rs." + salary);
         if(salary > 50000)  {
              homeLoan();
                   System.out.print("Also ");
                   vehicleLoan();
                   System.out.println();
         } else {
              System.out.println("Not Eligible for Home Loan");
    @Override
    public void homeLoan() {
         System.out.println("Eligible for Home Loan of Rs. 20,00,000 with an interest rate of 9.5%");
    public void vehicleLoan() {
         System.out.print("Eligible for Vehicle Loan of Rs.12,00,000 with an interest rate of 10.5%");
```

VehicleLoan.java

```
package lab.four.loan;
public class VehicleLoan extends BankLoan {
    VehicleLoan(double income) {
    @Override
    void calcInterest() {
         System.out.println("Salary of Rs." + salary);
         if(salary > 60000) {
              vehicleLoan();
              homeLoan();
              System.out.println("Not Eligible for Vehicle Loan");
                   homeLoan();
    public void homeLoan() {
         System.out.println("Eligible for Home Loan of Rs. 20,00,000 with an interest rate of 9.5%");
    @Override
    public void vehicleLoan() {
         System.out.println("Eligible for Vehicle Loan of Rs.12,00,000 with an interest rate of
```

Loan.java

```
System.out.println();
}
}
```

4.

Consider an interface Shape with computeArea() as method signature. Implement this in an abstract class Shape with compCircumference() as abstract method. Derive Square, Rectangle and Circle classes from Shape class and override computeArea() member function. Create an array of Shape class objects and demonstrate runtime polymorphism.

IShape.java

```
package lab.four.shape;
public interface IShape {
    void computeArea();
}
```

Shape.java

```
package lab.four.shape;
abstract class Shape implements IShape {
    abstract void compCircumference();
}
```

Square.java

```
package lab.four.shape;
public class Square extends Shape {
    double side;
    Square(double side) {
```

```
this.side = side;
}
@Override
void compCircumference() {
    double circumference = 4 * side;
    System.out.println("Circumference of Square of side " + side + " cm = " + circumference);
}
@Override
public void computeArea() {
    double area = side * side;
    System.out.println("Area of square of side " + side + " cm = " + area);
}
```

Rectangle.java

```
package lab.four.shape;
public class Rectangle extends Shape {
    double length, width;
    Rectangle(double length, double width) {
        this.length = length;
        this.width = width;
    }
    @Override
    void compCircumference() {
        double circumference = 2 * (length + width);
        System.out.println("Circumference of Rectangle of length " + length + " cm and width " + width + " = " + circumference);
    }
    @Override
    public void computeArea() {
        double area = length * width;
        System.out.println("Area of Rectangle of length " + length + " cm and width " + width + " = " + area);
    }
}
```

Circle.java

```
package lab.four.shape;

public class Circle extends Shape {
    double radius;
    Circle(double radius) {
        this.radius = radius;
    }
    @Override
```

```
void compCircumference() {
    double circumference = 2 * Math.PI * radius;
    System.out.println("Circumference of circle of radius " + radius + " cm = " + circumference);
}
@Override
public void computeArea() {
    double area = Math.PI * radius * radius;
    System.out.println("Area of circle of radius " + radius + " cm = " + area);
}
```

ArrayOfShape.java

```
package lab.four.shape;
public class ArrayOfShape {
    public static void main(String[] args) {
        Shape[] shapes = new Shape[3];
        shapes[0] = new Square(4);
        shapes[1] = new Circle(5);
        shapes[2] = new Rectangle(2,3);
        for(Shape shape: shapes) {
            shape.computeArea();
            shape.compCircumference();
            System.out.println();
        }
    }
}
```

Output:

5. Exception Handling

1. Develop a Java program that demonstrates ArithmeticException and ArrayIndexOutOfBoundsException. (Both the exceptions should be handled in the same program using a single array.)

ProgramOne.java

```
package lab.four.exceptions;
public class ProgramOne {
   public static void main(String[] args) {
      int[] arr = new int[5];
      try {
          arr[0] = 50 / 0;
      } catch (ArithmeticException e) {
          System.out.println(e.getMessage());
      }
      try {
          arr[6] = 60;
      } catch (ArrayIndexOutOfBoundsException e) {
          System.out.println(e.getMessage());
      }
   }
}
```

Output:

```
/Library/Java/Java/IndustrialMachines/openidk-14.0.2.idk/Contents/Home/bin/java -javaagent:/Users/mugilan-codes/Library/Application Support/
/ by zero
Index 6 out of bounds for length 5
Process finished with exit code 0
```

2. Develop a Java program that accepts 10 integers in an array and sort them in ascending order (Use any sorting algorithm). The program should handle two exceptions namely NumberFormatException (or InputMismatchException) and ArrayIndexOutOfBoundsException. NumberFormatException is to be handled when you accept the contents of the array and ArrayIndexOutofBoundsException when you display the contents of the sorted array.

ProgramTwo.java

