PRACTICE SECTION-2

N.SAI SANKAR

192311187

Section -2-sanke box creation project:

1.class for creation of order:

Code:

```
// Box.java
public class Box {
    private String boxId;
    private String dimensions;
    private String materialType;

    // Constructor
    public Box(String boxId, String dimensions, String materialType) {
        this.boxId = boxId;
        this.dimensions = dimensions;
        this.materialType = materialType;
    }

    // Properties
    public String getBoxId() {
        return boxId;
    }

    public void setBoxId(String boxId) {
        this.boxId = boxId;
    }
```

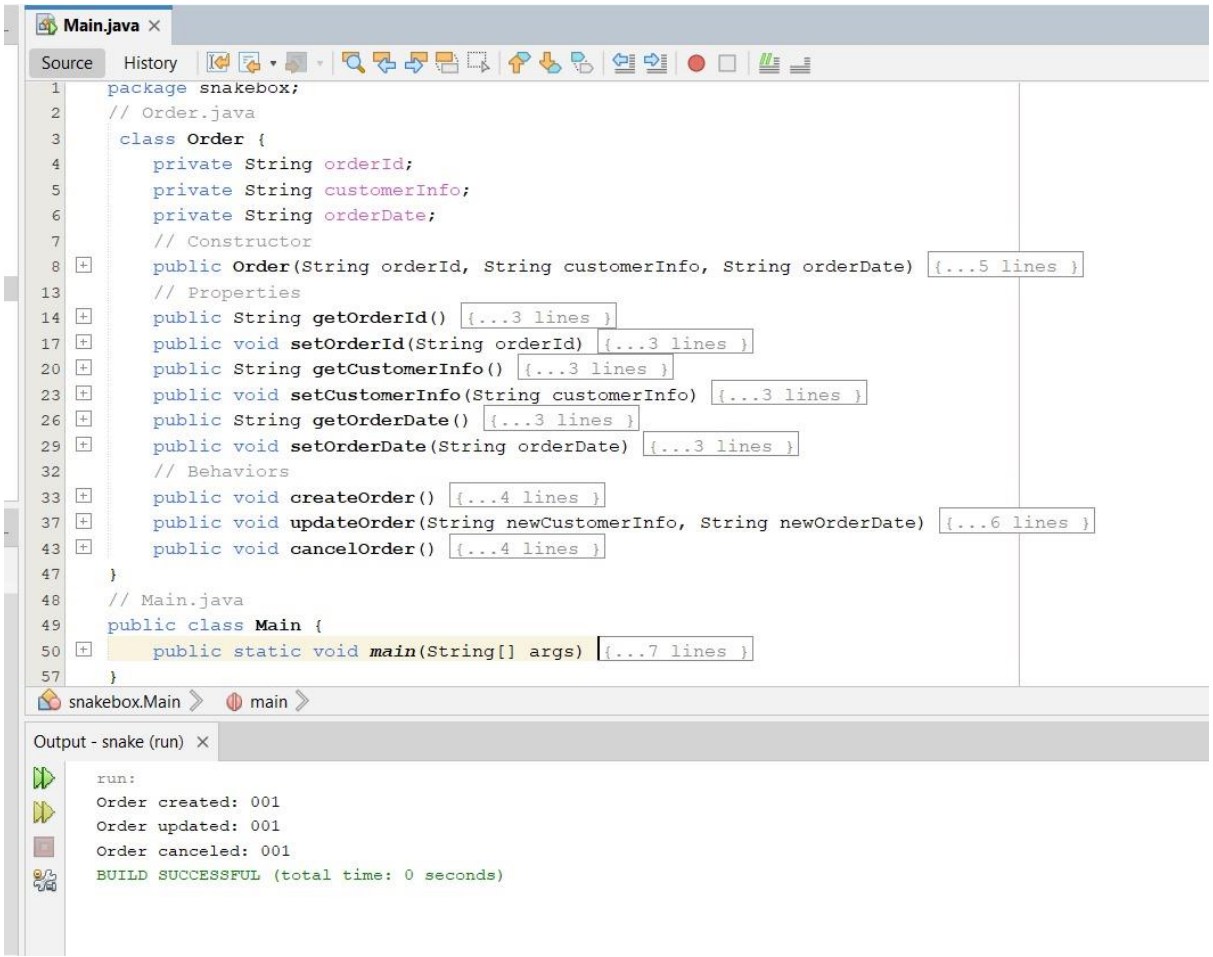
```
public String getDimensions() {
    return dimensions;
}

public void setDimensions(String dimensions) {
    this.dimensions = dimensions;
}

public String getMaterialType() {
    return materialType;
}

public void setMaterialType(String materialType) {
    this.materialType = materialType;
}

// Behaviors
public void assembleBox() {
    // Logic to assemble the box
    System.out.println("Box assembled: " + boxId);
}

public void packBox() {
    // Logic to pack the box
    System.out.println("Box packed: " + boxId);
}

public void sealBox() {
    // Logic to seal the box
    System.out.println("Box sealed: " + boxId);
}
```

```
}

// Snake.java
public class Snake {
    private String snakeId;
    private String species;
    private double length;

    // Constructor
    public Snake(String snakeId, String species, double length) {
        this.snakeId = snakeId;
        this.species = species;
        this.length = length;
