Assignment 7

Q1. Define a class Calculator that has:

- Instance variable: int result
- Static variable: int operationCount
- Instance method: add(int a, int b)
- Static method: displayOperationCount()
 Call the methods and show the effect of static and instance variables.\/

Program:

```
import java.util.Scanner;
class Calculator{
  int result;
  static int operationCount;
  void add(int a,int b){
     result=a+b;
     operationCount++;
     System.out.println(result);
}
  static void displayOperationCount(){
  System.out.println(operationCount);
}
  public static void main(String[] args){
     Calculator c1=new Calculator();
     Calculator c2=new Calculator();
     c1.add(1,2);
     c1.add(5,7);
     Calculator.displayOperationCount();
}}
```

Q2. Create a class BankAccount with private balance and methods to deposit and getBalance.

Try accessing the balance directly from another class and note the error.

Program:

```
import java.util.Scanner;
public class Main {
  private int bal=0;
  void deposit(){
     bal+=100;
    System.out.println("deposited");
  void getbalance(){
     System.out.println(bal);
      class Bank{
         public static void main(String[] args){
           BankAcc=new BankAcc();
           obj.deposit();
           obj.getbalance();
         }
      }
}
```

- **Q3.** Create a class Student with roll number and name. Initialize it using a parameterized constructor. Add another constructor to initialize with roll number only and name as "Unknown". Print both using a display method.
 - Objective: Use overloaded constructors with default values.

Program:

```
import java.util.Scanner;
class Student{
  int rollno;
  String name;
Student(int rollno,String name){
  this.rollno=rollno;
  this.name=name;
```

```
}
Student(int rollno){
  int rollno=rollno;
  this.name="unknown";
}
void display(){
  System.out.println(rollno);
   System.out.println(name);
}
public static void main(String[] args){
  Student s1=new Student(101,"sivara");
  Student s2=new Student(10);
  s1.display();
  s2.display();
}
}
```