```
package lab.four.exceptions;
import java.util.InputMismatchException;
import java.util.Scanner;
public class ProgramTwo {
    public static void main(String[] args) {
        int[] arr = new int[10];
    }
}
```

```
Scanner sc = new Scanner(System.in);
          System.out.print("Enter element " + (i + 1) + ": ");
} catch (InputMismatchException e) {
     System.out.println(e.getMessage());
System.out.println("Sorting in Descending Order...");
          int temp =0;
          if(arr[i]<arr[j]) {</pre>
               temp = arr[i];
               arr[i] = arr[j];
               arr[j] = temp;
          System.out.println(j);
} catch (ArrayIndexOutOfBoundsException e) {
     System.out.println(e.getMessage());
```

3. Write a program that illustrates rethrowing an exception. Define methods someMethod and someMethod2. Method someMethod2 should initially throw an exception. Method someMethod should call someMethod2, catch the exception and rethrow it. Call someMethod from method main, and catch the rethrown exception. Print the stack trace of this exception.

ProgramThree.java

```
ppackage lab.four.exceptions;
public class ProgramThree {
    public static void someMethod() throws Throwable {
        try {
            someMethod2();
        } catch (Exception e) {
            System.oui.println("someMethod()");
            throw e;
        }
    }
    public static void someMethod2() throws Exception {
        System.oui.println("someMethod2()");
        throw new Exception("Thrown from someMethod2()");
    }
    public static void main(String[] args) throws Throwable {
        try {
            someMethod();
        } catch (Exception e) {
            System.oui.println("main()");
            e.printStackTrace();
        }
    }
}
```

Output:

```
/Library/Java/JavaVirtualMachines/openjdk-14.8.2.jdk/Contents/Home/bin/java -javaagent:/Users/mugilan-codes/Library/Application Support/someMethod2()
someMethod()
main()
java.lang.Exception Create breakpoint: Thrown from someMethod2()
at lab.four.exceptions.ProgramThree.someMethod2(ProgramThree.java:16)
at lab.four.exceptions.ProgramThree.someMethod(ProgramThree.java:7)
at lab.four.exceptions.ProgramThree.main(ProgramThree.java:21)

Process finished with exit code 0
```

4. Use inheritance to create an exception superclass (called ExceptionA) and exception subclasses ExceptionB and ExceptionC, where ExceptionB inherits from ExceptionA and ExceptionC inherits from ExceptionB. Write a program to demonstrate that the catch block for type ExceptionA catches exceptions of types ExceptionB and ExceptionC.

ProgramFour.java

```
package lab.four.exceptions;
class ExceptionA extends Exception {
    ExceptionA(String s) {
class ExceptionB extends ExceptionA {
    ExceptionB(String s) {
class ExceptionC extends ExceptionB {
    ExceptionC(String s) {
public class ProgramFour {
    public static void main(String[] args) {
              getExceptionB();
         } catch (ExceptionA e) {
              e.printStackTrace();
              getExceptionC();
         } catch (ExceptionA e) {
              e.printStackTrace();
    public static void getExceptionB() throws ExceptionB {
         throw new ExceptionB("This is Exception B");
    public static void getExceptionC() throws ExceptionC {
         throw new ExceptionC("This is Exception C");
```

Output:

5. (Catching Exceptions Using Class Exception) Write a program that demonstrates how various exceptions are caught with

```
catch (Exception exception)
```

This time, define classes ExceptionA (which inherits from class Exception) and ExceptionB (which inherits from class ExceptionA). In your program, create try blocks that throw exceptions of

types ExceptionA, ExceptionB, NullPointerException and IOException. All exceptions should be caught with catch blocks specifying type Exception.

ProgramFive.java

```
package lab.four.exceptions;
import java.io.File;
import java.io.FileReader;
import java.io.IOException;
class ExceptionAA extends Exception {
    ExceptionAA() {
    ExceptionAA(String s) {
class ExceptionAB extends ExceptionAA {
    ExceptionAB() {
oublic class ProgramFive {
    public static void main(String[] args) {
              throw new ExceptionAB();
         } catch (Exception e) {
              System.out.println("ExceptionAB is thrown");
              e.printStackTrace();
              throw new ExceptionAA();
         } catch (Exception e) {
              System.out.println("ExceptionAA is thrown");
              e.printStackTrace();
              String str = null;
```

Source Code:

https://github.com/Mugilan-Codes/java-lab-exercises