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Project Name: OOP Revisiting

### 1. Classes and Object:

```
Class Student {  
    String name;  
    int rollNumber;  
  
    void displayDetails() {  
        System.out.println("Name: " + name);  
        System.out.println("Roll Number: " + rollNumber);  
    }  
}
```

```
public class classesandobject {  
    public static void main (String[] args) {  
        Student student1 = new Student();  
        student1.name = "Alice";  
        student1.rollNumber = 101;  
  
        Student student2 = new Student();  
        student2.name = "Bob";  
        student2.rollNumber = 102;  
  
        System.out.println("Student 1:");  
        student1.displayDetails();  
  
        System.out.println("Student 2:");  
        student2.displayDetails();  
    }  
}
```

## 2. Access Modifier:

Class Person

public String name;

private int age;

String city;

public void setAge (int newAge) {  
    age = newAge;

}

public void displayInfo () {

    System.out.println ("Name: " + name);

    System.out.println ("Age: " + age);

    System.out.println ("City: " + city);

}

public class accessmodifier {

    public static void main (String[] args) {

        Person P1 = new Person ();

        P1.name = "John";

        P1.city = "New York";

        P1.setAge (25);

        P1.displayInfo ();

}

}

3. Inheritance and Protected Access :

```
Class Shape {
```

```
    protected String color;
```

```
    protected void display color() {
```

```
        System.out.println("color: " + color);
```

```
    }
```

```
Class Circle extends Shape {
```

```
    void setColor (String c) {
```

```
        color = c;
```

```
        display color();
```

```
    }
```

```
public class inheritanceandprotectedaccess {
```

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

```
        Circle circle1 = new Circle();
```

```
        circle1.setColor("Red");
```

```
    }
```

4. Encapsulation:

```
Class Employee {
```

```
    private String name;
```

```
    private int salary;
```

```
    public void setName (String n) {
```

```
        name = n;
```

```
    }
```



```
public String getName () {
```

```
    return name;
```

```
}

public void getSalary (int s) {
```

```
    Salary = s;
```

```
}

public int getSalary () {
```

```
    return Salary;
```

```
}

public class encapsulation {
```

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

```
        Employee emp1 = new Employee ();
```

```
        emp1.set Name ("Alice");
```

```
        emp1.set Salary (50000);
```

```
        System.out.println ("Employee Name" + emp1.getName());
```

```
        System.out.println ("Employee Salary : ₹ " + emp1.getSalary());
```

### 5. Abstract Classes:

```
abstract class vehicle {
```

```
    abstract void ();
```

```
}

class Bike extends vehicle {
```

```
    void start () {
```

```
        System.out.println ("Bike starts with a Kick!");
```

```

public class abstractclass {
    public static void main(String[] args) {
        Bike myBike = new Bike();
        myBike.start();
    }
}

```

## 6. Interface:

```

Interface Animal {

```

```

    void eat();

```

```

    void sleep();
}

```

```

Class Dog implements Animal {

```

```

    public void eat() {

```

```

        System.out.println("Dog is eating bones.");
    }

```

```

    public void sleep() {

```

```

        System.out.println("Dog is sleeping.");
    }
}

```

```

public class interface {

```

```

    public static void main(String[] args) {

```

```

        Dog dg1 = new Dog();

```

```

        dg1.eat();

```

```

        dg1.sleep();
    }
}

```

## 7. Multiple Inheritance Using Interface:

```
Interface Animal {
```

```
    void eat();
```

```
    void sleep();
```

```
Interface Bird {
```

```
    void fly();
```

```
Class Eagle implements Animal, Bird {
```

```
    public void eat() {
```

```
        System.out.println("Eagle is sleeping eating.");
```

```
    }

    public void sleep() {
```

```
        System.out.println("Eagle is sleeping.");
```

```
    }

    public void fly() {
```

```
        System.out.println("Eagle is flying.");
```

```
    }
}
```

```
public class multipleinheritance {
```

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

```
        Eagle eagle = new Eagle();
```

```
        eagle.eat();
```

```
        eagle.sleep();
```

```
        eagle.fly();
```

```
    }
}
```

```
}
```



8. ATM Project

```

public class ATMSimulation {
    public class ATM {
        private double balance;
        public ATM (double balance) {
            this.balance = balance;
        }
        public void deposit (double amount) {
            if (amount > 0) {
                balance += amount;
                System.out.println ("Deposited: $ " + amount);
            } else {
                System.out.println ("Invalid amount ");
            }
        }
        public void withdraw (double amount) {
            if (amount > 0 && amount <= balance) {
                balance -= amount;
                System.out.println ("Withdrawn: $ " + amount);
            } else if (amount > balance) {
                System.out.println ("Insufficient balance.");
            } else {
                System.out.println ("Invalid amount");
            }
        }
    }
}

```

```

public void checkBalance() {
    System.out.println("Current balance: $" + balance);
}

public static void main(String[] args) {
    Scanner scanner = new Scanner(System.in);
    ATM atm = new ATM();
    while (true) {
        System.out.println("\nATM Menu:");
        System.out.println("1. Deposit");
        System.out.println("2. Withdraw");
        System.out.println("3. Check Balance");
        System.out.println("4. Exit");
        System.out.print("Choose an option: ");

        int option = scanner.nextInt();
        switch (option) {
            case 1:
                System.out.print("Enter deposit amount: $");
                double depositAmount = scanner.nextDouble();
                atm.deposit(depositAmount);
                break;
            case 2:
                System.out.print("Enter withdrawal amount: $");
                double withdrawalAmount = scanner.nextDouble();
                atm.withdraw(withdrawalAmount);
                break;

```



Case 3:

atm.checkBalance();

break

Case 4:

System.out.println("Thank You, for using the ATM. Goodbye!");

Scanner.close();

System.exit();

break;

default:

System.out.println("Invalid option. Please try again");

### 91 Calculator:

import java.util.Scanner;

public class calculator {

public static void main(String[] args) {

Scanner scanner = new Scanner(System.in);

double num1, num2, result;

char Operator;

System.out.println("Simple Calculator");

System.out.println("Enter first number:");

num1 = scanner.nextDouble();

```
System.out.print("Enter an operator (+, -, *, /) : ");
```

```
Operator = scanner.next().charAt(0);
```

```
System.out.print("Enter Second number: ");
```

```
num2 = scanner.nextDouble();
```

```
Switch (operator) {
```

```
case '+':
```

```
result = num1 + num2;
```

```
system.out.println("Result: " + result);  
break;
```

```
Case '-':
```

```
result = num1 - num2;
```

```
System.out.println("Result: " + result);  
break;
```

```
Case '*':
```

```
result = num1 * num2;
```

```
System.out.println("Result: " + result);  
break;
```

```
Case '/':
```

```
if (num2 != 0) {
```

```
result = num1 / num2;
```

```
System.out.println("Result: " + result);
```

```
} else {
```

```
System.out.println("Error: Cannot divide by zero!");
```

```
}  
break;
```

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default:

```
System.out.println("Invalid Operator!");
```

```
}
```

```
scanner.close();
```

```
}
```

```
}
```