

Write a java program to create a generic class stack which holds 5 integer and 5 double values

```
class GenericStack <T> {  
    private Object[] stackArray;  
    private int top = -1;  
    private static final int N = 5;
```

```
    public GenericStack() {  
        stackArray = new Object[N];  
    }
```

```
    public void push(T value) {  
        if (top < N - 1)  
            stackArray[top + 1] = value;  
        else  
            System.out.println("Stack is full");  
    }
```

```
    public T pop() {  
        if (top >= 0)  
            return (T) stackArray[top--];  
        else {  
            System.out.println("stack is empty");  
            return null;  
        }  
    }
```

```
    public boolean isEmpty() {  
        return top == -1;  
    }  
    public boolean isFull() {  
        return top == N - 1;  
    }  
}
```

```
class smain
```

```
{
```

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

```
{
```

```
        GenericStack<Integer> integerstack = new GenericStack<>();
        GenericStack<Double> doublestack = new GenericStack<>();
```

```
        for (int i=1; i<=5; i++) {
            integerstack.push(i);
```

```
        }
```

```
        for (double i=1.0; i<=5.0; i++) {
```

```
            doublestack.push(i);
```

```
        }
```

```
        System.out.println("Popped integers from the stack:");
```

```
        while (!integerstack.isEmpty()) {
```

```
            System.out.println(integerstack.pop());
```

```
        }
```

```
        System.out.println("Popped double from the stack:");
```

```
        while (!doublestack.isEmpty()) {
```

```
            System.out.println(*doublestack.pop());
```

```
        }
```

```
    }
```

```
}
```

```
Output
```

Popped integers from the stack:

5

4

3

2

1

Popped doubles from the stack:

5.0

4.0

3.0

2.0

1.0

String

Demonstrate string length, string literal, string concat

```
public class string1 {
    public static void main(String args[]) {
        System.out.println("Demonstrating string length:");
        String a = "Hello";
        System.out.println("a.length()");
```

```
        System.out.println("String concat:");
```

```
        String txt "Age";
```

```
        String age = "9";
```

```
        String msg = "He is " + age + " years old.";
```

```
        System.out.println(msg);
```

```
        System.out.println("Demonstrate literals");
```

```
        System.out.println("abc".length());
```

```
    }
```

```
}
```

Output:

Demonstrating string length:

5

String concat:

He is 9 years old

Demonstrate literals

3

Use `getChars()` to extract Bmsce from "Welcome to Bmsce college"

```
public class string2 {  
    public static void main (String args []) {  
        String s = "Welcome to BMSCE college";  
        int start = 10;  
        int end = 16;  
        char buf[] = new char [end - start];  
        s.getChars (start, end, buf, 0);  
        System.out.println (buf);  
    }  
}
```

Output
BMSCE

Write a Java program to create an abstract class Shape with abstract methods calculateArea() and calculatePerimeter(). Create subclasses Circle and Triangle that extend the Shape class.

```
import java.lang.Math;
```

```
abstract class Shape {
```

```
    double a;
```

```
    double b;
```

```
    double c;
```

```
    abstract void calculateArea();
```

```
    abstract void calculatePerimeter();
```

```
}
```

```
class Triangle extends Shape {
```

```
    Triangle(double x, double y, double z)
```

```
{
```

```
        a = x;
```

```
        b = y;
```

```
        c = z;
```

```
}
```

```
    void calculateArea()
```

```
{
```

```
        double s = (a + b + c) / 2;
```

```
        System.out.println("Area = " + (Math.sqrt(s * (s - a) * (s - b) * (s - c))));
```

```
}
```

```
    void calculatePerimeter()
```

```
{
```

```
        System.out.println("Perimeter = " + (a + b + c));
```

```
}
```

```
}
```

```
class Circle extends Shape {
```

```
    Circle (double r)
```

```
    {
```

```
        a = r;
```

```
    }
```

```
    void calculateArea ()
```

```
    {
```

```
        System.out.println ("Area =" + (Math.PI * a * a));
```

```
    }
```

```
    void calculatePerimeter ()
```

```
    {
```

```
        System.out.println ("Perimeter =" + (2 * Math.PI * a));
```

```
    }
```

```
}
```

```
class ShapeM {
```

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

```
    {
```

```
        Triangle t = new Triangle (2.0, 3.0, 5.0);
```

```
        Circle c = new Circle (5.0);
```

```
        t.calculateArea ();
```

```
        t.calculatePerimeter ();
```

```
        c.calculateArea ();
```

```
        c.calculatePerimeter ();
```

```
    }
```

```
}
```

Output:

Area = 4.145 8098794425

Perimeter = 11.0

Area = 78.53981633974483

Perimeter = 31.41592653589793

Shreyas Rao M

18122CS272

Shi
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