

Assignment - 3

// importing user defined package

// First creates a field in java path

// with package name "water"

// Now create three java class files in the water package

// creating java files;

```
public class Lake water {
```

```
    protected void saltLevel () {
```

```
        System.out.print("salt level is above 30");
```

```
    }  
    protected void fishType () {
```

```
        System.out.print("gold fish");
```

```
    }
```

```
    Lake water lw = new Lake water ();
```

```
    lw.saltLevel ();
```

```
    lw.fishType ();
```

```
}
```

creating java file 2

```
public class River water {
```

```
    System.out.print("salt level is above 30");
```

```
}
```

```
    protected void fishType () {
```

```
        System.out.print("Jelly fish");
```

```
    }
```

```
}
```

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

```
    River water, s = new River water ();
```

```
    // s. River water ();
```

```
    s.fishType ();
```

```
    s.saltLevel ();
```

```
}
```


11 Creating java file-3

```
public class sea water {
```

```
    public void salt level () {
```

```
        System.out.print ("salt level is above 10");
```

```
    }
```

```
    public void fish type () {
```

```
        System.out.print ("star fish");
```

```
    }
```

```
}
```

11 Now three files are saved in water package (or) follow

11 Accessing water package

Import water; // whole package water is imported

```
public class miced {
```

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

```
        Lake water L = new Lake.water ();
```

```
        River water R = new River.water ();
```

```
        Sea water S = new Sea.water ();
```

```
        L.salt level ();
```

```
        R.salt level ();
```

```
        S.fish level ();
```

```
    }
```

```
}
```


Output:-

Salt level is above 30

Salt level is above 30

fat fish

// Import statements

// Import package.name*; // whole package is imported

// Import package.name.classname; // only one class is imported

// For example for the above program

// Import water.SeaWater;

// it imports the methods & variables of

// SeaWater class only

// Import water.lake.water;

// it imports the methods & variables of

// Lake water

// Import water.River.water;

// it imports the methods & variables of

// River.water.