# **ASSIGNMENT 08**

1) Write a Java program to read two numbers a and b and calculate a/(a-b). The program should check the value of a-b before dividing with a, it should throw an exception if a-b is zero. In the exception handler the program should display appropriate message to the user.

```
Protected Access Specifiers
class Animal {
    protected void display() {
        System.out.println("I am an animal");
    }
}
class Dog extends Animal {
    public static void main(String[] args) {
        Dog dog = new Dog();
        dog.display();
    }
}
Public Access Specifier
class Animal {
    // public variable
    public int legCount;
    // public method
    public void display() {
        System.out.println("I am an animal.");
        System.out.println("I have " + legCount + " legs.");
    }
}
public class Main {
    public static void main( String[] args ) {
        Animal animal = new Animal();
        animal.legCount = 4;
        animal.display();
    }
}
OUTPUT:
Protected
I am an animal.
Public
I am an animal.
I have 4 legs.
```

2) Write a Java program to implement Stack using class and object.

```
import java.util.*;
```

```
class Stk{
    public int SIZE = 10;
    public int stack[]=new int[SIZE];
    public int top = -1;
    public boolean isFull(){
        if(top==SIZE-1){
            return true;
        }
        else{
            return false;
        }
    }
    public boolean isEmpty(){
        if(top==-1){
            return true;
        }
        else{
            return false;
        }
    public void push(int x){
        if(isFull()){
            System.out.println("Stack is full");
            System.exit(1);
        }
        else{
            top = top + 1;
            stack[top] = x;
            System.out.println("The inserted element is: "+stack[top]);
        }
    }
    public int pop(){
        int de=0;
        if(isEmpty()){
            System.out.println("Stack is empty");
            System.exit(1);
        }
        else{
            de = stack[top];
            top = top - 1;
        }
        return de;
    }
    public void display(){
        for(int i = 0; i<=top;i++){</pre>
            System.out.print(stack[i]+", ");
            //System.out.println();
        }
    }
class StackImp{
    public static void main(String args[]){
        int v, d;
```

```
Scanner in = new Scanner(System.in);
        Stk ob = new Stk();
        int ch;
        while(true){
             System.out.println();
             System.out.println("Choose from following options");
             System.out.println("1. Push");
             System.out.println("2. Pop");
             System.out.println("3. Display");
             ch = in.nextInt();
             switch(ch){
                 case 1: System.out.println("Enter the value");
                          v = in.nextInt();
                          ob.push(v);
                          break;
                 case 2: d = ob.pop();
                          System.out.println("The poped element is: "+d);
                 case 3: ob.display();
                          break;
                 default: System.out.println("Invalid Input");
             }
        }
    }
}
OUTPUT:
Choose from following options
1. Push
2. Pop
3. Display
Enter the value
The inserted element is: 2
Choose from following options
1. Push
2. Pop
3. Display
Enter the value
The inserted element is: 3
Choose from following options
1. Push
2. Pop
3. Display
Enter the value
```

```
Choose from following options
1. Push
2. Pop
3. Display
2, 3, 5,
Choose from following options
1. Push
2. Pop
3. Display
The poped element is: 5
Choose from following options
1. Push
2. Pop
3. Display
3
2, 3,
Choose from following options
1. Push
2. Pop
3. Display
```

# 3) Write a Java program to implement Linear Queue by using class and object.

```
import java.util.*;
class Qu{
    public int SIZE = 10;
    public int q[]=new int[SIZE];
    public int front = -1;
    public int rear = -1;
    public boolean isFull(){
        if(rear==SIZE-1){
            return true;
        }
        else{
            return false;
        }
    }
    public boolean isEmpty(){
        if(front==-1 && front == rear +1){
            return true;
        }
        else{
            return false;
        }
    }
    public void insert(int x){
        if(isFull()){
            System.out.println("Queue is full");
```

```
System.exit(1);
        }
        else{
            if(front == -1){}
                front = 0;
            }
            rear = rear + 1;
            q[rear] = x;
            System.out.println("The inserted element is: "+q[rear]);
        }
    }
    public int delete(){
        int de=0;
        if(isEmpty()){
            System.out.println("Queue is empty");
            System.exit(1);
        }
        else{
            de = q[front];
            front = front + 1;
        return de;
    }
    public void display(){
        if(isEmpty()){
            System.out.println("Queue is empty");
        }
        System.out.println("Queue is");
        for(int i=front;i<=rear;i++){</pre>
            System.out.print(q[i]+", ");
        System.out.println();
    }
class QueueImp{
    public static void main(String args[]){
        int v, d;
        Scanner in = new Scanner(System.in);
        Qu ob = new Qu();
        int ch;
        while(true){
            System.out.println();
            System.out.println("Choose from following options");
            System.out.println("1. Insert");
            System.out.println("2. Delete");
            System.out.println("3. Display");
            ch = in.nextInt();
            switch(ch){
                case 1: System.out.println("Enter the value");
                        v = in.nextInt();
                        ob.insert(v);
                        break;
                case 2: d = ob.delete();
```

}

```
System.out.println("The poped element is: "+d);
                             break;
                   case 3: ob.display();
                             break;
                   default: System.out.println("Invalid Input");
              }
         }
    }
}
OUTPUT:
Choose from following options
1. Insert
2. Delete
3. Display
Enter the value
The inserted element is: 2
Choose from following options
1. Insert
2. Delete
3. Display
1
Enter the value
The inserted element is: 3
Choose from following options
1. Insert
2. Delete
3. Display
Enter the value
The inserted element is: 5
Choose from following options
1. Insert
2. Delete
3. Display
Queue is
2, 3, 5,
Choose from following options
1. Insert
2. Delete
3. Display
2
The poped element is: 2
```

```
Choose from following options
1. Insert
2. Delete
3. Display
Queue is
3, 5,
Choose from following options
1. Insert
2. Delete
3. Display
4) Write a Java program to implement Circular Queue by using class and object.
package folder1;
import java.util.Scanner;
public class Demo {
    public int n1;
    public void getOne(){
        Scanner in = new Scanner(System.in);
        System.out.println("Enter the 1st number");
        n1 = in.nextInt();
    }
}
```

package folder2;

import folder1.Demo;

public class Main {

}
else{

}

}

}

import java.util.Scanner;

int no2;

ob.getOne();

public static void main(String[] args) {

Demo ob = new Demo();

no2 = in.nextInt();
if(ob.n1>no2){

Scanner in = new Scanner(System.in);

System.out.println("Enter the 2nd number");

System.out.println(ob.n1+" is larger");

System.out.println(no2+" is larger");

#### **OUTPUT:**

Ch	oose	from	tol	lowi	ing	opt	ions

- 1. Insert
- 2. Delete
- 3. Display

1

Enter the value

2

The inserted element is: 2

## Choose from following options

- 1. Insert
- 2. Delete
- 3. Display

1

Enter the value

3

The inserted element is: 3

## Choose from following options

- 1. Insert
- 2. Delete
- 3. Display

1

Enter the value

4

The inserted element is: 4

#### Choose from following options

- 1. Insert
- 2. Delete
- 3. Display

3

Queue is

- 2,
- 3,
- 4,

#### Choose from following options

- 1. Insert
- 2. Delete
- 3. Display

2

The poped element is: 2

### Choose from following options

- 1. Insert
- 2. Delete
- 3. Display

## Queue is

- 3,
- 4,

# Choose from following options

- 1. Insert
- 2. Delete
- 3. Display