

Programming with Java

Exercise #4

Class, Object, Method and Constructor.

static field, static method and static block.

1. Write a program to create a class namely Student with two fields name and id. Add main method in the same class and create the object of the class and print the values of both fields.
2. Do the above program with creating a separate class (Main Class) and create the object into that.
3. Assign the values of id and name and access those values.
4. Initialize the values of id and name through a method and access those values by creating an anonymous object.
5. Initialize the values of id and name through a method and access those values by creating multiple objects by one type only
6. Initialize the values of id and name through a constructor and access the methods.
7. Create a class namely Employee with id, name and salary. Initialize the values of id and name through a method. Create three objects and access that information.
8. Create a class namely Square, initialize the sides variables through a method and calculate the area and perimeter of square.
9. Similarly, do it for a Circle. Create
10. Create a class namely Shape with overloaded Constructors for calculating the area of Rectangle, Square, Triangle and Circle.
11. Create a class namely Account with deposit, withdrawal and checkBalance methods. Access those methods several times. Make sure that while every withdrawal, sufficient balance is there in the account.
12. Create a class Student with the fields like name, id and college. Store the students college into a static variable and access the values of the students.

13. Write a program which prints the number of objects created for a class. (Hint – use static variable for counting).
14. Write a program with a static method which changes the value of college and print that.
15. Write a program to calculate the area of triangle using a static method.
16. Write a program to print Hello World without using main method. (Hint- use static block).