

## 2. RocketTrajectory.java

```
import java.util.Scanner;

class RocketTrajectory {

    private double a; // Acceleration due to gravity
    private double b; // Initial upward velocity
    private double c; // Initial height

    // Constructor to initialize rocket parameters
    public RocketTrajectory(double a, double b, double c) {
        this.a = a;
        this.b = b;
        this.c = c;
    }

    // Method to calculate the time(s) when the rocket reaches the ground (h = 0)
    public double[] getGroundTimes() {
        // Quadratic equation: h(t) = a*t^2 + b*t + c = 0
        double discriminant = b * b - 4 * a * c;
        if (discriminant < 0) {
            // No real solutions: Rocket never reaches the ground
            return new double[0];
        } else if (discriminant == 0) {
            // One real solution
            double t = -b / (2 * a);
            if (t >= 0)
                return new double[]{t};
            else
                return new double[0];
        } else {
            // Two real solutions
            double t1 = (-b - Math.sqrt(discriminant)) / (2 * a);
            double t2 = (-b + Math.sqrt(discriminant)) / (2 * a);
            if (t1 >= 0)
                return new double[]{t1, t2};
            else
                return new double[0];
        }
    }
}
```

```

// Two real solutions

double sqrtDisc = Math.sqrt(discriminant);

double t1 = (-b + sqrtDisc) / (2 * a);

double t2 = (-b - sqrtDisc) / (2 * a);

// Only consider non-negative times

if (t1 >= 0 && t2 >= 0)

    return new double[]{t1, t2};

else if (t1 >= 0)

    return new double[]{t1};

else if (t2 >= 0)

    return new double[]{t2};

else

    return new double[0];

}

}

// Method to get height at any time t

public double heightAtTime(double t) {

    return a * t * t + b * t + c;

}

}

public class RocketTrajectorySimulation {

    public static void main(String[] args) {

        Scanner scanner = new Scanner(System.in);

        // Input rocket parameters

        System.out.print("Enter acceleration due to gravity (a, negative): ");

        double a = scanner.nextDouble();

        System.out.print("Enter initial upward velocity (b): ");

```

```

double b = scanner.nextDouble();

System.out.print("Enter initial height (c): ");
double c = scanner.nextDouble();

// Create an instance using constructor
RocketTrajectory rocket = new RocketTrajectory(a, b, c);

// Get time(s) when rocket reaches the ground
double[] groundTimes = rocket.getGroundTimes();

if (groundTimes.length == 0) {
    System.out.println("The rocket never reaches the ground.");
} else {
    System.out.println("Time(s) when rocket reaches the ground:");
    for (double t : groundTimes) {
        System.out.printf("t = %.2f seconds\n", t);
    }
}
}

```

**Input:**

- Acceleration due to gravity  $a = -9.8 \text{ m/s}^2$
- Initial upward velocity  $b = 50 \text{ m/s}$
- Initial height  $c = 10 \text{ m}$

**Output**

The rocket reaches the ground at:  $t = 5.53 \text{ seconds}$

height = 0.00 meters  $t = 0.18 \text{ seconds}$

height = 0.00 meters

### 3. Heartrate Program

```
import java.util.Scanner;

public class HeartRateMonitor {
    private int[] heartRates;

    // Constructor
    public HeartRateMonitor(int[] heartRates) {
        this.heartRates = heartRates;
    }

    // Method to calculate the summary value based on readings count
    public int calculateSummary() {
        int n = heartRates.length;
        if (n == 0) return 0;
        if (n % 2 == 1) {
            // Odd number of readings: sum first, middle, and last
            int middleIndex = n / 2;
            return heartRates[0] + heartRates[middleIndex] + heartRates[n - 1];
        } else {
            // Even number of readings: sum first and last
            return heartRates[0] + heartRates[n - 1];
        }
    }

    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

        System.out.print("Enter number of heart rate readings: ");
        int n = scanner.nextInt();
    }
}
```

```
int[] readings = new int[n];
System.out.println("Enter heart rate readings:");
for (int i = 0; i < n; i++) {
    readings[i] = scanner.nextInt();
}

HeartRateMonitor monitor = new HeartRateMonitor(readings);
int summaryValue = monitor.calculateSummary();

System.out.println("Summary value based on heart rate readings: " + summaryValue);

scanner.close();
}
```