    }

    // Properties
    public String getSnakeId() {
        return snakeId;
    }

    public void setSnakeId(String snakeId) {
        this.snakeId = snakeId;
    }

    public String getSpecies() {
        return species;
    }

    public void setSpecies(String species) {
        this.species = species;
    }
```

```
    public double getLength() {
        return length;
    }

    public void setLength(double length) {
        this.length = length;
    }

    // Behaviors
    public void feedSnake() {
        // Logic to feed the snake
        System.out.println("Snake fed: " + snakeId);
    }

    public void handleSnake() {
        // Logic to handle the snake safely
        System.out.println("Snake handled: " + snakeId);
    }

    public void inspectSnake() {
        // Logic to inspect the snake
        System.out.println("Snake inspected: " + snakeId);
    }
}

// Main.java
public class Main {
    public static void main(String[] args) {
        // Creating instances of each object
        Order order1 = new Order("001", "John Doe, 123 Main St", "2024-08-08");
```

```
        Box box1 = new Box("B001", "30x30x30", "High Quality Cardboard");
        Snake snake1 = new Snake("S001", "Python", 1.5);

        // Demonstrating behaviors
        order1.createOrder();
        order1.updateOrder("Jane Doe, 456 Elm St", "2024-08-09");
        order1.cancelOrder();

        box1.assembleBox();
        box1.packBox();
        box1.sealBox();

        snake1.feedSnake();
        snake1.handleSnake();
        snake1.inspectSnake();
    }
}
```

