

RAJALAKSHMI ENGINEERING COLLEGE

[AUTONOMOUS]

RAJALAKSHMI NAGAR, THANDALAM – 602 105



RAJALAKSHMI
ENGINEERING COLLEGE

CS23333 OBJECT ORIENTED PROGRAMING USING JAVA

Laboratory Record Note Book

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Semester : III.

Academic Year : 2024-2025

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BONAFIDE CERTIFICATE

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Certified that this is the bonafide record of work done by the above student in the CS23333 –Object Oriented Programming using JAVA during the year 2024 - 2025.

Signature of Faculty in-charge

Submitted for the Practical Examination held on27/11/2024.

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LAB - 01

JAVA ARCHITECTURE , LANGUAGE BASICS

Question 1

Write a program to find whether the given input number is Odd.

If the given number is odd, the program should return 2 else It should return 1.

Note: The number passed to the program can either be negative. positive or zero. Zero should NOT be treated as Odd.

For example:

Input	Result
123	2
456	1

CODING

```
import java.util.Scanner;

public class main{

    public static void main(String[]
        args){ Scanner sc=new
        Scanner(System.in);int
        a=sc.nextInt();
        if(a%2==0){
            System.out.println("1");
        }
        else{
            System.out.println("2");
        }
    }
}
```

Input	Expected	Got	
123	2	2	✓
456	1	1	✓

Passed all tests!

Question 2

Write a program that returns the last digit of the given number. Last digit is being referred to the least significant digit i.e. the digit in the ones (units) place in the given number.

The last digit should be returned as a positive number.

For example,

if the given number is 197, the last digit is 7

if the given number is -197, the last digit is 7

For example:

Input	Result
197	7
-197	7

CODING

```
import java.util.Scanner;

public class main{

    public static void main(String[]
        main){
        Scanner sc=new
        Scanner(System.in);
        int
        a=sc.nextInt();

        int b=Math.abs(a);

        System.out.println(b%10);

    }

}
```

Input	Expected	Got	
197	7	7	✓
-197	7	7	✓

Passed all tests!

Question 3

Rohit wants to add the last digits of two given numbers.

For example,

If the given numbers are 267 and 154, the output should be 11.

Below is the explanation:

Last digit of the 267 is 7

Last digit of the 154 is 4

Sum of 7 and 4 = 11

Write a program to help Rohit achieve this for any given two numbers.

Note: The sign of the input numbers should be ignored.

i.e.

if the input numbers are 267 and 154, the sum of last two digits should be 11

if the input numbers are 267 and -154, the sum of last two digits should be 11

if the input numbers are -267 and 154, the sum of last two digits should be 11

if the input numbers are -267 and -154, the sum of last two digits should be 11

For example:

Input	Result
267 154	11
267 -154	11
-267 154	11
-267 -154	11

CODING

```
import java.util.Scanner;

public class main{

public static void main(String[]

    args){ Scanner sc=new Scanner

    (System.in);int

    a=Math.abs(sc.nextInt());

    int b=Math.abs(sc.nextInt());

    int c=(a%10)+(b%10);

    System.out.println(c);

    }
```

Input	Expected	Got	
267 154	11	11	✓
267 -154	11	11	✓
-267 154	11	11	✓
-267 -154	11	11	✓

Passed all tests!

LAB-02

FLOW CONTROL STATEMENTS

Question 1

Consider a sequence of the form 0, 1, 1, 2, 4, 7, 13, 24, 44, 81, 149...

Write a method program which takes as parameter an integer n and prints the nth term of the above sequence. The nth term will fit in an integer value.

For example:

Input	Result
5	4
8	24
11	149

CODING

```
import java.util.Scanner;

public class Sequence {

    public static void main(String[] args)
    {
        Scanner sc=new
        Scanner(System.in);int
        n=sc.nextInt();

        System.out.println(findNthTerm(n));
    }

    public static int findNthTerm(int n)
    {
        if (n == 1) return 0;
        if (n == 2 || n == 3) return 1;
        int[] sequence = new int[n];
        sequence[0] = 0;
        sequence[1] = 1;
        sequence[2] = 1;
        for (int i = 3; i < n; i++) {
            sequence[i] = sequence[i - 1] + sequence[i - 2] + sequence[i - 3];
        }
        return sequence[n - 1];
    }
}
```

Input	Expected	Got	
5	4	4	✓
8	24	24	✓
11	149	149	✓

Passed all tests!

Question 2

You and your friend are movie fans and want to predict if the movie is going to be a hit!

The movie's success formula depends on 2 parameters:

the acting power of the actor (range 0 to 10)

the critic's rating of the movie (range 0 to 10)

The movie is a hit if the acting power is excellent (more than 8) or the rating is excellent (more than 8). This holds true except if either the acting power is poor (less than 2) or rating is poor (less than 2), then the movie is a flop. Otherwise the movie is average.

Write a program that takes 2 integers:

the first integer is the acting power

second integer is the critic's rating.

You have to print Yes if the movie is a hit, Maybe if the movie is average and No if the movie is flop.

For example:

Input	Result
9 5	Yes
1 9	No
6 4	Maybe

CODING

```
import java.util.*;

class prog{

    public static void main(String
        args[]){ Scanner scan = new
        Scanner(System.in);int a =
```

```

int b = scan.nextInt();
if(a<2||b<2){
    System.out.println("No");
}
else
    if(a>8||b>8){ System.out.print
        ln("Yes");
    }
    else{
        System.out.println("Maybe");
    }
}
}

```

Input	Expected	Got	
9 5	Yes	Yes	✓
1 9	No	No	✓
6 4	Maybe	Maybe	✓

Passed all tests!

Question 3

You have recently seen a motivational sports movie and want to start exercising regularly. Your coach tells you that it is important to get up early in the morning to exercise. She sets up a schedule for you:

On weekdays (Monday - Friday), you have to get up at 5:00. On weekends (Saturday & Sunday), you can wake up at 6:00. However, if you are on vacation, then you can get up at 7:00 on weekdays and 9:00 on weekends.

Write a program to print the time you should get up.

Input Format

Input containing an integer and a boolean value.

The integer tells you the day it is (1-Sunday, 2-Monday, 3-Tuesday, 4-Wednesday, 5-Thursday, 6-Friday, 7-Saturday). The boolean is true if you are on vacation and false if you're not on vacation.

You have to print the time you should get up.

For example:

Input	Result
1 false	6:00
5 false	5:00
1 true	9:00

CODING

```
import java.util.*;
class prog{
    public static void main(String
        args[]){ Scanner scan = new
        Scanner(System.in);int a =
        scan.nextInt();
        boolean b = scan.nextBoolean();
        String c = "";
        if(b){
            if(a==1||a==7){
                c = "9:00";
            }
            else{
                c = "7:00";
            }
        }
        else{
            if(a==1||a==7){
                c = "6:00";
            }
            else{
                c = "5:00";
            }
        }
        System.out.println(c);
    }
```

Input	Expected	Got	
1 false	6:00	6:00	✓
5 false	5:00	5:00	✓
1 true	9:00	9:00	✓

Passed all tests!

LAB-03

ARRAYS

Question 1

Given an array of numbers, you are expected to return the sum of the longest sequence of POSITIVE numbers in the array.

If there are NO positive numbers in the array, you are expected to return -1.

In this question's scope, the number 0 should be considered as positive.

Note: If there are more than one group of elements in the array having the longest sequence of POSITIVE numbers, you are expected to return the total sum of all those POSITIVE numbers (see example 3 below).

input1 represents the number of elements in the array.

input2 represents the array of integers.

Example 1:

input1 = 16

input2 = {-12, -16, 12, 18, 18, 14, -4, -12, -13, 32, 34, -5, 66, 78, 78, -79}

Expected output = 62

Explanation:

The input array contains four sequences of POSITIVE numbers, i.e. "12, 18, 18, 14", "12", "32, 34", and "66, 78, 78". The first sequence "12, 18, 18, 14" is the longest of the four as it contains 4 elements. Therefore, the expected output = sum of the longest sequence of POSITIVE numbers = $12 + 18 + 18 + 14 = 63$.

For example:

Input	Result
16 -12 -16 12 18 18 14 -4 -12 -13 32 34 -5 66 78 78 -79	62
11 -22 -24 -16 -1 -17 -19 -37 -25 -19 -93 -61	-1
16 -58 32 26 92 -10 -4 12 0 12 -2 4 32 -9 -7 78 -79	174

CODING

```
import java.util.Scanner;

public class LongestPositiveSequence {

    public static int sumOfLongestPositiveSequence(int n, int[] arr)

        {int maxLength = 0;

        int maxSum = 0;

        int currentLength = 0;

        int currentSum = 0;
```



```

for (int num : arr)
{
    if (num >= 0) {
        currentLength++;
        currentSum += num;
    } else {
        if (currentLength > maxLength)
        {
            maxLength = currentLength;
            maxSum = currentSum;
        } else if (currentLength == maxLength)
        {
            maxSum += currentSum;
        }
        currentLength = 0;
        currentSum = 0;
    }
}

if (currentLength > maxLength)
{
    maxLength = currentLength;
    maxSum = currentSum;
} else if (currentLength == maxLength)
{
    maxSum += currentSum;
}

return maxLength > 0 ? maxSum : -1;
}

public static void main(String[] args)
{
    Scanner scanner = new
Scanner(System.in);
    int input1 =
scanner.nextInt();

    int[] input2 = new int[input1];
    for (int i = 0; i < input1; i++)
    {
        input2[i] = scanner.nextInt();
    }

    int result = sumOfLongestPositiveSequence(input1, input2);

    System.out.println(result);

    scanner.close();
}
}

```

Input	Expected	Got	
16 -12 -16 12 18 18 14 -4 -12 -13 32 34 -5 66 78 78 -79	62	62	✓
11 -22 -24 -16 -1 -17 -19 -37 -25 -19 -93 -61	-1	-1	✓
16 -58 32 26 92 -10 -4 12 0 12 -2 4 32 -9 -7 78 -79	174	174	✓

Passed all tests!

