**Program No:** 01

**Program Topic:** Foreach loop

**Program Title:**

Write a java program finding maximum number.

**Objectives:**

To learn about foreach loop.

**Syntax:**

for (type var : array) {

statements using var;

}

**Source Code:**

package pkg12b;

public class foreachLoop {

public static void main(String[] arg) {

int[] marks = { 125, 132, 95, 116, 110 };

int highest\_marks = maximum(marks);

System.out.println("The highest score is " + highest\_marks);

}

public static int maximum(int[] numbers)

{

int max = numbers[0];

// for each loop

for (int num : numbers)

{

if (num > max)

{

max = num;

}

}

return max;

}

}

**Output:**

The highest score is 132

**Program No:** 02

**Program Topic:** Arrays

**Program Title:**

Write a java program using arrays.

**Objective:**

To learn implement of arrays in java language.

**Syntax:**

int[] intArray = new int[]{ 1,2,3,4,5,6,7,8,9,10 };

// Declaring array literal

// accessing the elements of the specified array

for (int i = 0; i < arr.length; i++)

System.out.println("Element at index " + i +

" : "+ arr[i]);

**Source Code:**

package pkg12b;

import java.util.Scanner;

public class Arrat {

public static void main (String[] args)

{

Scanner input = new Scanner(System.in);

int[] arr = new int[5];

System.out.println("Enter array elements: ");

for(int i = 0; i < arr.length; i++){

arr[i] = input.nextInt();

}

for (int i = 0; i < arr.length; i++)

System.out.println("Element at index " + i +

" : "+ arr[i]);

}

}

**Output:**

Enter array elements:

3 4 5 6 7

Element at index 0 : 3

Element at index 1 : 4

Element at index 2 : 5

Element at index 3 : 6

Element at index 4 : 7

**Program No:** 03

**Program Topic:** Constructing Objects in Java.

**Program Title:**

Write a java program constructing an object.

**Objective:**

To learn about constructing objects.

**Syntax:**

class Test {

Test() {

// constructor body

}

}

**Source Code:**

package pkg12b;

public class Constructor {

private final int x;

private Constructor(){

System.out.println("Constructor Called");

x = 5;

}

public static void main(String[] args){

Constructor obj = new Constructor();

System.out.println("Value of x = " + obj.x);

}

}

**Output:**

Constructor Called

Value of x = 5

**Program No:** 04

**Program Topic:** Static Members.

**Program Title:**

Write a java program implementing static members.

**Objective:**

To learn about static members.

**Syntax:**

static datatype name;

**Source Code:**

package pkg12b;

public class StaticMember {

double radius;

static int numberOfObjects = 0;

StaticMember(){

radius = 1;

numberOfObjects++;

}

StaticMember(int newradius){

radius = newradius;

numberOfObjects++;

}

public static void main(String[] args) {

System.out.println("Before creating objects");

System.out.println("The number of Circle objects is " +

StaticMember.numberOfObjects);

StaticMember c1 = new StaticMember();

System.out.println("\nAfter creating c1");

System.out.println("c1: radius (" + c1.radius +

") and number of Circle objects (" +

c1.numberOfObjects + ")");

StaticMember c2 = new StaticMember(5);

c1.radius = 9;

System.out.println("\nAfter creating c2 and modifying c1");

System.out.println("c1: radius (" + c1.radius +

") and number of Circle objects (" +

c1.numberOfObjects + ")");

System.out.println("c2: radius (" + c2.radius +

") and number of Circle objects (" +

c2.numberOfObjects + ")");

}

}

**Output:**

Before creating objects

The number of Circle objects is 0

After creating c1

c1: radius (1.0) and number of Circle objects (1)

After creating c2 and modifying c1

c1: radius (9.0) and number of Circle objects (2)

c2: radius (5.0) and number of Circle objects (2)