

Experiment No - 6

Aim - To create a user defined package & use it in program.

Resource required - Pentium IV, JDK 1.8.2 & Notepad.

Theory : A Java package is a group of similar types of classes interface and subpackages. Package in Java can be categorised in two forms: built-in package and user-defined package. There are many built-in packages such as `java.lang`, `java.swing`, `net`, `io`, `util`, `sql`, etc. In this guide, we will have the detailed learning of creating and using user-defined packages.

a) Advantages of Java Package :

- 1) Java package is used to categorize the classes and interfaces so that they can be easily maintained.
- 2) Java package provides access protection.
- 3) Java package removes naming collision.

b) Types of Package in Java →

As mentioned in the beginning of this guide that we have two types of packages in Java →

User-defined package we create is called user-defined package.

2. ~~Built in Package~~ : The already defined package like `java.io`, `java.lang` etc. are known as built in packages.

Steps of creating userdefined packages and using them →

- 1) Create a package with class file.
- 2) Set the classpath from the directory from which you would like to access it may be in a different drive and directory. Let us call it as a target directory.
- 3) Write a program and use the file from the package.

The compilation & execution is as usual as follows-

D:\> `Java class - name.java`

D:\> `Java class - name.`

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Conclusion - This experiment demonstrates how to create and use user-defined packages in Java, helping to organize and modularize code for better structure and reusability.