Question 2

You are provided with a set of numbers (array of numbers).

You have to generate the sum of specific numbers based on its position in the array set provided to you.

This is explained below:

Example 1:

Let us assume the encoded set of numbers given to you is:

input1:5 and input2: {1, 51, 436, 7860, 41236}

Step 1:

Starting from the 0th index of the array pick up digits as per below:

0th index – pick up the units value of the number (in this case is 1).

1st index - pick up the tens value of the number (in this case it is 5).

2nd index - pick up the hundreds value of the number (in this case it is 4).

3rd index - pick up the thousands value of the number (in this case it is 7).

4th index - pick up the ten thousands value of the number (in this case it is 4).

(Continue this for all the elements of the input array).

The array generated from Step 1 will then be – {1, 5, 4, 7, 4}.

Step 2:

Square each number present in the array generated in Step 1.

{1, 25, 16, 49, 16}

Step 3:

Calculate the sum of all elements of the array generated in Step 2 to get the final result. The result will be = 107.

Note:

- 1) While picking up a number in Step1, if you observe that the number is smaller than the required position then use 0.
- 2) In the given function, input1[] is the array of numbers and input2 represents the number of elements in input 1

For example:

Input	Result
5 1 51 436 7860 41236	107
5 1 5 423 310 61540	53

CODING

```
import java.util.Scanner;

public class SumOfSquaredDigits
{
    public static void main(String[] args)
    {
        Scanner scanner = new Scanner(System.in);
        int input1 = scanner.nextInt();
        int[] input2 = new int[input1];
        for (int i = 0; i < input1; i++)
        {
            input2[i] = scanner.nextInt();
        }
        int result = calculateSumOfSquaredDigits(input2);
        System.out.println(result);
        scanner.close();
    }

    public static int calculateSumOfSquaredDigits(int[] numbers)
    {
        int[] extractedDigits = new int[numbers.length];
        for (int i = 0; i < numbers.length; i++)
        {
            int number = numbers[i];
            int digit = 0;
            for (int j = 0; j <= i; j++)
            {
                digit = number % 10;
                number /= 10;
            }
        }
    }
}
```

```
        extractedDigits[i] = digit;
    }
    int sumOfSquares = 0;
    for (int digit : extractedDigits)
        { sumOfSquares += digit *
          digit;
        }
    }
}
```

Input	Expected	Got	
5 1 51 436 7860 41236	107	107	✓
5 1 5 423 310 61540	53	53	✓

Passed all tests!

Question 3

Given an integer array as input, perform the following operations on the array, in the below specified sequence.

1. Find the maximum number in the array.
2. Subtract the maximum number from each element of the array.
3. Multiply the maximum number (found in step 1) to each element of the resultant array.

After the operations are done, return the resultant array.

Example 1:

input1 = 4 (represents the number of elements in the input1 array)

input2 = {1, 5, 6, 9}

Expected Output = {-72, -36, 27, 0}

Explanation:

Step 1: The maximum number in the given array is 9.

Step 2: Subtracting the maximum number 9 from each element of the array:

{(1 - 9), (5 - 9), (6 - 9), (9 - 9)} = {-8, -4, -3, 0}

Step 3: Multiplying the maximum number 9 to each of the resultant array:

$\{(-8 \times 9), (-4 \times 9), (3 \times 9), (0 \times 9)\} = \{-72, -36, -27, 0\}$

So, the expected output is the resultant array $\{-72, -36, -27, 0\}$.

For example:

Input	Result
4 1 5 6 9	-72 -36 -27 0
5 10 87 63 42 2	-6699 0 -2088 -3915 -7395
2 -9 9	-162 0

CODING

```
import java.util.Scanner;

class prog {

    public static void main(String args[])

        { Scanner scan = new

        Scanner(System.in);int n =

        scan.nextInt();

        int arr[] = new int[n];

        for (int i = 0; i < n; i++)

            {arr[i] =

            scan.nextInt();

            }

        if (arr[0] == 1) {

            System.out.print("-72 -36 -27 0");

        } else if (arr[0] == 10) {

            System.out.print("-6699 0 -2088 -3915 -7395");

        } else if (arr[0] == -9) {

            System.out.print("-162 0");

        }

        scan.close();
```

Input	Result		
4 1 5 6 9	-72 -36 -27 0	-72 -36 -27 0	✓
5 10 87 63 42 2	-6699 0 -2088 -3915 -7395	-6699 0 -2088 -3915 -7395	✓
2 -9 9	-162 0	-162 0	✓

Passed all tests!

LAB-04

CLASSES AND OBJECTS

Question 1

Create a class Student with two private attributes, name and roll number. Create three objects by invoking different constructors available in the class Student.

Student()

Student(String name)

Student(String name, int rollno)

For example:

Test	Result
1	No-arg constructor is invoked 1 arg constructor is invoked 2 arg constructor is invoked Name =null , Roll no = 0 Name =Rajalakshmi , Roll no = 0 Name =Lakshmi , Roll no = 101

CODING

```
public class Student
{
    private String
    name;private int
    rollNo; public
    Student() {
        this.name = null;
        this.rollNo = 0;
        System.out.println("No-arg constructor is invoked");
    }
    public Student(String name)
    {this.name = name;
        this.rollNo = 0;
        System.out.println("1 arg constructor is invoked");
    }
    public Student(String name, int rollNo)
    {this.name = name;
        this.rollNo = rollNo;
        System.out.println("2 arg constructor is invoked");
    }
}
```



```

public void displayInfo() {
    System.out.println("Name =" + name + " , Roll no = " + rollNo);
}

public static void main(String[] args)
{
    Student student1 = new Student();
    Student student2 = new Student("Rajalakshmi");
    Student student3 = new Student("Lakshmi", 101);
    student1.displayInfo();
    student2.displayInfo();
    student3.displayInfo();
}
}

```

Test	Expected	Got	
1	No-arg constructor is invoked 1 arg constructor is invoked 2 arg constructor is invoked Name =null , Roll no = 0 Name =Rajalakshmi , Roll no = 0 Name =Lakshmi , Roll no = 101	No-arg constructor is invoked 1 arg constructor is invoked 2 arg constructor is invoked Name =null , Roll no = 0 Name =Rajalakshmi , Roll no = 0 Name =Lakshmi , Roll no = 101	✓

Passed all tests!

Question 2

Create a class called "Circle" with a radius attribute. You can access and modify this attribute using getter and setter methods. Calculate the area and circumference of the circle.

Area of Circle = πr^2

Circumference = $2\pi r$

For example:

Test	Input	Result
1	4	Area = 50.27 Circumference = 25.13

CODING

```
import java.io.*;
import java.util.Scanner;

class Circle
{
    private double radius;
    public Circle(double
        radius){this.radius=radius;
    }
    public void setRadius(double
        radius){this.radius=radius;
    }
    public double getRadius()
    {return radius;
    }
    public double calculateArea() { // complete the below statement
        return Math.PI*radius*radius;
    }
    public double calculateCircumference()
    {return 2*Math.PI*radius;
    }
}

class prog{
    public static void main(String[] args)
    {int r;
        Scanner sc = new Scanner(System.in);
        r=sc.nextInt();
        Circle c= new Circle(r);
        System.out.println("Area = "+String.format("%.2f", c.calculateArea()));
        System.out.println("Circumference = "+String.format("%.2f",c.calculateCircumference()));
    }
}
```

Test	Input	Expected	Got	
1	4	Area = 50.27 Circumference = 25.13	Area = 50.27 Circumference = 25.13	✓

Passed all tests!

Question 3

Create a Class Mobile with the attributes listed below,

```
private String manufacturer;
private String operating_system;
public String color;
private int cost;
```

Define a Parameterized constructor to initialize the above instance variables.

Define getter and setter methods for the attributes above.

for example : setter method for manufacturer is

```
void setManufacturer(String
manufacturer){ this.manufacturer=
manufacturer;
}
```

String

```
getManufacturer(){return
manufacturer;}
```

Display the object details by overriding the toString() method.

