Assignment 2:Object as a parameter for method and constructor

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Code:Object as a parameter for method

```java
class Box {
    double width, height, depth;

    Box(double w, double h, double d) {
        width = w;
        height = h;
        depth = d;
    }

    boolean isEqual(Box b) {
        return (width == b.width && height == b.height && depth
== b.depth);
    }
}

class BoxDemo {
    public static void main(String args[]) {
        Box b1 = new Box(10, 20, 15);
        Box b2 = new Box(10, 20, 15);
        Box b3 = new Box(5, 6, 7);

        System.out.println("Equal:" + b1.isEqual(b2));
        System.out.println("Not Equal:" + b1.isEqual(b3));
    }
}
```
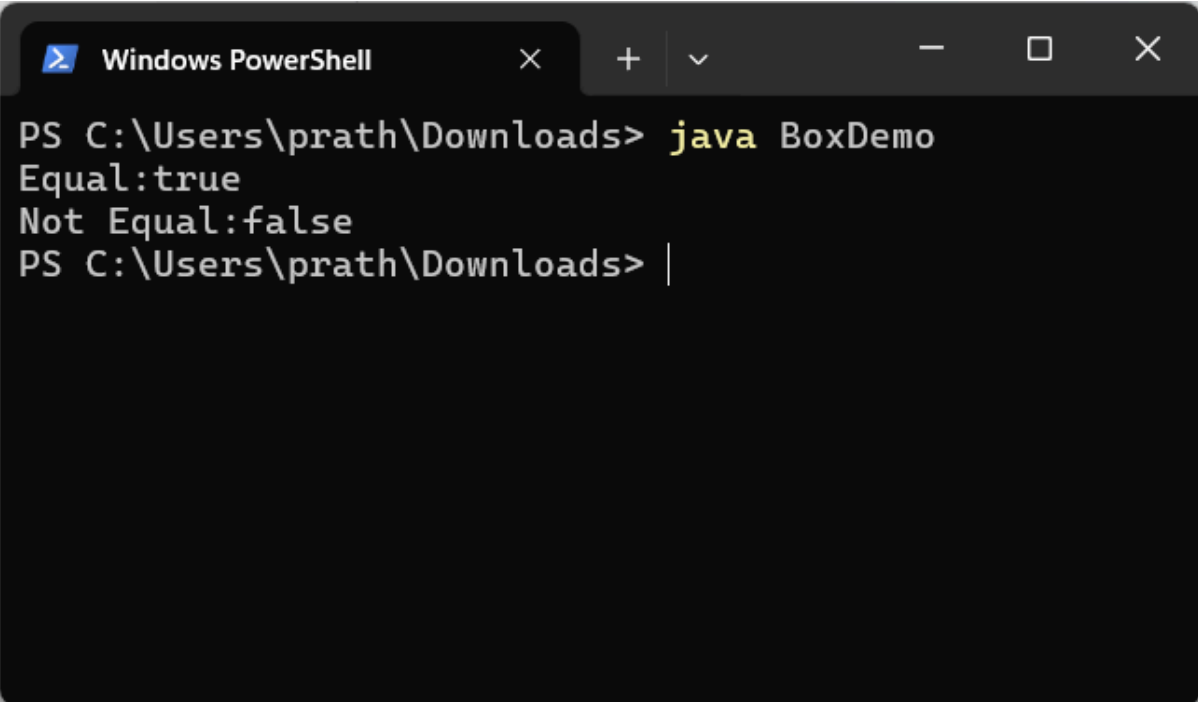
Output:

```
PS C:\Users\prath\Downloads> java BoxDemo
Equal:true
Not Equal:false
PS C:\Users\prath\Downloads>
```

B)Object as a parameter for constructor:

Code:

```java
class Box {
    double width, height, depth;

    Box(double w, double h, double d) {
        width = w;
        height = h;
        depth = d;
    }

    Box(Box b) {
        width = b.width;
        height = b.height;
        depth = b.depth;
    }

    void printVolume() {
        double vol = width * height * depth;
        System.out.println("Volume: " + vol);
    }
}

class BoxDemo {
    public static void main(String args[]) {
        Box b1 = new Box(2, 3, 4);
        Box b2 = new Box(b1);
        b1.printVolume();
        b2.printVolume();
    }
}
```
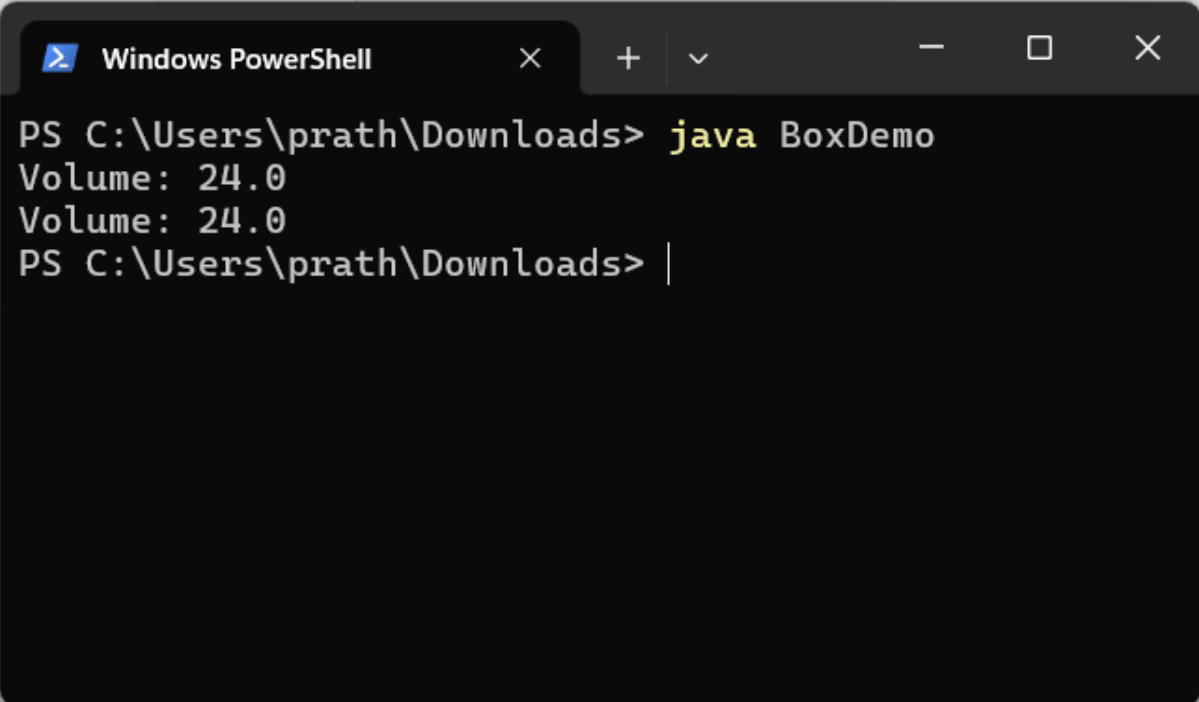
Output:

PS C:\Users\prath\Downloads> java BoxDemo
Volume: 24.0
Volume: 24.0
PS C:\Users\prath\Downloads>