Practice Assignments For Core Java

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1	Write a class study.practice.Example that has following methods a. Public static void sample1() This static method should print hello b. Public void sample2() This non static method should print welcome Write a class User in same package with starting point main Call sample1 and sample2
2	Write a class study.practice.ExpenseDetails that has following - a. Properties are expenseDescription - String , expenseAmount double, expenseDate MyDate b. Write a toString method c. Write equals method d. Write only a default constructor , getters and setters e. Write a MyDate class having day,month,year , constructors,getters setters and toString f. Write a user class that creates 3 ExpenseDetails objects by accepting values from users Print the 3 objects using toString Check if any 2 objects have same content - if yes show that there is duplicate expense
3	Write a class study.practice.MonthlyExpense that has following a. Properties are ArrayList <expensedetails> b. write a default constructor only c. write a method public void addNewExpense(ExpenseDetails obj) this should add the obj to the ArrayList property ONLY if the Expense Date is current MONTH d. write a method public void showAll () this should show all expense details e. Write a method public double getTotalExpenditure() this should return the total expense of this month f. Write a class User in the same package with main add 5 ExpenseDetails objects in the ArrayList Call showAll method Call getTotalExpenditure () method and show its result</expensedetails>
4	Write a class study.practice.NotCurrentMonthException, this should be an unchecked exception This exception should be thrown in the addNewExpense() method of MonthlyExpense class when the month of the expense detail is not the current month Catch the exception in the User class and show proper message in catch
5.	Write a program that plays a guessing game Generate a random number between 1 to 100 using Java.util.Random obj = new Random(100); Int randomNo = obj.nextInt() done Ask the user to guess the number

	give 5 chances, if user guesses in 5 chances then user wins else user loses On every chance give a hint if the number is greater or less than the entered value
	Example (random number generated is 10) 1st chance user enters 40 Wronghint number is less than 40 2nd chance user enters 7 Wronghint number is greater than 7 3rd chance user enters 10 Bingo!!! You won
6	Write a program that creates a daemon thread to show current date and time after every 2 seconds Use java.util.Date().toString() Make the wait thread sleep for 15 seconds and end (daemon should end when main
	ends)
7	Write a class that accepts a line from the user , show how many words and letters are in that line (use split,charAt)
8	Read a file and show how many lines are in the file . Print the file in reverse like the tac linux command
9	Write a class Product (properties productname, cost, desc, brand) Create Array of 5 Products Serialize each Product in the Array Write another class and DeSerialize the file having product objects Show the total of all products after deserialization
10	Write a class Library , The class has a TreeSet <book> Write a Book class also with proper properties</book>
	In the library class write a method showAllBooksInSortedOrderOfName showAllBooksInSortedOrderOfAuthor
	Call these methods from User class by creating and populating library object