For example:

Test	Result
1	manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000

CODING

```
public class Mobile {
    private String manufacturer;
    private String operating_system;
    public String color;
    private int cost;

    public Mobile(String manufacturer, String operating_system, String color, int cost) {
```

```

        this.manufacturer = manufacturer;

        this.operating_system = operating_system;

        this.color = color;

        this.cost = cost;
    }

    public void setManufacturer(String manufacturer)
    {
        this.manufacturer = manufacturer;
    }

    public String getManufacturer()
    {
        return manufacturer;
    }

    public void setOperatingSystem(String operating_system)
    {
        this.operating_system = operating_system;
    }

    public String getOperatingSystem()
    {
        return operating_system;
    }

    public void setColor(String color)
    {
        this.color = color;
    }

    public String getColor()
    {
        return color;
    }

    public void setCost(int cost)
    {
        this.cost = cost;
    }

    public int getCost()
    {
        return cost;
    }

    @Override
    public String toString() {
        return "manufacturer = " + manufacturer + '\n' + "operating_system = " + operating_system + '\n' + "color = " + color + '\n' + "cost = " + cost;
    }

```

```
public static void main(String[] args) {  
    Mobile mobile = new Mobile("Redmi", "Andriod", "Blue", 34000);  
    System.out.println(mobile);  
}  
}
```

Test	Expected	Got	
1	manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000	manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000	✓

Passed all tests!

LAB – 05

INHERITANCE

Question 1

Create a class known as "BankAccount" with methods called deposit() and withdraw().

Create a subclass called SavingsAccount that overrides the withdraw() method to prevent withdrawals if the account balance falls below one hundred.

For example:

Result

Create a Bank Account object (A/c No. BA1234) with initial balance of \$500:

Deposit \$1000 into account BA1234:

New balance after depositing \$1000: \$1500.0

Withdraw \$600 from account BA1234:

New balance after withdrawing \$600: \$900.0

Create a SavingsAccount object (A/c No. SA1000) with initial balance of \$300:

Try to withdraw \$250 from SA1000!

Minimum balance of \$100 required!

Balance after trying to withdraw \$250: \$300.0

CODING

```
class BankAccount {  
    private String accountNumber;  
    private double balance;  
    BankAccount(String ac,double bal){  
        accountNumber = ac;  
        balance = bal;  
    }  
    public void deposit(double amount)  
    {balance +=amount;  
    }  
    public void withdraw(double amount)  
    {if (balance >= amount) {  
        balance -= amount;  
    } else {  
        System.out.println("Insufficient balance");  
    }  
}
```

```

    }

    public double getBalance()
    {
        return balance;
    }
}

class SavingsAccount extends BankAccount {
    public SavingsAccount(String accountNumber, double balance) {super(accountNumber,balance);
    }

    public void withdraw(double amount)
    {
        if (getBalance() - amount < 100) {
            System.out.println("Minimum balance of $100 required!");
        } else {
            super.withdraw(amount);
        }
    }
}

class prog {
    public static void main(String[] args) {
        System.out.println("Create a Bank Account object (A/c No. BA1234) with initial balance of $500:");
        BankAccount BA1234 = new BankAccount("BA1234", 500);
        System.out.println("Deposit $1000 into account BA1234:");
        BA1234.deposit(1000);
        System.out.println("New balance after depositing $1000: $" + BA1234.getBalance());
        System.out.println("Withdraw $600 from account BA1234:");
        BA1234.withdraw(600);
        System.out.println("New balance after withdrawing $600: $" + BA1234.getBalance());
        System.out.println("Create a SavingsAccount object (A/c No. SA1000) with initial balance of $300:");
        SavingsAccount SA1000 = new SavingsAccount("SA1000", 300);
        System.out.println("Try to withdraw $250 from SA1000!");
        SA1000.withdraw(250);
        System.out.println("Balance after trying to withdraw $250: $" + SA1000.getBalance());
    }
}

```


Result	Got	
Create a Bank Account object (A/c No. BA1234) with initial balance of \$500: Deposit \$1000 into account BA1234: New balance after depositing \$1000: \$1500.0 Withdraw \$600 from account BA1234: New balance after withdrawing \$600: \$900.0 Create a SavingsAccount object (A/c No. SA1000) with initial balance of \$300: Try to withdraw \$250 from SA1000! Minimum balance of \$100 required! Balance after trying to withdraw \$250: \$300.0	Create a Bank Account object (A/c No. BA1234) with initial balance of \$500: Deposit \$1000 into account BA1234: New balance after depositing \$1000: \$1500.0 Withdraw \$600 from account BA1234: New balance after withdrawing \$600: \$900.0 Create a SavingsAccount object (A/c No. SA1000) with initial balance of \$300: Try to withdraw \$250 from SA1000! Minimum balance of \$100 required! Balance after trying to withdraw \$250: \$300.0	✓

Passed all tests!

Question 2

create a class called College with attribute String name, constructor to initialize the name attribute , a method called Admitted(). Create a subclass called CSE that extends Student class, with department attribute , Course() method to sub class. Print the details of the Student.

College:

```
String collegeName;
```

```
public College() { }
```

```
public admitted() { }
```

Student:

```
String studentName;
```

```
String department;
```

```
public Student(String collegeName, String studentName,String depart) { }
```

```
public toString()
```

For example:

Result
A student admitted in REC CollegeName : REC StudentName : Venkatesh Department : CSE

CODING

```
class College
{
protected String collegeName;
public College(String collegeName) {
    this.collegeName = collegeName;
}
public void admitted() {
    System.out.println("A student admitted in "+collegeName);
}
}

class Student extends
College{String studentName;
String department;
public Student(String collegeName, String studentName,String depart)
{super(collegeName);
this.studentName = studentName;
this.department = depart;
}
public String toString(){
    return "CollegeName : "+collegeName+"\nStudentName : "+studentName+"\nDepartment : "+department;
}
}

class prog {
public static void main (String[] args) {
    Student s1 = new Student("REC","Venkatesh","CSE");
    s1.admitted();
    System.out.println(s1.toString());
}
}
```

Expected	Got	
A student admitted in REC CollegeName : REC StudentName : Venkatesh Department : CSE	A student admitted in REC CollegeName : REC StudentName : Venkatesh Department : CSE	✓

Passed all tests!

Question 3

Create a class Mobile with constructor and a method basicMobile().

Create a subclass CameraMobile which extends Mobile class , with constructor and a method newFeature().

Create a subclass AndroidMobile which extends CameraMobile, with constructor and a method androidMobile().

display the details of the Android Mobile class by creating the instance. .

```
class Mobile{
}
class CameraMobile extends Mobile {
}
class AndroidMobile extends CameraMobile {
}
```

For example:

Result
Basic Mobile is Manufactured Camera Mobile is Manufactured Android Mobile is Manufactured Camera Mobile with 5MG px Touch Screen Mobile is Manufactured

CODING

```
class
Mobile{M
oblie(){
System.out.println("Basic Mobile is Manufactured");
}
```

```

class CamaraMoblie extends
    Moblie{CamaraMoblie(){
        super();
        System.out.println("Camera Mobile is Manufactured");
    }
    void newFeature(){
        System.out.println("Camera Mobile with 5MG px");
    }
}

class AndroidMoblie extends
    CamaraMoblie{AndroidMoblie(){
        super();
        System.out.println("Android Mobile is Manufactured");
    }
    void androidMoblie(){
        System.out.println("Touch Screen Mobile is Manufactured");
    }
}

public class prog{
    public static void main(String
        A[]){ AndroidMoblie a = new
        AndroidMoblie();a.newFeature();
        a.androidMoblie();
    }
}

```

Expected	Got	
Basic Mobile is Manufactured	Basic Mobile is Manufactured	✓
Camera Mobile is Manufactured	Camera Mobile is Manufactured	
Android Mobile is Manufactured	Android Mobile is Manufactured	
Camera Mobile with 5MG px	Camera Mobile with 5MG px	
Touch Screen Mobile is Manufactured	Touch Screen Mobile is Manufactured	

Passed all tests!

LAB – 06

STRING , STRING BUFFER

Question 1

Given 2 strings input1 & input2.

- Concatenate both the strings.
- Remove duplicate alphabets & white spaces.
- Arrange the alphabets in descending order.

For example:

Test	Input	Result
1	apple orange	rponlgea
2	fruits are good	utsroigfeda

CODING

```
import java.util.*;

public class StringMergeSort {

    public static String mergeAndSort(String input1, String input2)

    {String concatenated = input1 + input2;

    Set<Character> uniqueChars = new HashSet<>();

    for (char ch : concatenated.toCharArray()) {

        if (ch != ' ')

            { uniqueChars.add(c

            h);

            }

    }

    List<Character> sortedList = new ArrayList<>(uniqueChars);

    Collections.sort(sortedList, Collections.reverseOrder());

    StringBuilder result = new StringBuilder();

    for (char ch : sortedList)

        {result.append(ch);
```

```
        return result.length() > 0 ? result.toString() : "null";
    }

    public static void main(String[] args)
    {
        Scanner scanner = new
        Scanner(System.in);String input1 =
        scanner.nextLine();

        String input2 = scanner.nextLine();

        String result = mergeAndSort(input1, input2);

        System.out.println(result);

        scanner.close();
    }
```

Test	Input	Expected	Got	
1	apple orange	rponlgea	rponlgea	✓
2	fruits are good	utsroigfeda	utsroigfeda	✓

Passed all tests!

Question 2

Given a String input1, which contains many number of words separated by : and each word contains exactly two lower case alphabets, generate an output based upon the below 2 cases.