Output:



2.class for creation of boxes:

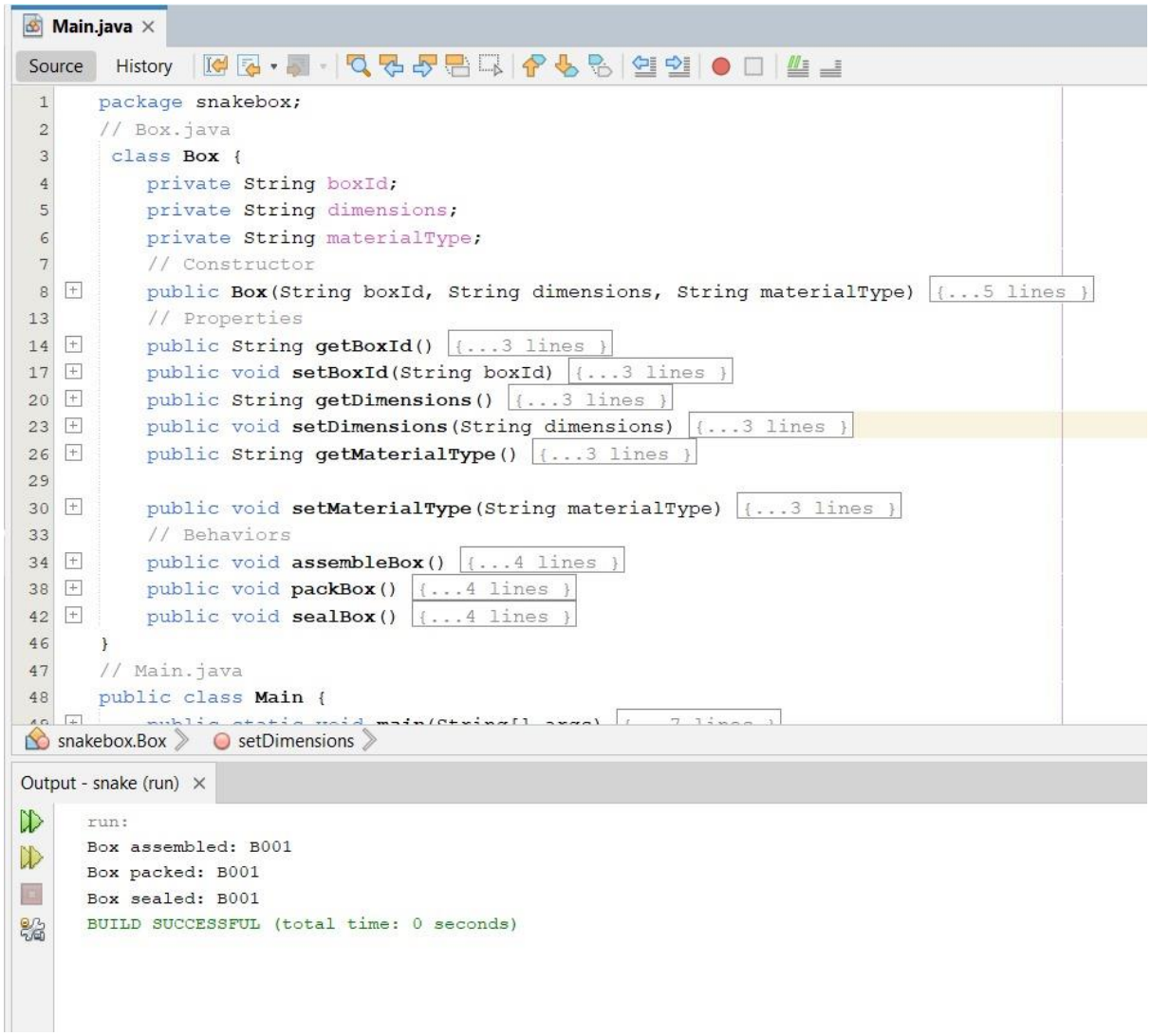
Code:

```
package snakebox;
// Box.java
 class Box {
    private String boxId;
    private String dimensions;
    private String materialType;
    // Constructor
    public Box(String boxId, String dimensions, String materialType) {
        this.boxId = boxId;
        this.dimensions = dimensions;
        this.materialType = materialType;
    }
    // Properties
```

```
public String getBoxId() {
    return boxId;
}
public void setBoxId(String boxId) {
    this.boxId = boxId;
}
public String getDimensions() {
    return dimensions;
}
public void setDimensions(String dimensions) {
    this.dimensions = dimensions;
}

public String getMaterialType() {
    return materialType;
}

public void setMaterialType(String materialType) {
    this.materialType = materialType;
}
// Behaviors
public void assembleBox() {
    // Logic to assemble the box
    System.out.println("Box assembled: " + boxId);
}
public void packBox() {
    // Logic to pack the box
    System.out.println("Box packed: " + boxId);
}
public void sealBox() {
    // Logic to seal the box
```

```
        System.out.println("Box sealed: " + boxId);
    }
}
// Main.java
public class Main {
    public static void main(String[] args) {
        Box box1 = new Box("B001", "30x30x30", "High Quality Cardboard");
        box1.assembleBox();
        box1.packBox();
        box1.sealBox();

    }
}
```

Output:



3.class for creation of snake :

