

2) Develop a Java program to create a class

Student with members vsng name gam

array Credits and an array marls.

Include methods to accept & display
details and a method Calculate SGr PA.

Algorithm.

Declare all student details Variables.

ii) Create a function to Calculate SGr PA

iii) Finter all the Student details

iv) Colonlate the Sh PA.

Y Print all the Student Details.

Y exit.

```
class Student 8GPAS
         unt USN jinj)
         String name = new string();
         unt Credits [] - new unt [5];
          int marks [] = new int [5];
         Most SGPALIE
              float Sum = 0;
               O for (int i=0; ics; itt) {
                     Sum = sum + (credits (i] * marks[j])
        return Sum/5;
Public Class Main & {
        public static void main (String [Jargs] [
           Scanner un = new Scanner (System in);
          StudentsGPA Stud1 = new Student SGPA ();
          System. out. println (ec Enter Details ");
System. out. println (ee Enter USN: ");
          Stude . Usn = in next Int ();
          System. out printle ( Enter name: ");
          grus. nanc = in. next Line L);
          System. out. println (ec Enter the Gredits")
          for lint j=0; j(S;j+t) {

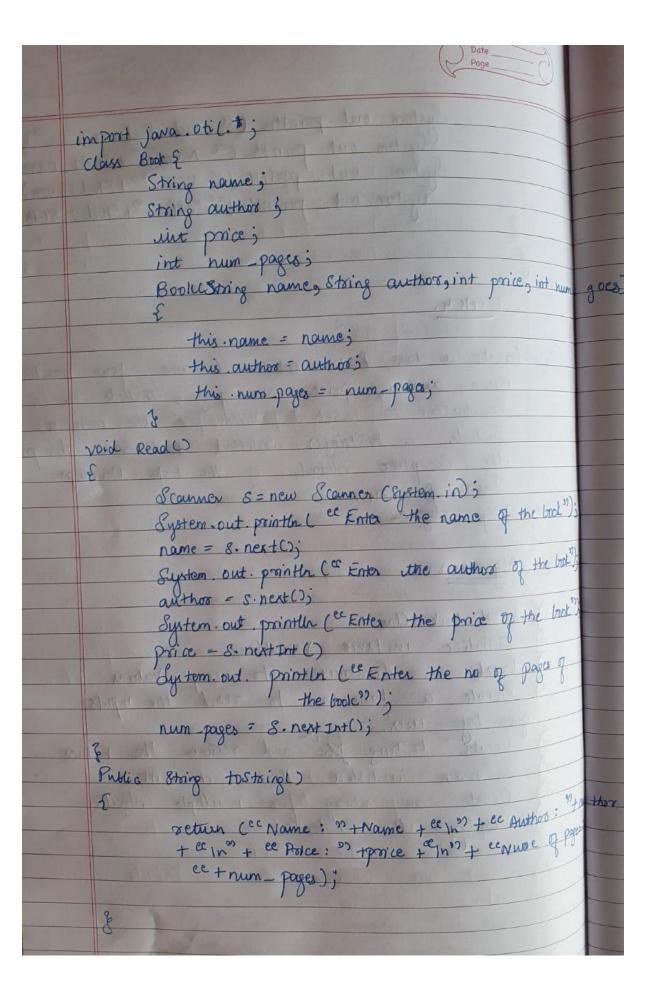
Enystem. out. projette (ce subject => + (j+1));

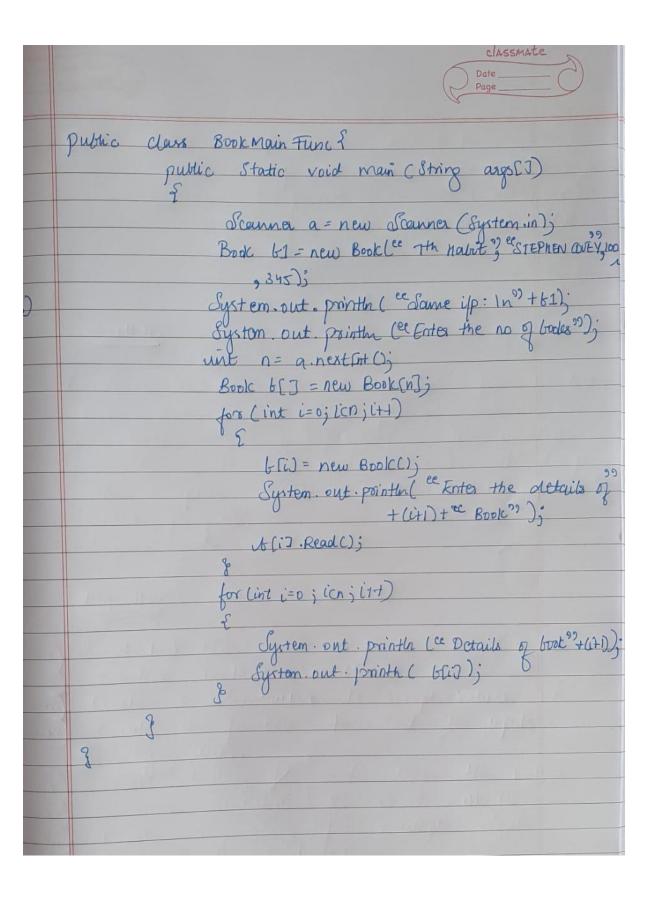
unt (d = in.next Int();
              Studi . (redit Gj = cd;
          System out. Printle (e Enter the marks );
         for (unt j=0;j(5;j++) {

System. out. println (ce Subject of + (j+1))

unt mt = un. next In+();
                  Studi. marts (j) = mtj
```