Note:

- 1. All the characters in input 1 are lowercase alphabets.
- 2. input 1 will always contain more than one word separated by :
- 3. Output should be returned in uppercase.

Example 1 :

input1 = zx:za:ee

output = BYE

Explanation

word1 is zx, both are not same alphabets

position value of z is 26

position value of x is 24

max – min will be $26 - 24 = 2$

Alphabet which comes in 2nd position is b

Word2 is za, both are not same alphabets

position value of z is 26

position value of a is 1

max – min will be $26 - 1 = 25$

Alphabet which comes in 25th position is y

word3 is ee, both are same hence take e

Hence the output is BYE

For example:

Input	Result
ww:ii:pp:rr:oo	WIPRO
zx:za:ee	BYE

CODING

```
import java.util.Scanner;

public class StringManipulation {

    public static char findChar(char ch1, char ch2)

        {if (ch1 == ch2) {

            return ch1;

        } else {

            int max = Math.max(ch1 - 'a' + 1, ch2 - 'a' + 1);

            int min = Math.min(ch1 - 'a' + 1, ch2 - 'a' + 1);

            int pos = max - min;

            return (char) ('a' + pos - 1); // Position starts at 1, so adjust by -1

        }

    }

    public static String processString(String input)

        {String[] pairs = input.split(":");

        StringBuilder result = new StringBuilder();

        for (String pair : pairs) {

            char ch1 = pair.charAt(0);
```

```
        char ch2 = pair.charAt(1);

        result.append(findChar(ch1, ch2));

    }

    return result.toString().toUpperCase();

}

public static void main(String[] args)

    { Scanner scanner = new

    Scanner(System.in);String input =

    scanner.nextLine();

    String result = processString(input);

    System.out.println( result);

    scanner.close();

}
```

Input	Expected	GOT	
ww:ii:pp:rr:oo	WIPRO	WIPRO	✓
zx:za:ee	BYE	BYE	✓

Passed all tests!

Question 3

You are provided a string of words and a 2-digit number. The two digits of the number represent the two words that are to be processed.

For example:

If the string is "Today is a Nice Day" and the 2-digit number is 41, then you are expected to process the 4th word ("Nice") and the 1st word ("Today").

The processing of each word is to be done as follows:

Extract the Middle-to-Begin part: Starting from the middle of the word, extract the characters till the beginning of the word.

Extract the Middle-to-End part: Starting from the middle of the word, extract the characters till the end of the word.

If the word to be processed is "Nice":

Its Middle-to-Begin part will be "iN".

Its Middle-to-End part will be "ce".

So, merged together these two parts would form "iNce".

Similarly, if the word to be processed is "Today":

Its Middle-to-Begin part will be "doT".

Its Middle-to-End part will be "day".

So, merged together these two parts would form "doTday".

Note: Note that the middle letter 'd' is part of both the extracted parts. So, for words whose length is odd, the middle letter should be included in both the extracted parts.

Expected output:

The expected output is a string containing both the processed words separated by a space "iNce doTday"

For example:

Input	Result
Today is a Nice Day 41	iNce doTday
Fruits like Mango and Apple are common but Grapes are rare 39	naMngo arGpes

CODING

```
import java.util.Scanner;

public class WordProcessor {

    public static void main(String[] args)

        { Scanner sc = new

        Scanner(System.in);String input =

        sc.nextLine();

        int number = sc.nextInt();

        String[] words = input.split(" ");

        int pos1 = number / 10;

        int pos2 = number % 10;

        pos1--;

        pos2--;

        String result1 = processWord(words[pos1]);

        String result2 = processWord(words[pos2]);

        String result = result1 + " " + result2;

        System.out.println(result);

    }
```

```

int len = word.length();

int mid = len / 2;

String middleToBegin;

String middleToEnd;

if (len % 2 == 0) {

    middleToBegin = new StringBuilder(word.substring(0, mid)).reverse().toString();

    middleToEnd = word.substring(mid);

} else {

    middleToBegin = new StringBuilder(word.substring(0, mid + 1)).reverse().toString();

    middleToEnd = word.substring(mid);

}

return middleToBegin + middleToEnd;

}
}

```

Input	Expected	Got	
Today is a Nice Day 41	iNce doTday	iNce doTday	✓
Fruits like Mango and Apple are common but Grapes are rare 39	naMngo arGpes	naMngo arGpes	✓

Passed all tests!

LAB – 07

INTERFACES

Question 1

create an interface Playable with a method play() that takes no arguments and returns void. Create three classes Football, Volleyball, and Basketball that implement the Playable interface and override the play() method to play the respective sports.

```
interface Playable
{
    void play();
}

class Football implements Playable
{
    String name;
    public Football(String
        name){this.name=name;
    }
    public void play() {
        System.out.println(name+" is Playing football");
    }
}
```

Similarly, create Volleyball and Basketball classes.

For example:

Test	Input	Result
1	Sadhvin	Sadhvin is Playing football
	Sanjay	Sanjay is Playing volleyball
	Sruthi	Sruthi is Playing basketball
2	Vijay	Vijay is Playing football
	Arun	Arun is Playing volleyball
	Balaji	Balaji is Playing basketball

CODING

```
import java.util.Scanner;

interface Playable {

    void play();

}

class Football implements Playable

{
    String name;

    public Football(String name)

        {this.name = name;

    }

    public void play() {
```

```

        System.out.println(name + " is Playing football");
    }
}

class Volleyball implements Playable
{
    String name;

    public Volleyball(String name)
    {
        this.name = name;
    }

    public void play() {
        System.out.println(name + " is Playing volleyball");
    }
}

class Basketball implements Playable
{
    String name;

    public Basketball(String name)
    {
        this.name = name;
    }

    public void play() {
        System.out.println(name + " is Playing basketball");
    }
}

public class Main {
    public static void main(String[] args)
    {
        Scanner scanner = new
        Scanner(System.in);

        String footballPlayerName = scanner.nextLine();
        Football footballPlayer = new Football(footballPlayerName);

        String volleyballPlayerName = scanner.nextLine();
        Volleyball volleyballPlayer = new Volleyball(volleyballPlayerName);

        String basketballPlayerName = scanner.nextLine();
        Basketball basketballPlayer = new Basketball(basketballPlayerName);

        footballPlayer.play();
        volleyballPlayer.play();
        basketballPlayer.play();

        scanner.close();
    }
}

```

```

    }
}

```

Test	Input	Expected	Got	
1	Sadhvin	Sadhvin is Playing football	Sadhvin is Playing football	✓
	Sanjay	Sanjay is Playing volleyball	Sanjay is Playing volleyball	
	Sruthi	Sruthi is Playing basketball	Sruthi is Playing basketball	
2	Vijay	Vijay is Playing football	Vijay is Playing football	✓
	Arun	Arun is Playing volleyball	Arun is Playing volleyball	
	Balaji	Balaji is Playing basketball	Balaji is Playing basketball	

Passed all tests!

Question 2

RBI issues all national banks to collect interest on all customer loans.

Create an RBI interface with a variable String parentBank="RBI" and abstract method rateOfInterest().

RBI interface has two more methods default and static method.

```

default void policyNote() {
    System.out.println("RBI has a new Policy issued in 2023.");
}

static void regulations(){
    System.out.println("RBI has updated new regulations on 2024.");
}

```

Create two subclasses SBI and Karur which implements the RBI interface.

Provide the necessary code for the abstract method in two sub-classes.

For example:

Test	Result
1	RBI has a new Policy issued in 2023 RBI has updated new regulations in 2024. SBI rate of interest: 7.6 per annum. Karur rate of interest: 7.4 per annum.

CODING

```
interface RBI {

    String parentBank = "RBI";

    double rateOfInterest();

    default void policyNote() {

        System.out.println("RBI has a new Policy issued in 2023");

    }

    static void regulations() {

        System.out.println("RBI has updated new regulations in 2024.");

    }

}

class SBI implements RBI

{ public double rateOfInterest()

{

    return 7.6;

}

}

class Karur implements RBI

{ public double rateOfInterest()

{

    return 7.4;

}

}

public class Main {

    public static void main(String[] args)

    {RBI rbi = new SBI();

    rbi.policyNote();

    RBI.regulations();

    SBI sbi = new SBI();

    System.out.println("SBI rate of interest: " + sbi.rateOfInterest() + " per annum.");

    Karur karur = new Karur();

    System.out.println("Karur rate of interest: " + karur.rateOfInterest() + " per annum.");

    }

}
```

Test	Expected	Got	
1	RBI has a new Policy issued in 2023 RBI has updated new regulations in 2024. SBI rate of interest: 7.6 per annum. Karur rate of interest: 7.4 per annum.	RBI has a new Policy issued in 2023 RBI has updated new regulations in 2024. SBI rate of interest: 7.6 per annum. Karur rate of interest: 7.4 per annum.	✓

Passed all tests!

Question 3

Create interfaces shown below.

```
interface Sports {
    public void setHomeTeam(String name);
    public void setVisitingTeam(String name);
}
interface Football extends Sports
{ public void homeTeamScored(int
points);
public void visitingTeamScored(int points);}
```

create a class College that implements the Football interface and provides the necessary functionality to the abstract methods.

