

**Q1.) Write a program to find sum of digits and the reverse of the given number (Take input using command line arguments)**

**CODE:**

```
class MyFirstProg {  
    public static void main (String[] args)  
    {  
        int a = Integer.parseInt(args[0]);  
        int b = 0, ans = 0;  
        while (a != 0)  
        {  
            int temp = a % 10;  
            b = 10 * b + temp;  
            ans += temp;  
            a /= 10;  
        }  
        System.out.println("Sum = " + ans); System.out.println("Reversed = " +  
b);  
    }  
}
```

**OUTPUT:**

```
PS D:\java> java MyFirstProg 5678  
Sum = 26  
Reversed = 8765
```

**Q2.) Write a program to find real roots of the quadratic equation  $ax^2 + bx + c$ , where a, b, c are constants**

CODE:

```
import java.lang.Math;
class MyFirstProg {
    public static void main(String[] args)
    {
        int a = Integer.parseInt(args[0]), b = Integer.parseInt(args[1]), c =
Integer.parseInt(args[2]);
        double ans1 = 0.0D, ans2 = 0.0D;
        int d = b * b - 4 * a * c;
        if (d < 0)
        {
            System.out.println("Imaginary roots");
        }
        else if (d == 0)
        {
            ans1 = -1.0D * b / 2 * a;
            System.out.println("Roots are equal. Root =\n" + ans1);
        }
        else
        {
            ans1 = (-1.0D + Math.sqrt(d)) / 2 * a; ans2 = (-1.0D -
Math.sqrt(d)) / 2 * a;
            System.out.println("Roots =\n" + ans1 + "\n" + ans2);
        }
    }
}
```

OUTPUT:

```
PS D:\java> java MyFirstProg 1 5 5
Roots =
0.6180339887498949
-1.618033988749895
```

**Q3.) Write a program to determine sum of the following series for given value of n (Take input using command line arguments).**

$$1 + 1/2 + 1/3 + 1/4 + \dots + 1/n$$

**CODE:**

```
class MyFirstProg {
    public static void main(String[] args)
    {
        int n = Integer.parseInt(args[0]);
        double ans = 0.0D;
        while (n > 0)
        {
            ans += (1.0D / n); n--;
        }
        System.out.println("Sum = " + ans);
    }
}
```

**OUTPUT:**

```
PS D:\java> java MyFirstProg 5
Sum = 2.2833333333333333
```

**Q4.) Write a program to calculate the GCD of 2 integers.**

**CODE:**

```
class MyFirstProg {
    public static void main(String[] args)
    {
        int a = Integer.parseInt(args[0]), b = Integer.parseInt(args[1]);
        while(true)
        {
            if (a % b == 0)
            {
                System.out.println("GCD is " + b);
                break;
            }
            else
            {
                int temp = b; b = a % b;
                a = temp;
            }
        }
    }
}
```

OUTPUT:

```
PS D:\java> java MyFirstProg 5 15  
GCD is 5
```

## ASSIGNMENT 2

**Q1.) Write a program to find surface area and volume of cylinder using constructors by taking command line arguments**

**CODE:**

```
class AreaVolume
{
    int radius;
    int height;
    double area;
    double volume;
    AreaVolume(int radius, int height)
    {
        this.radius = radius;
        this.height = height;
    }
    void getSurfaceArea()
    {
        area = 2 * Math.PI * radius * (radius + height);
    }
    void getVolume()
    {
        volume = Math.PI * radius * radius * height;
    }
    void display()
    {
        System.out.println("Surface Area of Cylinder is: " + area);
        System.out.println("Volume of Cylinder is: " + volume);
    }
}
class cylinder{
    public static void main(String[] args)
    {
        int radius = Integer.parseInt(args[0]);
        int length = Integer.parseInt(args[1]);

        AreaVolume c = new AreaVolume(radius, length);

        c.getSurfaceArea();
        c.getVolume(); c.display();
    }
}
```

Output:

```
PROBLEMS  OUTPUT  TERMINAL  DEBUG CONSOLE  JUPYTER

→ java_college java cylinder 1 12 20
Surface Area of Cylinder is: 2412.743157956961
Volume of Cylinder is: 9047.786842338604
→ java_college █
```

**Q!.) Create a class named First ,make instance variable int x, instance method void show() and put main method inside that class and use the instance variable and method from main**

**CODE:**

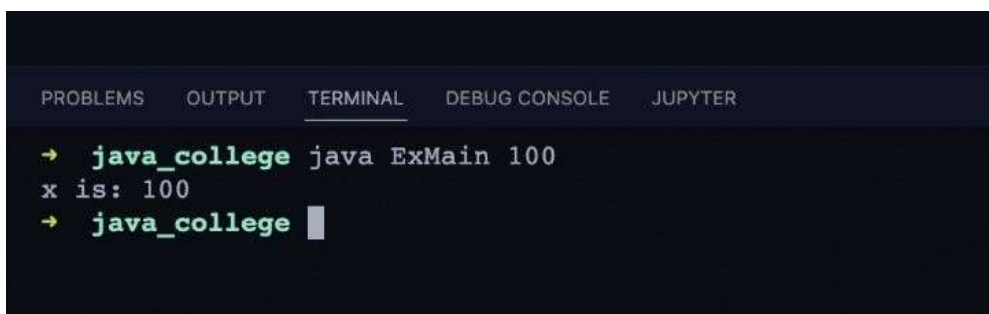
```
class Main
{
    int x;

    Main(int x)
    {
        this.x = x;
    }

    void show()
    {
        System.out.println("x is: " + x);
    }
}

class ExMain {
    public static void main(String[] args)
    {
        Main p = new Main(Integer.parseInt(args[0]));
        p.show();
    }
}
```

