

GIRI's Tech Hub, Pune.

Programming Machine Test

Batch: Nov-23 to May-24 & Aug/Sep/Oct-24

Date : 23/06/2025

Time : 02 to 05 Pm.

Instructions:

1. Solve any 9 questions.
2. Input should be from user.
3. Indentation and comments mandatory.

Q1. Write a java program to print following pattern.

```
0 1 2 3 4
1 0 1 2 3
2 1 0 1 2
3 2 1 0 1
4 3 2 1 0
```

Q2. Problem Statement:

Create a Java application to manage product batches for a manufacturing company. Each batch contains multiple products. You must implement the following:

Requirements:

1. POJO Class:

Create a Product class with the following fields:

- productId (int)
- productName (String)
- unitPrice (double)
- quantity (int)
- batchId (int)

Include a parameterized constructor, getter & setter methods, and a method double totalPrice() that returns the total price (unitPrice * quantity).

2. Main Operations in Main Class (do not use collections — use arrays only):

Menu Options:

1. Add Product
2. Remove Product by ID
3. Display All Products
4. Find Batch with Highest Total Value
5. Sort Products by Unit Price (Descending)
6. Exit

Q3. Design and implement a Java program for a simple NumberProcessor system using inheritance that performs the following tasks on an integer array.

Specifications :

1. Create a base class NumberProcessor:

- It should have an integer array numbers and an integer size.
- It should have a constructor to initialize the array and its size.
- It should have a method displayNumbers() to display all elements in the array.

2. Create a derived class `NumberOperations` that extends `NumberProcessor` :
 - `findPrimeNumbers()`: Display all prime numbers in the array.
3. Create a derived class `NumberOperations` that extends `NumberProcessor` :
 - `findSecondLargest()`: Find and display the second largest element in the array.
4. In the main method:
 - Ask the user to enter the size of the array (maximum 10).
 - Ask the user to input the array elements.
 - Create an object of `NumberOperations` and invoke all the above methods in a proper sequence.

Q4. Design and implement a Java program using Abstraction to perform advanced String operations without using Collections (like ArrayList, HashMap etc.).

Create an abstract class `StringProcessor` with the following abstract methods:

1. `String findMaxOccurringChar(String input)`
2. `String reverseWords(String input)`

Then, create a concrete class `MyStringProcessor` that extends `StringProcessor` and implements the logic for each method.

Requirements:

- `findMaxOccurringChar`: Find the character that appears the maximum number of times in the string and return it as a string. If multiple characters have the same max frequency, return the first one found.
Example: input = "ababc" → output = "a"
- `reverseWords`: Reverse the order of words in a sentence, keeping each word intact. Words are separated by spaces.
Example: input = "Java is awesome" → output = "awesome is Java"

Q5. Create a Java program using an interface to define methods for encoding and decoding strings.

Your task is to:

1. Create an interface `StringCipher` with two methods:
 - `String encode(String input);`
 - `String decode(String input);`
2. Create a class `CustomCipher` that implements `StringCipher`.
 - The encode method should perform the following:
 - For each character in the string:
 - If it's an alphabet (A-Z or a-z), shift it by 3 positions forward in the alphabet (like a Caesar cipher). Wrap around if needed (e.g., 'Z' → 'C').
 - If it's a digit (0-9), replace it with its complement to 9 (e.g., 0→9, 1→8, 2→7, ..., 9→0).
 - Other characters should be left unchanged.
 - The decode method should reverse the above process.
3. Do not use any Java Collection classes. Use only primitive types, arrays, and strings.
4. Write a Main class with main method:
 - Take any input string (hardcode or use Scanner).
 - Call the encode method and print the encoded string.
 - Call the decode method on the encoded string and print the decoded result.
 - The decoded result must match the original input exactly.

Q6. You are required to create a Java program that performs addition and multiplication operations on elements of an integer array using two different threads. Use synchronization to ensure that only one thread at a time can access the array elements to avoid race conditions.

Requirements:

1. Create a class named `ArrayOperator` that has:
 - An integer array of size 5 (you can take any 5 numbers as input).
 - Two synchronized methods:
 - `addElements()` → adds 5 to each element of the array and prints the updated array.
 - `multiplyElements()` → multiplies each element by 2 and prints the updated array.
2. Create two thread classes:
 - `AdditionThread` → calls the `addElements()` method.
 - `MultiplicationThread` → calls the `multiplyElements()` method.
3. In the main method:
 - Initialize the array with any 5 numbers.
 - Start both threads.
 - Ensure that both operations are performed safely using synchronized methods.

Q7. Employee Management System — ArrayList Implementation

Problem Statement:

You are required to build a simple Employee Management System using `ArrayList` in Java.

Implement the following functionalities:

1. Add Employee — Add a new employee to the list. Each employee should have:
 - id (int)
 - name (String)
 - department (String)
 - salary (double)
2. View All Employees — Display the list of all employees.
3. Search Employee by ID — Display employee details for a given ID.
4. Update Employee Salary by ID — Update the salary of an employee using their ID.
5. Delete Employee by ID — Remove an employee using their ID.
6. Display Employees with Salary Greater than a Given Amount — Take an amount as input and display employees who earn more than that amount.

Constraints:

- Use an `ArrayList` to store Employee objects.
- Use proper OOP concepts (create an Employee class with appropriate fields and constructor).
- Use a menu-driven approach in the main program.

Q8. You are developing a small Food Management System for a cafeteria. You have to store the calories of different food items in a `Vector<Integer>`.

Requirements:

1. Input:
 - Store calories of at least 8 food items in a `Vector<Integer>`. (You can hardcode them.)
2. Tasks:
 - a) Find and print the highest and lowest calorie food item.
 - b) Calculate and print the average calories of all food items.
 - c) Print all food items whose calories are above the average.
 - d) Create a new `Vector` containing only even calorie values from the original `Vector` and display it.
 - e) Count how many food items have calories in the range 200 to 500 (inclusive) and print the count.

Expected Output:

Calories list: [120, 350, 500, 450, 700, 250, 300, 400]

Highest calorie item: 700

Lowest calorie item: 120

Average calories: 383.75

Food items above average: [450, 500, 700, 400]

Even calorie food items: [120, 350, 500, 700, 250, 300, 400]

Food items in the range 200-500: 6

Q9. Problem Statement:

You are given a list of strings and a target string. Write a Java program that does the following:

- 1. Find all the strings from the list that are anagrams of the target string.**
- 2. For all anagram strings found, count the frequency of each unique character across all the anagrams combined.**

Input:

- A list of strings (e.g., ["listen", "silent", "enlist", "google", "inlets", "banana"])**
- A target string (e.g., "listen")**

Output:

- A list of anagram strings found.**

Example :

Input : List of Strings: ["listen", "silent", "enlist", "google", "inlets", "banana"]

Target String: "listen"

Output : Anagrams found: [listen, silent, enlist, inlets]

Q10. Write a Java program that performs the following tasks:

- 1. Accept a text file named data.txt which contains multiple lines. Each line has a student's name followed by their marks in 3 subjects, separated by spaces.**

Example:

John 78 85 90

Alice 67 72 88

Bob 90 92 85

- 2. Read the file and calculate the average marks for each student.**
- 3. Write the student names and their average marks to a new file named result.txt, with each line in this format:**

John 84.33

Alice 75.67

Bob 89.00

-----ALL THE BEST-----