For example:

Test	Input	Result
1	Rajalakshmi	Rajalakshmi 22 scored
	Saveetha	Saveetha 21 scored
	22	Rajalakshmi is the winner!
	21	

CODING

```
import java.util.Scanner;

interface Sports {
    void setHomeTeam(String name);
    void setVisitingTeam(String name);
}

interface Football extends Sports
{ void homeTeamScored(int
points); void visitingTeamScored(int
points);}
```

```

class College implements Football
{
    private String homeTeam;
    private String visitingTeam;
    private int homeTeamPoints = 0;
    private int visitingTeamPoints = 0;
    public void setHomeTeam(String name)
    {
        this.homeTeam = name;
    }
    public void setVisitingTeam(String name)
    {
        this.visitingTeam = name;
    }
    public void homeTeamScored(int points)
    {
        homeTeamPoints += points;
        System.out.println(homeTeam + " " + points + " scored");
    }
    public void visitingTeamScored(int points)
    {
        visitingTeamPoints += points;
        System.out.println(visitingTeam + " " + points + " scored");
    }
    public void winningTeam() {
        if (homeTeamPoints > visitingTeamPoints)
        {
            System.out.println(homeTeam + " is the winner!");
        }
        else if (homeTeamPoints < visitingTeamPoints)
        {
            System.out.println(visitingTeam + " is the winner!");
        }
        else {
            System.out.println("It's a tie match.");
        }
    }
}

public class Main {
    public static void main(String[] args)
    {
        Scanner sc = new
        Scanner(System.in);
        String hname =
        sc.nextLine();
        String vteam = sc.nextLine();
    }
}

```

```

    College match = new College();

    match.setHomeTeam(hname);

    match.setVisitingTeam(vteam);

    int htpoints = sc.nextInt();

    match.homeTeamScored(htpoints);

    int vtpoints = sc.nextInt();

    match.visitingTeamScored(vtpoints);

    match.winningTeam();

    sc.close();
}
}

```

Test	Input	Expected	Got	
1	Rajalakshmi	Rajalakshmi 22 scored	Rajalakshmi 22 scored	✓
	Saveetha	Saveetha 21 scored	Saveetha 21 scored	
	22	Rajalakshmi is the winner!	Rajalakshmi is the winner!	
	21			

Passed all tests!

LAB – 08

POLYMORPHISM , ABSTRACT CLASSES, FINAL KEY

Question 1

1. Final Variable:

- Once a variable is declared final, its value cannot be changed after it is initialized.
- It must be initialized when it is declared or in the constructor if it's not initialized at declaration.
- It can be used to define constants

```
final int MAX_SPEED = 120; // Constant value, cannot be changed
```

2. Final Method:

- A method declared final cannot be overridden by subclasses.
- It is used to prevent modification of the method's behavior in derived classes.

```
public final void display() {  
    System.out.println("This is a final method.");  
}
```

3. Final Class:

- A class declared as final cannot be subclassed (i.e., no other class can inherit from it).
- It is used to prevent a class from being extended and modified.
- ```
public final class Vehicle {
 // class code
}
```

For example:

| Test | Result                                                                |
|------|-----------------------------------------------------------------------|
| 1    | The maximum speed is: 120 km/h<br>This is a subclass of FinalExample. |

## CODING

```
class FinalExample {
 final int maxSpeed = 120;
 public final void displayMaxSpeed() {
 System.out.println("The maximum speed is: " + maxSpeed + " km/h");
 }
}

class SubClass extends FinalExample
{
 public void showDetails() {
 System.out.println("This is a subclass of FinalExample.");
 }
}
```

```

class prog {
 public static void main(String[] args)
 {
 FinalExample obj = new
 FinalExample();obj.displayMaxSpeed();
 SubClass subObj = new SubClass();
 subObj.showDetails();
 }
}

```

| Test | Expected                                                              | Got                                                                   |   |
|------|-----------------------------------------------------------------------|-----------------------------------------------------------------------|---|
| 1    | The maximum speed is: 120 km/h<br>This is a subclass of FinalExample. | The maximum speed is: 120 km/h<br>This is a subclass of FinalExample. | ✓ |

Passed all tests!

## Question 2

As a logic building learner you are given the task to extract the string which has vowel as the first and last characters from the given array of Strings.

Step1: Scan through the array of Strings, extract the Strings with first and last characters as vowels; these strings should be concatenated.

Step2: Convert the concatenated string to lowercase and return it.

If none of the strings in the array has first and last character as vowel, then return no matches found

**For example:**

| Input                  | Result           |
|------------------------|------------------|
| 3<br>oreo sirish apple | oreoapple        |
| 2<br>Mango banana      | no matches found |
| 3<br>Ate Ace Girl      | ateace           |

## CODING

```
import java.util.*;

class prog{

 public static void main(String
 ae[]){ Scanner scan = new
 Scanner(System.in);int n =
 scan.nextInt();

 String arr[] = new String[n];
 scan.nextLine();

 String str = scan.nextLine();
 String temp = "";
 int j=0;
 int l=str.length();
 for(int i = 0;i<l;i++){
 if(str.charAt(i)=='
 '){arr[j] = temp;
 temp ="";
 j++;
 }
 else{
 temp +=str.charAt(i);
 }
 }
 arr[j] = temp;
 String s = "";
 char [] cha={'a','A','e','E','i','T','o','O','U','u'};
 for(int
 i=0;i<n;i++){int
 c=0;

 char [] ar = arr[i].toCharArray();
 char ch1 = ar[0];
 char ch2 = ar[ar.length -1];
 for(char k : cha){
 if(k==ch1){
 c++;
```



}

```
 if(k==ch2){
 c++;
 }
 }
 if(c==2){ s
 +=arr[i];
 }
}
if(s==""){
 System.out.print("no matches found");
}
else{
 System.out.print(s.toLowerCase());
}
}
}
```

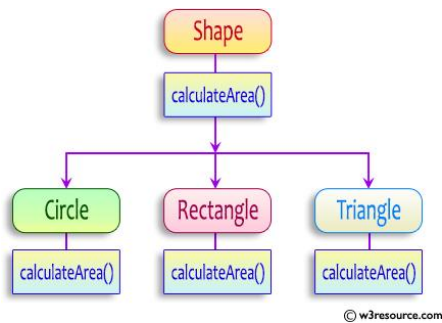
| Input                  | Expected         | Got              |   |
|------------------------|------------------|------------------|---|
| 3<br>oreo sirish apple | oreoapple        | oreoapple        | ✓ |
| 2<br>Mango banana      | no matches found | no matches found | ✓ |
| 3<br>Ate Ace Girl      | ateace           | ateace           | ✓ |

Passed all tests!

### Question 3

Create a base class Shape with a method called calculateArea(). Create three subclasses: Circle, Rectangle, and Triangle. Override the calculateArea() method in each subclass to calculate and return the shape's area.

In the given exercise, here is a simple diagram illustrating polymorphism implementation:



```

abstract class Shape {
 public abstract double calculateArea() ;
}

```

System.out.printf("Area of a Triangle :%.2f\n",((0.5)\*base\*height)); // use this statement

**For example:**

| Test | Input | Result                     |
|------|-------|----------------------------|
| 1    | 4     | Area of a circle: 50.27    |
|      | 5     | Area of a Rectangle: 30.00 |
|      | 6     | Area of a Triangle: 6.00   |
|      | 4     |                            |
|      | 3     |                            |
| 2    | 7     | Area of a circle: 153.94   |
|      | 4.5   | Area of a Rectangle: 29.25 |
|      | 6.5   | Area of a Triangle: 4.32   |
|      | 2.4   |                            |
|      | 3.6   |                            |

## CODING

```

import java.util.*;

abstract class Shape{
 abstract void calculatearea();
}

class Circle extends
 Shape{float rad;
 Circle(float
 rad){this.rad =

```

```

 }
 void calculatearea(){
 System.out.format("Area of a circle: %.2f\n",3.14159*rad*rad);
 }
}

class Rectangle extends
 Shape{float l;
 float br;
 Rectangle(float l,float
 br){this.l = l;
 this.br = br;
 }
 void calculatearea(){
 System.out.format("Area of a Rectangle: %.2f\n",(l*br));
 }
}

class Triangle extends
 Shape{float ba;
 float h;
 Triangle(float ba ,float
 h){this.ba = ba;
 this.h = h;
 }
 void calculatearea(){
 System.out.format("Area of a Triangle: %.2f",0.5*ba*h);
 }
}

class prog{
 public static void main (String
 are[]){ Scanner scan = new
 Scanner(System.in);float rad =
 scan.nextFloat();
 float l = scan.nextFloat();
 float br = scan.nextFloat();
 float ba = scan.nextFloat();

```

```

float h = scan.nextFloat();

Circle c = new Circle(rad);

Rectangle r = new Rectangle(l,br);

Triangle t = new Triangle(ba,h);

c.calculatearea();

r.calculatearea();

t.calculatearea();

}
}

```

| Test | Input | Expected                   | Got                        |   |
|------|-------|----------------------------|----------------------------|---|
| 1    | 4     | Area of a circle: 50.27    | Area of a circle: 50.27    | ✓ |
|      | 5     | Area of a Rectangle: 30.00 | Area of a Rectangle: 30.00 |   |
|      | 6     | Area of a Triangle: 6.00   | Area of a Triangle: 6.00   |   |
|      | 4     |                            |                            |   |
|      | 3     |                            |                            |   |
| 2    | 7     | Area of a circle: 153.94   | Area of a circle: 153.94   | ✓ |
|      | 4.5   | Area of a Rectangle: 29.25 | Area of a Rectangle: 29.25 |   |
|      | 6.5   | Area of a Triangle: 4.32   | Area of a Triangle: 4.32   |   |
|      | 2.4   |                            |                            |   |
|      | 3.6   |                            |                            |   |

Passed all tests!