## **Input and Output**

```
Enter number of heart rate readings: 5
Enter heart rate readings:
72
75
78
74
70
Summary value based on heart rate readings: 220
```

## **4. Climate Simulation System**

```
import java.util.Scanner;
```

```
class ClimateVariable {  
    double realPart;    // Measurable value (e.g., temperature)  
    double imaginaryPart; // Anomaly or uncertainty factor  
  
    // Default constructor - no initial data  
    public ClimateVariable() {  
        this.realPart = 0.0;  
        this.imaginaryPart = 0.0;  
    }  
  
    // Constructor with only real data, uncertainty assumed zero  
    public ClimateVariable(double realPart) {  
        this.realPart = realPart;  
        this.imaginaryPart = 0.0;  
    }  
  
    // Constructor with real and imaginary parts  
    public ClimateVariable(double realPart, double imaginaryPart) {  
        this.realPart = realPart;  
        this.imaginaryPart = imaginaryPart;  
    }  
  
    // Copy constructor for duplicating an existing ClimateVariable  
    public ClimateVariable(ClimateVariable other) {  
        this.realPart = other.realPart;  
        this.imaginaryPart = other.imaginaryPart;  
    }  
  
    // Method to display the climate variable in standard complex format  
    public String toString() {  
        return String.format("%.2f + %.2fi", realPart, imaginaryPart);  
    }  
}
```

```
}
```

```
// Method to add another ClimateVariable's values to this one (example manipulation)
```

```
public ClimateVariable add(ClimateVariable other) {
```

```
    return new ClimateVariable(this.realPart + other.realPart,
```

```
        this.imaginaryPart + other.imaginaryPart);
```

```
}
```

```
}
```

```
public class ClimateSimulation {
```

```
    public static void main(String[] args) {
```

```
        Scanner scanner = new Scanner(System.in);
```

```
        System.out.println("Enter real part for partial data ClimateVariable:");
```

```
        double realOnly = scanner.nextDouble();
```

```
        System.out.println("Enter real and imaginary parts for full data ClimateVariable:");
```

```
        double realFull = scanner.nextDouble();
```

```
        double imagFull = scanner.nextDouble();
```

```
        ClimateVariable cvDefault = new ClimateVariable();
```

```
        ClimateVariable cvPartial = new ClimateVariable(realOnly);
```

```
        ClimateVariable cvFull = new ClimateVariable(realFull, imagFull);
```

```
        ClimateVariable cvCopy = new ClimateVariable(cvFull);
```

```
        System.out.println("\nClimate Variables:");
```

```
        System.out.println("Default (no initial data): " + cvDefault);
```

```
        System.out.println("Partial data (real only): " + cvPartial);
```

```
        System.out.println("Full data (real + imaginary): " + cvFull);
```

```
        System.out.println("Copy of full data variable: " + cvCopy);
```

```
ClimateVariable sumVariable = cvPartial.add(cvFull);
System.out.println("\nSum of partial and full climate variables: " + sumVariable);

scanner.close();
}

}
```

Input:

Enter real part for partial data ClimateVariable:

15.3

Enter real and imaginary parts for full data ClimateVariable:

22.5

3.8

Output

Climate Variables:

Default (no initial data): 0.00 + 0.00i

Partial data (real only): 15.30 + 0.00i

Full data (real + imaginary): 22.50 + 3.80i

Copy of full data variable: 22.50 + 3.80i

Sum of partial and full climate variables: 37.80 + 3.80i

## 6. Box Program using the packages

Class1:

```
package logistics.box;
```

```
public class Box {
```

```
public double width, height, depth;

public Box() {
    width = height = depth = 0;
}

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

public Box(Box ob) {
    width = ob.width;
    height = ob.height;
    depth = ob.depth;
}

public double volume() {
    return width * height * depth;
}
```

## Class 2

```
package logistics.boxweight;

import logistics.box.Box;

public class BoxWeight extends Box {
    public double weight;
```

```
public BoxWeight() {  
    super();  
    weight = 0;  
}  
  
public BoxWeight(double w, double h, double d, double m) {  
    super(w, h, d);  
    weight = m;  
}  
  
public BoxWeight(BoxWeight ob) {  
    super(ob);  
    weight = ob.weight;  
}  
}
```