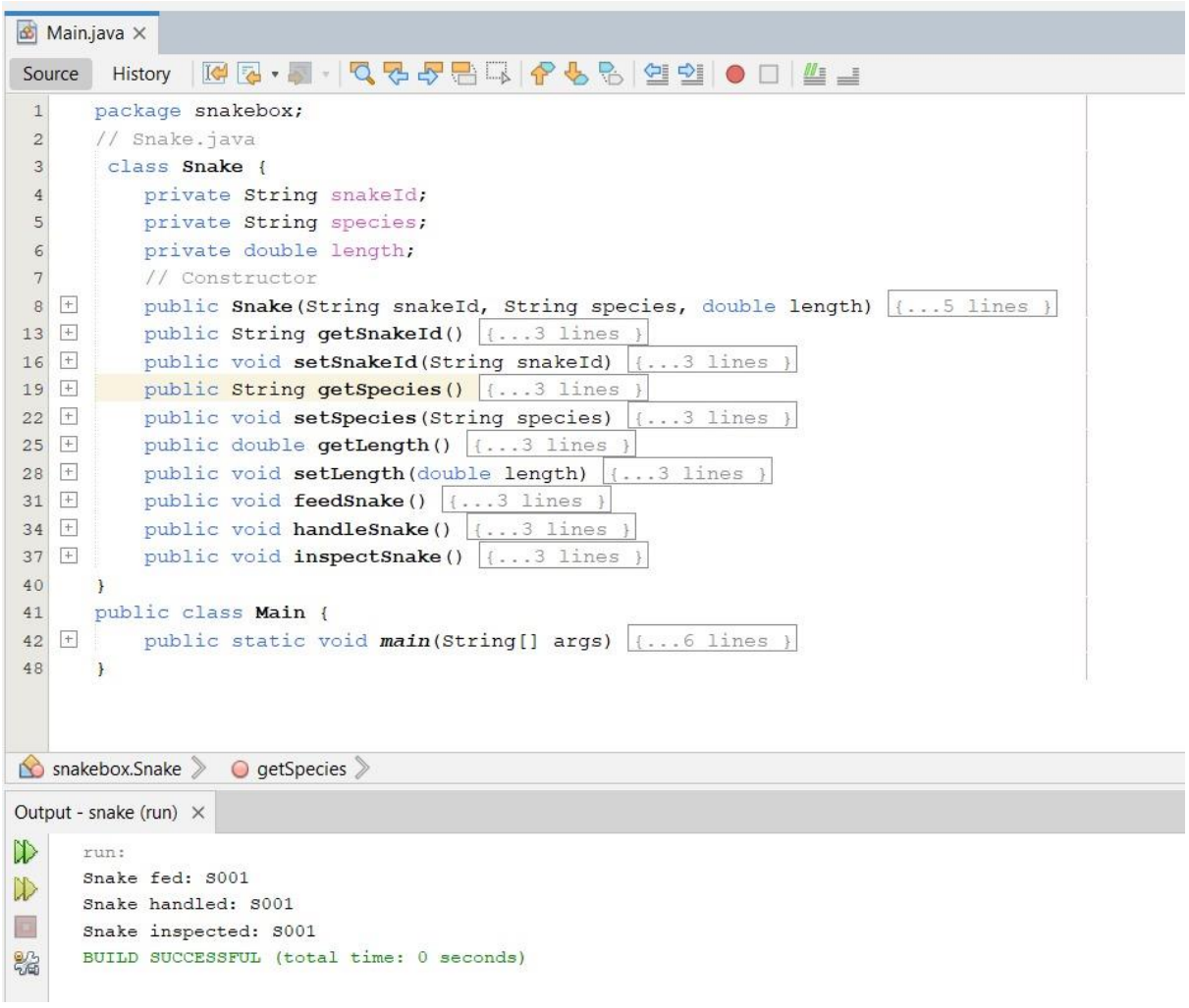
Code:

```
package snakebox;


// Snake.java
public class Snake {
    private String snakeId;
    private String species;
    private double length;

    // Constructor
```

```
public Snake(String snakeId, String species, double length) {
    this.snakeId = snakeId;
    this.species = species;
    this.length = length;
}

// Properties
public String getSnakeId() {
    return snakeId;
}

public void setSnakeId(String snakeId) {
    this.snakeId = snakeId;
}

public String getSpecies() {
    return species;
}

public void setSpecies(String species) {
    this.species = species;
}

public double getLength() {
    return length;
}
public void setLength(double length) {
    this.length = length;
}
public void feedSnake() {
    System.out.println("Snake fed: " + snakeId);
```

```
    }
    public void handleSnake() {
        System.out.println("Snake handled: " + snakeId);
    }
    public void inspectSnake() {
        System.out.println("Snake inspected: " + snakeId);
    }
}
public class Main {
    public static void main(String[] args) {
        Snake snake1 = new Snake("S001", "Python", 1.5);
        snake1.feedSnake();
        snake1.handleSnake();
        snake1.inspectSnake();
    }
}
```

Output:


Main.java
Source
History
1 package snakebox;
2 // Snake.java
3 class Snake {
4 private String snakeId;
5 private String species;
6 private double length;
7 // Constructor
8 public Snake(String snakeId, String species, double length) {...5 lines }
13 public String getSnakeId() {...3 lines }
16 public void setSnakeId(String snakeId) {...3 lines }
19 public String getSpecies() {...3 lines }
22 public void setSpecies(String species) {...3 lines }
25 public double getLength() {...3 lines }
28 public void setLength(double length) {...3 lines }
31 public void feedSnake() {...3 lines }
34 public void handleSnake() {...3 lines }
37 public void inspectSnake() {...3 lines }
40 }
41 public class Main {
42 public static void main(String[] args) {...6 lines }
48 }
snakebox.Snake
getSpecies
Output - snake (run)
run:
Snake fed: S001
Snake handled: S001
Snake inspected: S001
BUILD SUCCESSFUL (total time: 0 seconds)