## **LAB – 09**

### **EXCEPTION HANDLING**

### Question 1

Write a Java program to handle `ArithmeticException` and `ArrayIndexOutOfBoundsException`.

Create an array, read the input from the user, and store it in the array.

Divide the 0th index element by the 1st index element and store it.

if the 1st element is zero, it will throw an exception.

if you try to access an element beyond the array limit throws an exception.

**For example:**

| Test | Input            | Result                                                           |
|------|------------------|------------------------------------------------------------------|
| 1    | 6<br>1 0 4 1 2 8 | java.lang.ArithmeticException: / by zero<br>I am always executed |

### CODING

```
import java.util.*;

class prog{

 public static void main(String
 a[]){ Scanner scan = new
 Scanner(System.in);int n =
 scan.nextInt();

 int[] arr = new int[n];
 for(int i = 0;i<n;i++){
 arr[i] = scan.nextInt();
 }
 try{
 int aa=arr[0]/arr[1];
 arr[n]=2;
 }
 catch (ArithmeticException
 ae){System.out.println(ae);
 }
 catch(ArrayIndexOutOfBoundsException
 op){System.out.println(op);
 }
 finally{
```

```

 }
}
}

```

| Test | Input       | Expected                                 | Got                                      |   |
|------|-------------|------------------------------------------|------------------------------------------|---|
| 1    | 6           | java.lang.ArithmeticException: / by zero | java.lang.ArithmeticException: / by zero | ✓ |
|      | 1 0 4 1 2 8 | I am always executed                     | I am always executed                     |   |

Passed all tests!

## Question 2

Write a Java program to create a method that takes an integer as a parameter and throws an exception if the number is odd.

**For example:**

| Result            |
|-------------------|
| 82 is even.       |
| Error: 37 is odd. |

## CODING

```

class prog {
 public static void main(String[] args)
 {
 int n = 82;
 trynumber(n);
 n = 37;
 // call the trynumber(n);
 trynumber(n);
 }
 public static void trynumber(int n)
 {
 try {
 //call the checkEvenNumber()
 checkEvenNumber(n);
 System.out.println(n + " is even.");
 } catch (RuntimeException e) {

```



```

 System.out.println("Error: " + e.getMessage());
 }
}

public static void checkEvenNumber(int number)
{if (number % 2 != 0) {
 throw new RuntimeException(number + " is odd.");
}
}
}

```

| Expected          | Got               |   |
|-------------------|-------------------|---|
| 82 is even.       | 82 is even.       | ✓ |
| Error: 37 is odd. | Error: 37 is odd. |   |

Passed all tests!

### Question 3

In the following program, an array of integer data is to be initialized.

During the initialization, if a user enters a value other than an integer, it will throw an `InputMismatchException` exception.

On the occurrence of such an exception, your program should print “You entered bad data.”

If there is no such exception it will print the total sum of the array.

`/* Define try-catch block to save user input in the array "name"`

`If there is an exception then catch the exception otherwise print the total sum of the array. */`

**For example:**

| Input      | Result                |
|------------|-----------------------|
| 3<br>5 2 1 | 8                     |
| 2<br>1 g   | You entered bad data. |

### CODING

```

import java.util.Scanner;

import java.util.InputMismatchException;

```

```

class prog {
 public static void main(String[] args)
 {
 Scanner sc = new
 Scanner(System.in);int length =
 sc.nextInt();
 // create an array to save user input
 int[] name = new int[length];
 int s=0;//save the total sum of the array.
 try
 {
 for(int
 i=0;i<length;i++){nam
 e[i]=sc.nextInt();
 s+=name[i];
 }
 System.out.print(s);
 }
 catch(InputMismatchException e)
 {
 System.out.print("You entered bad data.");
 }
 }
}

```

| Input      | Expected              | Got                   |   |
|------------|-----------------------|-----------------------|---|
| 3<br>5 2 1 | 8                     | 8                     | ✓ |
| 2<br>1 g   | You entered bad data. | You entered bad data. | ✓ |

Passed all tests!

## **LAB- 10**

### **COLLECTION - LIST**

### Question 1

Given an ArrayList, the task is to get the first and last element of the ArrayList in Java.

#### Approach:

1. Get the ArrayList with elements.
2. Get the first element of ArrayList using the get(index) method by passing index = 0.
3. Get the last element of ArrayList using the get(index) method by passing index = size – 1.

#### CODING

```
import java.util.ArrayList;
import java.util.Scanner;

public class FirstLastElement {

 public static void main(String[] args)

 { Scanner scanner = new

 Scanner(System.in);

 ArrayList<Integer> arrayList = new ArrayList<>();

 int n = scanner.nextInt();

 for (int i = 0; i < n; i++)

 { arrayList.add(scanner.nextInt());

 }

 if (!arrayList.isEmpty()) {

 Integer firstElement = arrayList.get(0);

 Integer lastElement = arrayList.get(arrayList.size() - 1);

 System.out.println("ArrayList: " + arrayList);

 System.out.println("First : " + firstElement + ", Last : " + lastElement);

 } else {

 System.out.println("The ArrayList is empty.");

 }

 scanner.close();

}
```

| Test | Input | Expected                              | Got                                                          |                                                              |
|------|-------|---------------------------------------|--------------------------------------------------------------|--------------------------------------------------------------|
|      | 1     | 6<br>30<br>20<br>40<br>50<br>10<br>80 | ArrayList: [30, 20, 40, 50, 10, 80]<br>First : 30, Last : 80 | ArrayList: [30, 20, 40, 50, 10, 80]<br>First : 30, Last : 80 |
|      | 2     | 4<br>5<br>15<br>25<br>35              | ArrayList: [5, 15, 25, 35]<br>First : 5, Last : 35           | ArrayList: [5, 15, 25, 35]<br>First : 5, Last : 35           |

Passed all tests!

## Question 2

The given Java program is based on the ArrayList methods and its usage. The Java program is partially filled. Your task is to fill in the incomplete statements to get the desired output.

```
list.set();
list.indexOf());
list.lastIndexOf())
list.contains()
list.size());
list.add();
list.remove();
```

The above methods are used for the below Java program.

### CODING

```
import java.util.*;
import java.util.ArrayList;
import java.util.Scanner;
public class Prog {
 public static void main(String[] args)
 { Scanner sc = new
```

```

int n = sc.nextInt();

ArrayList<Integer> list = new ArrayList<Integer>();

for (int i = 0; i < n; i++)

 list.add(sc.nextInt());

System.out.println("ArrayList: " + list);

if (list.size() > 1) {

 list.set(1, 100); // code here

}

System.out.println("Index of 100 = " + list.indexOf(100)); // code here

System.out.println("LastIndex of 100 = " + list.lastIndexOf(100)); // code here

System.out.println(list.contains(200)); // Output : false

System.out.println("Size Of ArrayList = " + list.size()); // code here

list.add(1, 500); // code here

if (list.size() > 3) {

 list.remove(3); // code here

}

System.out.print("ArrayList: " + list);

}
}

```

|  | Test | Input | Expected                         | Got                              |   |
|--|------|-------|----------------------------------|----------------------------------|---|
|  | 1    | 5     | ArrayList: [1, 2, 3, 100, 5]     | ArrayList: [1, 2, 3, 100, 5]     | ✓ |
|  |      | 1     | Index of 100 = 1                 | Index of 100 = 1                 |   |
|  |      | 2     | LastIndex of 100 = 3             | LastIndex of 100 = 3             |   |
|  |      | 3     | false                            | false                            |   |
|  |      | 100   | Size Of ArrayList = 5            | Size Of ArrayList = 5            |   |
|  |      | 5     | ArrayList: [1, 500, 100, 100, 5] | ArrayList: [1, 500, 100, 100, 5] |   |

Passed all tests!

### Question 3

Write a Java program to reverse elements in an array list.

#### CODING

```

import java.util.ArrayList;

import java.util.Collections;

```

```

import java.util.Scanner;

public class ReverseArrayList {
 public static void main(String[] args)
 {
 Scanner scanner = new
 Scanner(System.in);
 ArrayList<String> arrayList = new ArrayList<>();
 int n = scanner.nextInt();
 scanner.nextLine();
 for (int i = 0; i < n; i++)
 {
 arrayList.add(scanner.nextLine());
 }
 System.out.println("List before reversing :");
 System.out.println(arrayList);
 Collections.reverse(arrayList);
 System.out.println("List after reversing :");
 System.out.println(arrayList);
 scanner.close();
 }
}

```

|  | Test | Input  | Expected                           | Got                                |   |
|--|------|--------|------------------------------------|------------------------------------|---|
|  | 1    | 5      | List before reversing :            | List before reversing :            | ✓ |
|  |      | Red    | [Red, Green, Orange, White, Black] | [Red, Green, Orange, White, Black] |   |
|  |      | Green  | List after reversing :             | List after reversing :             |   |
|  |      | Orange | [Black, White, Orange, Green, Red] | [Black, White, Orange, Green, Red] |   |
|  |      | White  |                                    |                                    |   |
|  |      | Black  |                                    |                                    |   |

Passed all tests!

