### Experiment No. 5

Title: Create and use user defined package

#### Batch: Roll No.:

#### **Experiment No.:**

**Aim**: Create a package 'myPackage' which contains a class myMath. The class contains following static methods.

```
i) power (x, y) – to compute x_y Write a program to find the following series. \cos(x) = 1 - (x_2/2!) + (x_4/4!) - (x_6/6!) + \dots upto n terms (n given by user). (Do not make use of inbuilt functions. Use the functions of user defined class MyMath by importing mypackage.)
```

#### Resources needed: java

#### Theory:

#### Packages:

A package is a collection of related classes. It helps to organize your classes into a folder structure and makes it easy to locate and use them. More importantly, it helps improve re-usability.

```
Syntax:-package <package name>;
```

#### Steps to create a package:

```
Step 1) Create a package named "p1" and declare a class named "c1" in it as shown below
package p1;
class c1 {
public void m1(){
System.out.println("Method m1 of Class c1");
public static void main(String args[]){
c1 \text{ obj} = \text{new } c1();
obj.m1();
Step 2) Save the file as cl.java.
Step 3) Compile the file as,
       javac – d. c1. java
where
-\mathbf{d} – it is used to specify the location where the .class file will be saved after compilation
.(dot) – It refers to the current folder.
-d. – It is used to save the .class file in the current folder.
Step 3) Run the file as
       java p1.c1
```

#### Steps to create a sub-package

```
Step1) Create a package named "p1.p2" and declare a class named "c2" in it as shown below package p1.p2; class c2 {
    public void m2() {
        System.out.println("Method m2 of Class c2");
    }
    public static void main(String args[]) {
        c2 obj = new c2();
        obj.m2();
    }
}
Step 2) Save the file as c2.java.
Step 3) Compile the file as,
        javac – d . c2.java
Step 4) Run the file as,
        java p1.p2.c2
```

#### **Results: (Program with output)**

#### Code:

```
class myMath {
  // Method to calculate power (x^y)
  public static double power(double x, int y) {
     double result = 1;
     for (int i = 1; i \le y; i++) {
       result *= x;
     return result;
  // Method to calculate factorial
  public static double factorial(int n) {
     double fact = 1;
     for (int i = 1; i \le n; i++) {
        fact *= i;
     return fact;
}
public class Main {
  public static void main(String[] args) {
     java.util.Scanner scanner = new java.util.Scanner(System.in);
                             (A Constituent College of Somaiya Vidyavihar University)
```

```
System.out.print("Enter the angle in radians (x): ");
double x = scanner.nextDouble();

System.out.print("Enter the number of terms (n): ");
int n = scanner.nextInt();

double cosValue = 0;
for (int i = 0; i < n; i++) {
   int power = 2 * i;
   double term = myMath.power(x, power) / myMath.factorial(power);
   cosValue += (i % 2 == 0) ? term : -term;
}

System.out.println("The cosine value is: " + cosValue);
}
</pre>
```

#### Output:

## 

#### **Ouestions:**

#### 1.List any five inbuilt packages and its usage?

**java.util:** Provides utility classes such as Scanner, ArrayList, HashMap, and date/time utilities.

**java.lang:** Contains fundamental classes like String, Math, and System. Automatically imported.

**java.io:** Supports input/output operations, including file handling with classes like File, BufferedReader, and PrintWriter.

java.net: Provides classes for networking, such as Socket, ServerSocket, and URL.

**javax.swing:** Offers GUI components like JFrame, JButton, and JPanel for creating desktop applications.

2. Demonstrate the visibility of a class member having private and default access specifier with respect to packages with the help of an appropriate java program.

```
// Main Java file simulating the demo of private and default access
public class Main {
  // DemoClass simulating private and default access
  static class DemoClass {
    private int privateValue = 10; // Private access
    int defaultValue = 20; // Default access
    public void showValues() {
      System.out.println("Private Value: " + privateValue);
      System.out.println("Default Value: " + defaultValue);
    }
  }
  public static void main(String[] args) {
    // Create an object of DemoClass
    DemoClass obj = new DemoClass();
    // Call the public method to display the values
    obj.showValues();
    // Uncommenting below lines will cause errors
    // System.out.println(obj.privateValue); // Error: privateValue is not accessible outside the class
```

// System.out.println(obj.defaultValue); // Error: defaultValue is not accessible outside the package
}

# Output Private Value: 10 Default Value: 20 === Code Execution Successful ===

#### **Outcomes:**

CO3: Demonstrate the concept of packages, multithreading and exception handling in java

#### **Conclusion:** (Conclusion to be based on the outcomes achieved)

From this article I learned how to create custom classes with static methods and simulate packages in Java. I understood the importance of access specifiers and how they control the visibility of class members. Additionally, I practiced implementing mathematical series without relying on built-in functions.

Grade: AA / AB / BB / BC / CC / CD /DD

Signature of faculty in-charge with date

#### References:

#### **Books/ Journals/ Websites:**

- 1. Herbert Schildt, "Java: The Complete Reference" Tata McGrawHill Publishing Company Limited Tenth Edition, 2017
- 2. Sachin Malhotra, Saurab Choudhary, "Programming in Java" Oxford University Press Second Edition, 2018 3.
- 3. D.T. Editorial Services, "Java 8 Programming Black Book" Dream tech Press Edition 2015