



Vidyavardhini's College of Engineering and Technology

Department of Artificial Intelligence & Data Science

Aim: To use packages in java.

Objective: To use packages in java to use readymade classes available in them using square root method in math class.

Theory:

A java package is a group of similar types of classes, interfaces and sub-packages. Packages are used in Java in order to prevent naming conflicts, to control access, to make searching/locating and usage of classes, interfaces, enumerations and annotations easier, etc.

There are two types of packages-

1. Built-in package: The already defined package like java.io.*, java.lang.* etc are known as built-in packages.
2. User defined package: The package we create for is called user-defined package.

Programmers can define their own packages to bundle group of classes/interfaces, etc. While creating a package, the user should choose a name for the package and include a package statement along with that name at the top of every source file that contains the classes, interfaces, enumerations, and annotation types that you want to include in the package. If a package statement is not used then the class, interfaces, enumerations, and annotation types will be placed in the current default package.

Code:

```
1} package mypack;  
   class Example  
   {  
       public static void main(String args[])  
       {  
           System.out.println("\n Hello I am an S.E. student");  
       }  
   }
```



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A screenshot of a Windows desktop environment. In the background, a file explorer window titled 'Charmi_17' is open, showing the contents of a folder. In the foreground, a Windows Command Prompt window is open, displaying the following text:

```
C:\Windows\System32\cmd.e X + v
Microsoft Windows [Version 10.0.22621.2428]
(c) Microsoft Corporation. All rights reserved.

C:\Users\Student\Desktop\Charmi_17>java mypack.Example

Hello I am an S.E. student

C:\Users\Student\Desktop\Charmi_17>
```

The taskbar at the bottom shows the Windows Start button, a search bar, and several application icons. The system clock in the bottom right corner indicates the time is 12:38 PM on 10/17/2023.

Conclusion:

Auto encoders are neural networks used for data compression. They consist of an encoder to reduce data dimensions and a decoder to reconstruct the data. In Java, you can build an auto-encoder for image compression. Results will include smaller-sized images that maintain essential features, useful for storage and transmission, but with some loss of detail due to the compression.