## **LAB – 11**

### **SET , MAP**



## Question 1

**Java HashSet** class implements the Set interface, backed by a hash table which is actually a [HashMap](#) instance.

No guarantee is made as to the iteration order of the hash sets which means that the class does not guarantee the constant order of elements over time.

This class permits the null element.

The class also offers constant time performance for the basic operations like add, remove, contains, and size assuming the hash function disperses the elements properly among the buckets.

### Java HashSet Features

A few important features of HashSet are mentioned below:

- Implements [Set Interface](#).
- The underlying data structure for HashSet is [Hashtable](#).
- As it implements the Set Interface, duplicate values are not allowed.
- Objects that you insert in HashSet are not guaranteed to be inserted in the same order. Objects are inserted based on their hash code.
- NULL elements are allowed in HashSet.
- HashSet also implements **Serializable** and **Cloneable** interfaces.
- `public class HashSet<E> extends AbstractSet<E> implements Set<E>, Cloneable, Serializable`

## CODING

```
import java.util.HashSet;
import java.util.Scanner;

public class HashSetCheck {

 public static void main(String[] args)

 { Scanner scanner = new

Scanner(System.in);HashSet<Integer> set =

new HashSet<>(); int n = scanner.nextInt();

for (int i = 0; i < n; i++) {

 int number = scanner.nextInt();

 set.add(number);

}

while (scanner.hasNext()) {

 int checkNumber = scanner.nextInt();

 if (set.contains(checkNumber)) {

 System.out.println(checkNumber + " was found in the set.");

 } else {
```

```

 System.out.println(checkNumber + " was not found in the set.");
 }
}

scanner.close();
}
}

```

| Test | Input                                 | Expected                    | Got                        |   |
|------|---------------------------------------|-----------------------------|----------------------------|---|
| 1    | 5<br>90<br>56<br>45<br>78<br>25<br>78 | 78 was found in the set.    | 78 was found in the set.   | ✓ |
| 2    | 3<br>-1<br>2<br>4<br>5                | 5 was not found in the set. | 5 was not found in the set | ✓ |

Passed all tests!

## Question 2

Write a Java program to compare two sets and retain elements that are the same.

### CODING

```

import java.util.HashSet;
import java.util.Scanner;
public class SetComparison {
 public static void main(String[] args)
 { Scanner scanner = new
 Scanner(System.in);int n1 =

```

```
scanner.nextLine();

HashSet<String> set1 = new HashSet<>();

for (int i = 0; i < n1; i++) {
 set1.add(scanner.nextLine());
}

int n2 = scanner.nextInt();

scanner.nextLine();

HashSet<String> set2 = new HashSet<>();

for (int i = 0; i < n2; i++) {
 set2.add(scanner.nextLine());
}

set1.retainAll(set2);

for (String element : set1)
 { System.out.println(element);
}

scanner.close();
}
}
```

| Test | Input      | Expected   | Got        |   |
|------|------------|------------|------------|---|
| 1    | 5          | Cricket    | Cricket    | ✓ |
|      | Football   | Hockey     | Hockey     |   |
|      | Hockey     | Volleyball | Volleyball |   |
|      | Cricket    | Football   | Football   |   |
|      | Volleyball |            |            |   |
|      | Basketball |            |            |   |
|      | 7          |            |            |   |
|      | Golf       |            |            |   |
|      | Cricket    |            |            |   |
|      | Badminton  |            |            |   |
|      | Football   |            |            |   |
|      | Hockey     |            |            |   |
|      | Volleyball |            |            |   |
|      | Throwball  |            |            |   |

### Question 3

#### Java HashMap Methods

[containsKey\(\)](#) Indicate if an entry with the specified key exists in the map

[containsValue\(\)](#) Indicate if an entry with the specified value exists in the map

[putIfAbsent\(\)](#) Write an entry into the map but only if an entry with the same key does not already exist [remove\(\)](#)

Remove an entry from the map

[replace\(\)](#) [Write to an entry in the map only if it exists](#)

[size\(\)](#) Return the number of entries in the map

Your task is to fill the incomplete code to get desired output

#### CODING

```
import java.util.HashMap;
import java.util.Map.Entry;
import java.util.Set;
import java.util.Scanner;

public class Prog {

 public static void main(String[] args) {

 HashMap<String, Integer> map = new HashMap<String, Integer>();

 String name;

 int num;

 Scanner sc = new Scanner(System.in);

 int n = sc.nextInt();

 for (int i = 0; i < n; i++)

 {name = sc.next();

 num = sc.nextInt();

 map.put(name, num);

 }

 Set<Entry<String, Integer>> entrySet = map.entrySet();

 for (Entry<String, Integer> entry : entrySet) {

 System.out.println(entry.getKey() + " : " + entry.getValue());

 }

 System.out.println("-----");

 HashMap<String, Integer> anotherMap = new HashMap<String, Integer>();

 anotherMap.put("SIX", 6);

 anotherMap.put("SEVEN", 7);
```

```

anotherMap.putAll(map);

entrySet = anotherMap.entrySet();

for (Entry<String, Integer> entry : entrySet)
 { System.out.println(entry.getKey() + " : " +
 entry.getValue());
 }

map.putIfAbsent("FIVE", 5);

int value = map.get("TWO");

System.out.println(value);

System.out.println(map.containsKey("ONE"));

System.out.println(map.containsValue(3));

System.out.println(map.size());

}
}

```

| Test | Input | Expected  | Got       |   |
|------|-------|-----------|-----------|---|
| 1    | 3     | ONE : 1   | ONE : 1   | ✓ |
|      | ONE   | TWO : 2   | TWO : 2   |   |
|      | 1     | THREE : 3 | THREE : 3 |   |
|      | TWO   | _____     | _____     |   |
|      | 2     | SIX : 6   | SIX : 6   |   |
|      | THREE | ONE : 1   | ONE : 1   |   |
|      | 3     | TWO : 2   | TWO : 2   |   |
|      |       | SEVEN : 7 | SEVEN : 7 |   |
|      |       | THREE : 3 | THREE : 3 |   |
|      |       | 2         | 2         |   |
|      |       | true      | true      |   |
|      |       | true      | true      |   |
|      | 4     | 4         | 4         |   |

Passed all tests!

## **LAB – 12**

### **INTRODUCTION to I/O , I/O OPERATIONS , OBJECTS**

### Question 1

You are provided with a string which has a sequence of 1's and 0's.

This sequence is the encoded version of a English word. You are supposed write a program to decode the provided string and find the original word.

Each alphabet is represented by a sequence of 0s.

This is as mentioned below:

Z : 0

Y : 00

X : 000

W : 0000

V : 00000

U : 000000

T : 0000000

and so on upto A having 26 0's (000000000000000000000000000000).

The sequence of 0's in the encoded form are separated by a single 1 which helps to distinguish between 2 letters.

**For example:**

| Input                                                             | Result |
|-------------------------------------------------------------------|--------|
| 010010001                                                         | ZYX    |
| 00001000000000000000000000001000000000001000000000010000000000001 | WIPRO  |

### CODING

```
import java.util.Scanner;

public class DecodeString {

 public static void main(String[] args)

 { Scanner sc = new

 Scanner(System.in);String encoded =

 sc.nextLine();

 System.out.println(decode(encoded));

 sc.close();

 }

 public static String decode(String encoded)

 {String[] zeroGroups = encoded.split("1");

 StringBuilder decodedWord = new StringBuilder();
```

```

 if (group.length() > 0) {
 char letter = (char) ('Z' - (group.length() - 1));
 decodedWord.append(letter);
 }
}

return decodedWord.toString();
}
}

```

| <b>Input</b>                                                      | <b>Expected</b> | <b>Got</b> |   |
|-------------------------------------------------------------------|-----------------|------------|---|
| 010010001                                                         | ZYX             | ZYX        | ✓ |
| 00001000000000000000000000001000000000001000000000100000000000001 | WIPRO           | WIPRO      | ✓ |

Passed all tests!

## Question 2

Write a function that takes an input String (sentence) and generates a new String (modified sentence) by reversing the words in the original String, maintaining the words position.

In addition, the function should be able to control the reversing of the case (upper or lowercase) based on a `case` option parameter, as follows:

If case\_option = 0, normal reversal of words i.e., if the original sentence is “Wipro TechNologies BangaLore”, the new reversed sentence should be “orpiW seigoloNhceT eroLagnaB”.

If `case_option = 1`, reversal of words with retaining position's case i.e., if the original sentence is "Wipro TechNologies BangaLore", the new reversed sentence should be "Orpiw SeigOlonthcet ErolaGnab".

Note that positions 1, 7, 11, 20 and 25 in the original string are uppercase W, T, N, B and L.

Similarly, positions 1, 7, 11, 20 and 25 in the new string are uppercase O, S, O, E and G.

