## **MES College Marampally**

## **Department of Computer Applications**

## Java Programming – Lab Cycle VI

- Create a package named math and define a class named Calculator inside it. The
  Calculator class should have methods for addition, subtraction, multiplication, and
  division. Write a program outside the package that imports the Calculator class and
  performs arithmetic operations using the imported class.
- 2. Create a package named geometry and define classes Circle and Rectangle inside it. Each class should have methods to calculate the area and perimeter of the corresponding shape. Write a program outside the package that imports the Circle and Rectangle classes and calculates the area and perimeter of specific shapes.
- 3. Create a package named employees and define an abstract class Employee inside it. The Employee class should have abstract methods for calculating the salary and displaying employee details. Implement two subclasses, Manager and Engineer, which provide the specific implementations for the abstract methods. Write a program outside the package that imports the Manager and Engineer classes and demonstrates their usage.
- 4. Create a package named **bank** and define a class named **Account** inside it. The **Account** class should have methods for depositing and withdrawing funds. Implement another class named **Bank** outside the package that imports the **Account** class and simulates banking operations such as creating accounts, depositing funds, and withdrawing funds.
- 5. Create a package named **shopping** and define classes **Product** and **Cart** inside it. The **Product** class should represent a product with properties such as name, price, and quantity. The **Cart** class should have methods for adding products, calculating the total price, and displaying the items in the cart. Write a program outside the package that imports the **Product** and **Cart** classes and simulates shopping by adding products to the cart and calculating the total price.