



arrays.java

pattern.java

stringbuffer.java

s

```
1 import java.util.*;
2 import java.util.*;
3 public class main {
4     public static void main(String[] args) {
5         integer[] intArray = {10, 20, 30, 40, 50, 60, 70, 80, 90};
6         //start from the first element
7         System.out.println("original array");
8         for(int i=0; i<intArray.length; i++)
9             System.out.println(intArray[i] + "");
10        System.out.println();
11        //print from last element
12        System.out.println("original array printed in reverse order");
13        for(int i=intArray.length-1; i>=0; i--)
14            System.out.println(intArray[i] + "");
15    }
16 }
```





pattern.java

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pattern.java

stringbuffer.java

student.java

```
1 class pattern{  
2     //no parameters  
3     public void display(){  
4         for(int x=0;x<10;x++)  
5         {  
6             System.out.println("symbol");  
7         }  
8     }  
9 }  
10 class main{  
11     public static void main(String[] args){  
12         pattern dotted=new pattern();  
13         //calling the method with no argument  
14         dotted.display();  
15         System.out.println("\n");  
16         dotted.display("#");  
17     }  
18 }
```





stringbuffer.java

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stringbuffer.java

student.java

mutable.java

```
1 class String_BufferExample{  
2 public static void main(Sting[] args){  
3 String_Buffer sb=new String_Buffer("I love java");  
4 sb.append("programming");  
5 //original string is changed  
6 System.out.println(sb);  
7 //output I love java programming  
8 }  
9 }
```





## student.java

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student.java

mutable.java

immutable.java

```
1 package java.program;↵
2 public class student↵
3 {↵
4     //private members↵
5     private String name;↵
6     private int num;↵
7     public student(String name,int height)↵
8     {↵
9         this.name=name;↵
10        this.num=height;↵
11    }↵
12    //declare get and set methods for each private
        variable↵
13    public String getName(){↵
14        return name;↵
15    }↵
16    public int get num(){↵
17        return num;↵
18    }↵
19    public void setName(String name){↵
20        this.name=name;↵
21    }↵
22    public void setNum(int num){↵
23        this.num=num;↵
24    }↵
25 }
```





mutable.java

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student.java

mutable.java

immutable.java

```
1 package javaProgram;↵
2 public class Mutable{↵
3     public static void main(String[] args)↵
4     {↵
5         //creating an object of mutable class↵
6         student st=new student("Peter",67);↵
7         String name=new getName();↵
8         int num=new getNum();↵
9         System.out.println("Name" + name);↵
10        System.out.println("Num" + num);↵
11        //Peter 67 instance variable stored↵
12        st.SetName("John");↵
13        st.SetNum("54");↵
14        string changeName=st.getName();↵
15        int changeNum=st.getNum();↵
16        System.out.println("Name after change:" + changeName);↵
17        System.out.println("Num after change:" + changeNum);↵
18    }↵
19 }
```



immutable.java

```
1 package javaProgram;↵
2 //immutable class↵
3 public final class student{↵
4     ↵
5     //declare data members as private↵
6     private final String name;↵
7     private final int num;↵
8     public student(String name,int num);↵
9     this.name=name;↵
10    this.num=height;↵
11    public String getName(){↵
12        return name;↵
13    }↵
14    public int getNum(){↵
15        return num;↵
16    }↵
17 }
```