Weelc4. Create a class Book which Contains four members, name, author, price, num-pages, Include a Constructor to set the value for the membres. Include a to String o method that Gold dis play the Complete details of the books. Develope Algorithm: (reate Book Clays Intialize instance Variables. Create a Constructor to accept Values Create a function to read the inputs tostring file and return the values. In main justialize the object with n Create an array for multiple objects.
Dioplay the Contents.

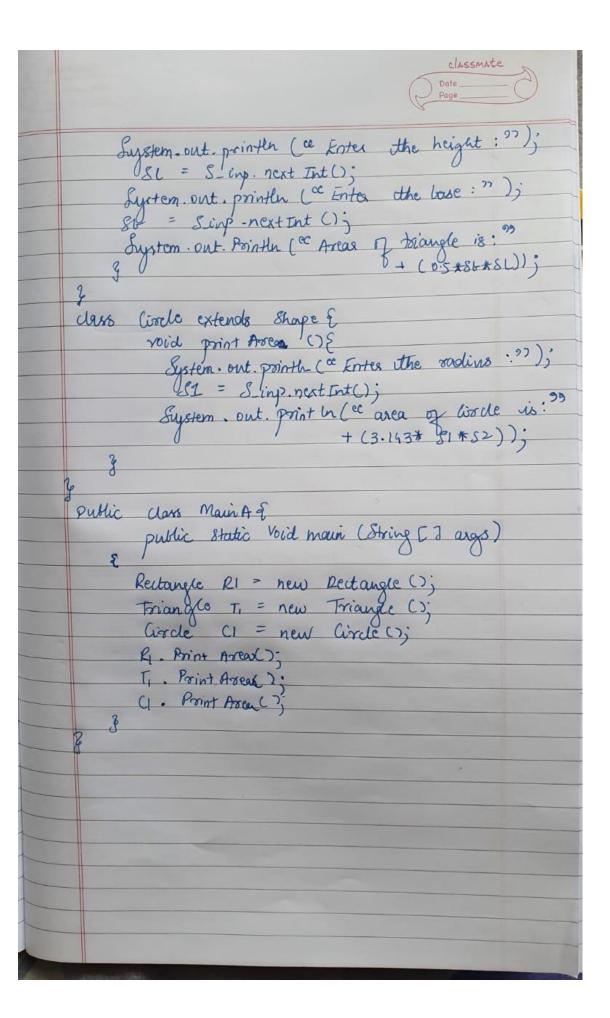






- hat Exercises - 4 and 5 Develop a Java program to Greate an abstract class named shape that Contains 2 integers and an empty method named print prea (). Provide three Classes name Rectangle, Triangle and Circle such that each one of the classes Contains the method point Areae? That prints the area of the given shape umpost Jana. util. #; Class Shape & unt St; Void Print Areas Ch Scanner 8-inp = new Scanner (System. in); class Rectarge extends shape? System. out. println(ee Enter the (ength of System. out. println(ec Enter the (ength of System. out. println(ec Enter the breadth of Restaugles);

Sb = S-inp.nextInt(): Void Print Area () { St = S-inp.nextInt(); System.out.println(ee the area of Pertangle us 197 + (St * M)); Class Triangle extends shape & Vold Print Area () {



LAB5 package Java 1; lumport java. vtil-scanner) Class Bank unt deposit- balance; uit withdraw - walque; Storing Customername; String Account - Number; String Auount Type; unt Balance = 27800; You'd Accept () Nanner 5 = new Blanner (System.in); System out println(e Enter the austomer name !") Culstomer name = S. next (); Suptem. out. println (ee Enter the Account un In'); Actount - Number = Somert (); Systom. out- pointly (ce Firter the Account type his); Account Type = S. next(); void display() System out - printly (ec Customer name: ec + Customer name) Sustem out printle (ee Account number: ">+ Account number: ">+ Account type) class curracit extends Banka unt updated balance; unt after withdrawn & unt updated lest balance