### Class 3

```
package logistics.shipment;
```

```
import logistics.boxweight.BoxWeight;  
  
public class Shipment extends BoxWeight {  
    public double cost;  
  
    public Shipment() {  
        super();  
        cost = 0;  
    }
}
```

```
public Shipment(double w, double h, double d, double m, double c) {
```

```
super(w, h, d, m);
cost = c;
}

public Shipment(Shipment ob) {
super(ob);
cost = ob.cost;
}
}
```

#### Class 4

```
package logistics.app;

import logistics.shipment.Shipment;
import java.util.Scanner;

public class LogisticsApp {
public static void main(String[] args) {
Scanner input = new Scanner(System.in);

System.out.println("Enter width, height, depth, weight and cost for Shipment 1:");
double w1 = input.nextDouble();
double h1 = input.nextDouble();
double d1 = input.nextDouble();
double weight1 = input.nextDouble();
double cost1 = input.nextDouble();

Shipment shipment1 = new Shipment(w1, h1, d1, weight1, cost1);

System.out.println("Enter width, height, depth, weight and cost for Shipment 2:");
double w2 = input.nextDouble();
```

```

        double h2 = input.nextDouble();
        double d2 = input.nextDouble();
        double weight2 = input.nextDouble();
        double cost2 = input.nextDouble();

        Shipment shipment2 = new Shipment(w2, h2, d2, weight2, cost2);

        Shipment shipment3 = new Shipment(shipment1);

        System.out.println("\nShipment 1 details:");
        displayShipmentDetails(shipment1);

        System.out.println("\nShipment 2 details:");
        displayShipmentDetails(shipment2);

        System.out.println("\nShipment 3 (copy of Shipment 1) details:");
        displayShipmentDetails(shipment3);

        input.close();
    }

    static void displayShipmentDetails(Shipment s) {
        System.out.printf("Dimensions (WxHxD): %.2f x %.2f x %.2f\n", s.width, s.height, s.depth);
        System.out.printf("Volume: %.2f\n", s.volume());
        System.out.printf("Weight: %.2f\n", s.weight);
        System.out.printf("Cost: $%.2f\n", s.cost);
    }
}

```

Input

10 20 15 34.5 250.75

5 10 8 12.0 100.50

Output:

Shipment 1 details:

Dimensions (WxHxD): 10.00 x 20.00 x 15.00

Volume: 3000.00

Weight: 34.50

Cost: \$250.75

Shipment 2 details:

Dimensions (WxHxD): 5.00 x 10.00 x 8.00

Volume: 400.00

Weight: 12.00

Cost: \$100.50

Shipment 3 (copy of Shipment 1) details:

Dimensions (WxHxD): 10.00 x 20.00 x 15.00

Volume: 3000.00

Weight: 34.50

Cost: \$250.75

## 7. banking application

```
import java.util.Scanner;

// Interface for fixed deposit
interface FixedDeposit {
    double calculateMaturityAmount(double principal, double rate, int years);
}
```

```

// Bank A implementation

class BankA implements FixedDeposit {

    @Override

    public double calculateMaturityAmount(double principal, double rate, int years) {

        // Compound interest formula: A = P(1 + r/100)^t

        return principal * Math.pow(1 + rate/100, years);

    }

}

// Bank B implementation with slightly different compound interest (quarterly compounding)

class BankB implements FixedDeposit {

    @Override

    public double calculateMaturityAmount(double principal, double rate, int years) {

        int n = 4; // compounded quarterly

        return principal * Math.pow(1 + (rate/(n*100)), n * years);

    }

}

public class FixedDepositSimulation {

    public static void main(String[] args) {

        Scanner scanner = new Scanner(System.in);

        System.out.println("Enter principal amount:");

        double principal = scanner.nextDouble();

        System.out.println("Enter annual interest rate (in %):");

        double rate = scanner.nextDouble();

        System.out.println("Enter number of years:");

        int years = scanner.nextInt();
    }
}

