

OBJECT ORIENTED PROGRAMMING LAB**Name: Silvia Thomas****Roll No:38****Batch: MCA B****Date: 31/05/2022****Experiment No.: 22****Aim**

Create an Arithmetic package that has classes and interfaces for the 4 basic arithmetic operations. Test the package by implementing all operations on two given numbers

Procedure**arithamatic_package.java**

```
package arithmetic_package;
```

```
interface interface_graphics{  
    public float add(int a, int b);  
    public float divide(int a, int b);  
    public float multiple(int a, int b);  
    public float substract(int a, int b);  
    public float remainder(int a, int b);  
}
```

```
public class arithmetic_package implements interface_graphics {
```

```
    public float add(int a, int b){  
        return a+b;  
    }  
    public float divide(int a, int b){  
        return a/b;  
    }  
}
```

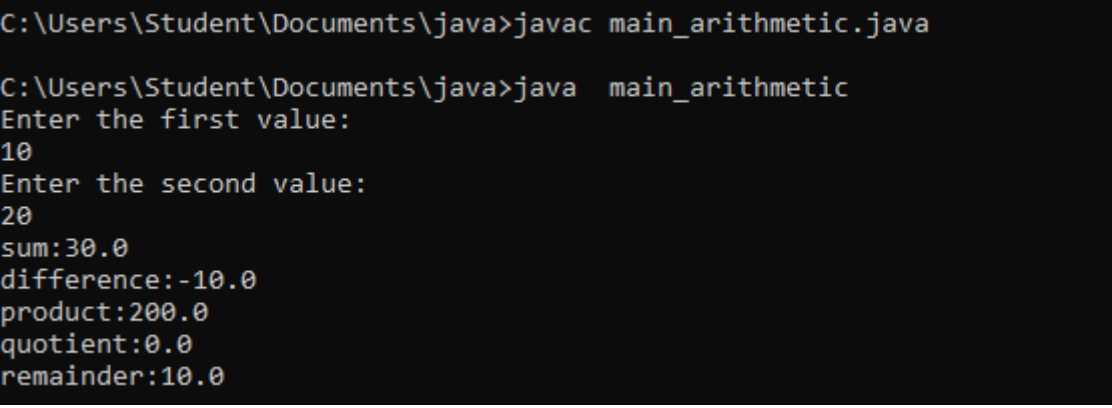
```
public float multiple(int a, int b){  
    return a*b;  
}  
public float subtract(int a, int b){  
    return a-b;  
}  
public float remainder(int a, int b){  
    return a%b;  
}  
  
}
```

main_arithmetic.java

```
import arithmetic_package.*;  
import java.util.*;  
class main_arithmetic {  
    public static void main(String []args){  
        arithmetic_package testObj = new arithametic_package();  
        int a,b;  
        Scanner s=new Scanner(System.in);  
        System.out.println("Enter the first value:");  
        a=s.nextInt();  
        System.out.println("Enteer the second value:");  
        b=s.nextInt();  
  
        System.out.println(testObj.add(a,b));  
        System.out.println(testObj.subtract(a,b));  
        System.out.println(testObj.multiple(a,b));  
    }  
}
```

```
System.out.println(testObj.divide(a,b));  
System.out.println(testObj.remainder(a,b));  
}  
}
```

Output Screenshot



```
C:\Users\Student\Documents\java>javac main_arithmetic.java  
  
C:\Users\Student\Documents\java>java main_arithmetic  
Enter the first value:  
10  
Enter the second value:  
20  
sum:30.0  
difference:-10.0  
product:200.0  
quotient:0.0  
remainder:10.0
```