**OUTPUT:**

A screenshot of a code editor's terminal window. At the top, there are five tabs: 'PROBLEMS', 'OUTPUT', 'TERMINAL' (which is selected and underlined), 'DEBUG CONSOLE', and 'JUPYTER'. The terminal shows the command 'java College java ExMain 100' being executed. The output is 'x is: 100'. Below this, the prompt 'java\_college' is shown with a cursor.

```
PROBLEMS  OUTPUT  TERMINAL  DEBUG CONSOLE  JUPYTER
→ java_college java ExMain 100
x is: 100
→ java_college
```

Write a program to find surface area and volume of cone using constructors by taking command line arguments

CODE:

```
class AreaVolume
{
    int radius;
    int height;
    double area;
    double volume;
    double slant;
    AreaVolume(int radius, int height)
    {
        this.radius = radius;
        this.height = height;
    }
    void calculate()
    {
        slant=Math.sqrt(radius*radius+height*height);
        area = Math.PI * radius * (radius + slant);
        volume = Math.PI * radius * radius * (height/3);
    }
    void display()
    {
        System.out.println("The Surface Area of the cone is: " + area);
        System.out.println("The Volume of the cone is: " + volume);
    }
}
class cone
{
    public static void main(String[] args)
    {
        int radius = Integer.parseInt(args[0]);
        int length = Integer.parseInt(args[1]);

        AreaVolume c = new AreaVolume(radius, length);
        c.calculate();
        c.display();
    }
}
```

OUTPUT

```
→ java_college java cylinder 2 3 4
The surface area of the cone is: 75.39822368615503
The volume of the cone is: 28.274333882308138
→ java_college
```



## ASSIGNMENT 3

Q1.) Write a program to swap call  
by value.

CODE:

```
class Prog
{
    static void swap(int x,int y)
    {
        int t; t=x;x=y;y=t;
    }
    public static void main(String[] args)
    {
        int a,b; a=Integer.parseInt(args[0]);
        b=Integer.parseInt(args[1]);
        System.out.println("Values before swap\t"+"a="+a+"\t"+"b="+b);

        swap(a,b);
        System.out.println("Values after swap\t"+"a="+a+"\t"+"b="+b);
    }
}
```

OUTPUT:

```
PS C:\Users\Debashis\Onedrive\Desktop> javac Prog.java
PS C:\Users\Debashis\Onedrive\Desktop> java Prog 10 11
Values before swap      a=10      b=11
Values after swap      a=10      b=11
PS C:\Users\Debashis\Onedrive\Desktop>
```

**Q2.)Write a Program to swap using  
call by reference.**

**CODE:**

```
public class Swap
{
    public static void main(String[] args)
    {
        IntWrapper a = new IntWrapper(25);
        IntWrapper b = new IntWrapper(30);
        System.out.println("Before swapping, a = " + a.a + " and b = "+
b.a);
        swapFunction(a, b);
        System.out.println("After swapping, a = " + a.a + " and b is "+
b.a);
    }
    public static void swapFunction(IntWrapper a, IntWrapper b)
    {
        IntWrapper c = new IntWrapper(a.a);
        a.a = b.a;
        b.a = c.a;
    }
}

class IntWrapper
{
    public int a;
    public IntWrapper(int a){ this.a = a;}
}
```

**OUTPUT:**

```
PS C:\Users\Debashis\Onedrive\Desktop> javac Swap.java
PS C:\Users\Debashis\Onedrive\Desktop> java Swap
Before swapping, a = 25 and b = 30
After swapping, a = 30 and b is 25
```

**Q3.) Develop a method in java to show how a method returns an object.**

**CODE:**

```
class Flag {
    public static void main(String[] args)
    {
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);
        Animal y = new Animal();
        Animal x = set(y, a, b);
        System.out.println("The age is" + " " + x.age);
        System.out.println("The weight is" + " " + x.weight);
    }

    static Animal set(Animal d, int a, int b)
    {
        Animal c = new Animal();
        c = d;
        c.age = a;
        c.weight = b;
        return c;
    }
}

class Animal
{
    int age, weight;
}
```

**OUTPUT:**

```
PS C:\Users\Debashis\Onedrive\Desktop> javac Flag.java
PS C:\Users\Debashis\Onedrive\Desktop> java Flag 10 80
The age is 10
The weight is 80
```

**Q4.) Write a java program to make a student class attributes like roll,name,college,gradenow construct 2 students and show their information.**

**CODE:**

```
public class Deba {
    public static void main(String[] args) {
        Student student = new Student(10, "Debashis", "IEM", "A");
        Student student2 = new Student(11, "Aman", "IEM", "B");
        student.display();
        student2.display();
    }
}

class Student {
    int roll;
    String name, college, grade;

    Student(int roll, String name, String college, String grade) {
        this.roll = roll;
        this.name = name;
        this.college = college;
        this.grade = grade;
    }

    void display() {
        System.out.println("Roll of the student is" + this.roll);
        System.out.println("Name of the student is" + this.name);
        System.out.println("College name of student is" + this.college);
        System.out.println("The grade obtained by the student is" +
this.grade);
    }
}
```

**OUTPUT:**

```
PS C:\Users\Debashis\Onedrive\Desktop> javac Deba.java
PS C:\Users\Debashis\Onedrive\Desktop> java Deba
Roll of the student is10
Name of the student isDebashis
College name of student isIEM
The grade obtained by the student isA
Roll of the student is11
Name of the student isAman
College name of student isIEM
The grade obtained by the student isB
```