```

```
FixedDeposit bankA = new BankA();  
FixedDeposit bankB = new BankB();  
  
double maturityA = bankA.calculateMaturityAmount(principal, rate, years);  
double maturityB = bankB.calculateMaturityAmount(principal, rate, years);  
  
System.out.printf("Maturity amount in Bank A: %.2f\n", maturityA);  
System.out.printf("Maturity amount in Bank B (quarterly compounding): %.2f\n",  
maturityB);  
  
scanner.close();  
}  
}
```

Input

Enter principal amount:

10000

Enter annual interest rate (in %):

5

Enter number of years:

2

Output:

Maturity amount in Bank A: 11025.00

Maturity amount in Bank B (quarterly compounding): 11038.14

## 8. Civil Engineering

Code:

```
import java.util.Scanner;
```

```

// Abstract class Solid
abstract class Solid {
    double radius;
    double height;

    // Constructor to initialize radius and height (height may be 0 for Sphere)
    Solid(double radius, double height) {
        this.radius = radius;
        this.height = height;
    }

    // Abstract method to calculate surface area (for coating)
    abstract double surfaceArea();

    // Abstract method to calculate volume (for filling materials)
    abstract double volume();
}

// Cylinder class
class Cylinder extends Solid {

    Cylinder(double radius, double height) {
        super(radius, height);
    }

    @Override
    double surfaceArea() {
        // Surface Area of Cylinder = 2πr(h + r)
        return 2 * Math.PI * radius * (height + radius);
    }
}

```

```

@Override
double volume() {
    // Volume of Cylinder = πr2h
    return Math.PI * radius * radius * height;
}

}

// Cone class
class Cone extends Solid {

    Cone(double radius, double height) {
        super(radius, height);
    }

    @Override
    double surfaceArea() {
        // Surface Area of Cone = πr(r + l), where l = slant height = sqrt(r2 + h2)
        double slantHeight = Math.sqrt(radius * radius + height * height);
        return Math.PI * radius * (radius + slantHeight);
    }

    @Override
    double volume() {
        // Volume of Cone = (1/3)πr2h
        return (1.0/3) * Math.PI * radius * radius * height;
    }
}

// Sphere class
class Sphere extends Solid {

```

```
Sphere(double radius) {
    super(radius, 0);
}

@Override
double surfaceArea() {
    // Surface Area of Sphere =  $4\pi r^2$ 
    return 4 * Math.PI * radius * radius;
}

@Override
double volume() {
    // Volume of Sphere =  $(4/3)\pi r^3$ 
    return (4.0/3) * Math.PI * radius * radius * radius;
}

public class CivilEngineeringTool {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

        // Cylinder input
        System.out.println("Enter radius and height of the Cylinder:");
        double cylRadius = scanner.nextDouble();
        double cylHeight = scanner.nextDouble();
        Cylinder cylinder = new Cylinder(cylRadius, cylHeight);

        // Cone input
        System.out.println("Enter radius and height of the Cone:");
        double coneRadius = scanner.nextDouble();
```

```
double coneHeight = scanner.nextDouble();
Cone cone = new Cone(coneRadius, coneHeight);

// Sphere input
System.out.println("Enter radius of the Sphere:");
double sphereRadius = scanner.nextDouble();
Sphere sphere = new Sphere(sphereRadius);

System.out.printf("\nCylinder Surface Area: %.2f\n", cylinder.surfaceArea());
System.out.printf("Cylinder Volume: %.2f\n", cylinder.volume());

System.out.printf("\nCone Surface Area: %.2f\n", cone.surfaceArea());
System.out.printf("Cone Volume: %.2f\n", cone.volume());

System.out.printf("\nSphere Surface Area: %.2f\n", sphere.surfaceArea());
System.out.printf("Sphere Volume: %.2f\n", sphere.volume());

scanner.close();
}

}
```

Input:

Enter radius and height of the Cylinder:

3

5

Enter radius and height of the Cone:

4

6

Enter radius of the Sphere:

2.5

Output

Cylinder Surface Area: 150.80

Cylinder Volume: 141.37

Cone Surface Area: 157.08

Cone Volume: 100.53

Sphere Surface Area: 78.54

Sphere Volume: 65.45