Lab-3

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// Implement the concept of Nested class, Inner Class, String class
           & String
       // Buffer Class in a single program based on your domain.
       // 1.Since String is immutable in Java, whenever we do String
           manipulation like concatenation, substring, etc. it generates a
           new String and discards the older String for garbage collection.
       class Guild {
          public String botName;
          protected String discordToken;
          Guild(String botName, String discordToken) {
              if (discordToken.isEmpty()) {
                  System.out.println("Token not found");
              this.botName = botName;
              this.discordToken = discordToken;
          }
          public void showBotDetails() {
              System.out.println("Discord Bot with " + botName + " created
19
                  in your account");
          }
          public void createGuild(String guildName) {
              System.out.println("Created a guild " + guildName + "
                  associated to the bot");
          public void getBotPermission(int permission) {
              boolean isAdmin = true;
              boolean isMod = true;
              boolean BAN_MEMBERS = true;
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              boolean KICK_MEMBERS = true;
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              if (permission == 0) {
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System.out.println("The Bot created has 0 permission");
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              if (isAdmin && isMod && BAN_MEMBERS && KICK_MEMBERS) {
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                  System.out.println("The Bot is set full permission");
           }
           public void showBotDetails(String clientName) {
              System.out.println("Discord Bot with " + botName + " created
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                   for client" + clientName);
           }
           class SlashCommands { // inner class
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              public void getMembers() {
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                  System.out.println("Getting members of the text channel");
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                  System.out.println("Channel members are : Elumeveguy \verb|\n" + |
                      //
                          "Emojorekes\n" + //
                          "Eroxihisom\n" + //
50
                          "Ulelabutuk\n" + //
                          "Ayibiciqeb\n" + //
                          "Oguyocuxas\n" + //
                          "Uxibabujen\n" + //
                          "Epiwimaguk\n" + //
                          "Idenefibiy\n" + //
                          "Amarebamat");
              }
59
              public void slashCommand(StringBuffer user) {
                  // String command='ban';
                  System.out.println("Ban User ");
                  System.out.println("user " + user + " is banned");
              }
           }
           static class Client { // nested class
              public String name;
              public String discordServer;
72
              public void getClient(String name, String discordServer) {
                  this.name = name;
                  this.discordServer = discordServer;
              }
              public void getBotDetails() {
                  System.out.println("your account name is " + name);
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                  System.out.println("your Discord server name is " +
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discordServer);
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               }
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           }
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       }
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        class Main {
           public static void main(String args[]) {
               StringBuffer bf = new StringBuffer("bob");
               Guild build = new Guild("bot- Mointer", "3836958915");
               build.showBotDetails();
               build.createGuild("Mointer");
               build.getBotPermission(0);
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94
               Guild.SlashCommands sl = build.new SlashCommands();
95
               sl.getMembers();
96
               sl.slashCommand(bf);
97
               Guild.Client client;
99
               client = new Guild.Client();
100
               client.getClient("john", "john's server");
               client.getBotDetails();
           }
       }
105
```

Output

