

1. create class Student
2. create 2 objects of Student using new keyword
- 3) Write a program for class and object : (main method inside class)
- 4) Write a program for class and object : (main outside class)
- 5) Write a program for class and object : (initialization through reference)

Note : Initializing object simply means storing data into object

- 6) Write a program to demonstrate anonymous object.
- 7) Write a program to create multiple objects of one type only.

e.g. `Rectangle r1=new Rectangle(), r2=new Rectangle();//creating two objects`

8. print 2 objects in sysout and see its hashCode is different

Eg `Student@15db9742` and `Student@2329742`

9. If you do this `Student s1 = new Student(); Student s2 = s1;`

Now print `sop(s1)` `sop(s2)` see both reference variables are pointing to same location.

But if you use new keyword for s1 and s2 see both values would be different

10. add id,name in student class. assign value to id name there itself and in main method print values. Then change value of instance variables and again print the values. Observe you cannot access id directly without creating object. Also 2 objects have 2 separate set of data

11. From scanner In loop (for 2 iterations) read Student

data create new object each time assign values and print

student values in console.

12) Write a program to copy values of one object into another by assigning the values of one object into another.

13) Create class Box and calculate the volume of box

$\text{volume} = \text{length} \times \text{width} \times \text{height}$

14)

calculate the area of rectangle

15) create student class assign marks and calculate the percentage and print the result 1st class, 2nd class etc.

16). National game of India is Hockey, China is Table Tennis, Bangladesh is Kabaddi, Italy is Football, United States is baseball. Write a Java program to read country name as user-input and to print the country's national game. Use switch