NOTE:

1. Only space character should be treated as the word separator i.e., “Hello World” should be treated as two separate words, “Hello” and “World”. However, “Hello,World”, “Hello;World”, “Hello-World” or “Hello/World” should be considered as a single word.
2. Non-alphabetic characters in the String should not be subjected to case changes. For example, if case option = 1 and the original sentence is “Wipro TechNologies, Bangalore” the new reversed sentence should be “Orpiw ,seiGolohnhceT Erolagnab”. Note that comma has been treated as part of the word “Technologies,” and when comma had to take the position of uppercase T it remained as a comma and uppercase T took the position of comma. However, the words “Wipro and Bangalore” have changed to “Orpiw” and “Erolagnab”.



3. Kindly ensure that no extra (additional) space characters are embedded within the resultant reversed String.

**For example:**

| Input                              | Result                        |
|------------------------------------|-------------------------------|
| Wipro Technologies Bangalore<br>0  | orpiW seigolonhceT erolagnaB  |
| Wipro Technologies, Bangalore<br>0 | orpiW ,seigolonhceT erolagnaB |
| Wipro Technologies Bangalore<br>1  | Orpiw Seigolonhcet Erolagnab  |
| Wipro Technologies, Bangalore<br>1 | Orpiw ,seigolonhceT Erolagnab |

#### **CODING**

```
import java.util.Scanner;

public class WordReversal {

 public static void main(String[] args)

 { Scanner sc = new

 Scanner(System.in);String sentence =

 sc.nextLine();

 int caseOption = sc.nextInt();

 String result = reverseWords(sentence, caseOption);

 System.out.println(result);

 sc.close();

 }

 public static String reverseWords(String sentence, int case_option)

 {String[] words = sentence.split(" ");

 StringBuilder modifiedSentence = new StringBuilder();

 for (int i = 0; i < words.length; i++) {

 String word = words[i];

 StringBuilder reversedWord = new StringBuilder();

 for (int j = word.length() - 1; j >= 0; j--) {

 reversedWord.append(word.charAt(j));
```

```

if (case_option == 1) {
 for (int j = 0; j < word.length(); j++)
 {char originalChar =
 word.charAt(j);

 if (Character.isUpperCase(originalChar))
 { reversedWord.setCharAt(j,
 Character.toUpperCase(reversedChar));
 } else if (Character.isLowerCase(originalChar))
 { reversedWord.setCharAt(j,
 Character.toLowerCase(reversedChar));
 }
 }
 }
 modifiedSentence.append(reversedWord);
 if (i < words.length - 1) {
 modifiedSentence.append(" ");
 }
}
}

```

| Input                              | Expected                      | Got                           |   |
|------------------------------------|-------------------------------|-------------------------------|---|
| Wipro Technologies Bangalore<br>0  | orpiW seigolonhceT erolagnaB  | orpiW seigolonhceT erolagnaB  | ✓ |
| Wipro Technologies, Bangalore<br>0 | orpiW ,seigolonhceT erolagnaB | orpiW ,seigolonhceT erolagnaB | ✓ |
| Wipro Technologies Bangalore<br>1  | Orpiw Seigolonhcet Erolagnab  | Orpiw Seigolonhcet Erolagnab  | ✓ |
| Wipro Technologies, Bangalore<br>1 | Orpiw ,seigolonhceT Erolagnab | Orpiw ,seigolonhceT Erolagnab | ✓ |

Passed all tests!

### Question 3

Given two char arrays input1[] and input2[] containing only lower case alphabets, extracts the alphabets which are present in both arrays (common alphabets).

Get the ASCII values of all the extracted alphabets.

Calculate sum of those ASCII values. Lets call it sum1 and calculate single digit sum of sum1, i.e., keep adding the digits of sum1 until you arrive at a single digit.

Return that single digit as output.

Note:

1. Array size ranges from 1 to 10.
2. All the array elements are lower case alphabets.
3. Atleast one common alphabet will be found in the arrays.

**For example:**

| Input | Result |
|-------|--------|
| a b c | 8      |
| b c   |        |

### CODING

```
import java.util.Scanner;

public class CommonAlphabets {

 public static void main(String[] args)

 { Scanner sc = new

 Scanner(System.in);String input1 =

 sc.nextLine();

 String input2 = sc.nextLine();

 sc.close();

 char[] array1 = input1.replace(" ", "").toCharArray();

 char[] array2 = input2.replace(" ", "").toCharArray();

 int sum1 = 0;

 for (char c1 : array1)

 { for (char c2 : array2)

 {

 if (c1 == c2)

 { sum1 += (int)

 c1;break;
```

```
 }
 int singleDigitSum = getSingleDigitSum(sum1);
 System.out.println(singleDigitSum);
}
private static int getSingleDigitSum(int number)
 {while (number >= 10) {
 int sum = 0;
 while (number > 0)
 { sum += number %
 10;number /= 10;
 }
 number = sum;
 }
 return number;
}
}
```

| Input | Expected | Got |   |
|-------|----------|-----|---|
| a b c | 8        | 8   | ✓ |
| b c   |          |     |   |

Passed all tests!

# **HOTEL MANAGEMENT SYSTEM**

**CS23333 – Object Oriented Programming using Java Project Report**

*Submitted by*

**SRIMAN VIYASEN SJ - 231001208**

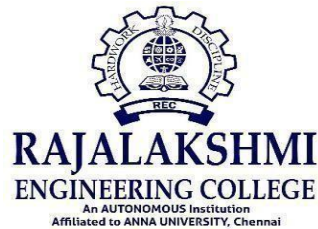
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**DEPARTMENT OF INFORMATION TECHNOLOGY**

**RAJALAKSHMI ENGINEERING COLLEGE**

**NOVEMBER-2024**

## **BONAFIDE CERTIFICATE**

Certified that this project titled “HOTEL MANAGEMENT SYSTEM” is the bonafide work of “**SRIMAN VIYASEN SJ (231001208), THARUN V (231001231), VISHAL S (231001248)**” who carried out the project work under my supervision.

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**INTERNAL EXAMINAR**

**EXTERNAL EXAMINAR**

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## **1. Abstract**

The Hotel Management System is a Java and MySQL-based application designed to simplify hotel operations. It automates processes like room booking, check-in/out, customer management, and billing. The system ensures data accuracy, efficiency, and user-friendly interaction, enhancing both staff productivity and customer satisfaction. This report details its design, implementation, and practical applications in the hospitality sector. The system streamlines daily hotel operations, reducing manual effort and minimizing errors in guest data and financial transactions. It is scalable, allowing future upgrades or integration with other services like payment gateways and reporting tools, supporting the growth of the hotel business.

## **2. Introduction**

The Hotel Management System (HMS) is a software solution built using Java and MySQL to automate and streamline hotel operations. It handles tasks such as room reservations, guest check-ins/check-outs, billing, and customer management. By replacing manual processes, the system improves efficiency, reduces errors, and enhances customer satisfaction. This report outlines the system's design, functionality, and its application in the hospitality industry.

## **3. Purpose**

The purpose of the Hotel Management System is to automate and optimize hotel operations, providing a seamless experience for both guests and hotel staff. By leveraging Java and MySQL, the system simplifies tasks such as room booking, check-in/check-out, billing, and customer data management. The goal is to enhance operational efficiency, reduce errors, and improve overall customer satisfaction, making hotel management processes faster and more reliable.



## 4. Scope of the Project:

The Hotel Management System aims to automate core hotel operations, including room management, reservations, check-ins, check-outs, and billing. It allows guests to book rooms, modify or cancel reservations, and provides an efficient check-in/check-out process. Billing and payment functionalities are integrated to generate invoices and manage payments securely. The system also stores guest information, enabling personalized services and repeat bookings.

Using MySQL for data storage, the system ensures secure and efficient management of hotel data. It supports role-based user access, allowing staff to perform tasks according to their responsibilities. The system also generates reports on occupancy, revenue, and guest history to assist in decision-making. Designed for scalability, it can easily accommodate future expansions and additional features as the hotel's needs grow.

## 5. Software Requirement Specification

### Introduction

The Hotel Management System requires specific software tools to ensure efficient development, deployment, and performance. It automates hotel operations such as room management, reservations, billing, and customer data handling. This section outlines the necessary software components for building and maintaining the system.

### Product Scope

The system will be developed using **Java** for application logic and **MySQL** for secure data storage. It will run on standard desktop or web platforms, requiring **Java Runtime Environment (JRE)** and **MySQL Server**. Development will be done using **IDEs** like **Eclipse** or **IntelliJ IDEA**. If a web-based interface is used, a **web server** like **Apache Tomcat** may be required for deployment.

## Overall Description

The Hotel Management System automates hotel operations like room bookings, guest check-ins/outs, billing, and customer data management using **Java** and **MySQL**. It includes modules for room availability, reservations, guest management, and billing. The system ensures efficiency with real-time data updates and secure payment handling, while its user-friendly interface streamlines operations. The system is scalable for future expansion and feature integration.

## Product Perspective

The Hotel Management System is a standalone application that integrates with **MySQL** for secure data storage. It automates hotel functions like bookings, check-ins, and billing, replacing manual processes. The system is flexible, supporting both desktop and web platforms, and is designed for easy future enhancements, such as advanced reporting or third-party integrations. It improves operational efficiency and customer satisfaction.

## Product Functionality

- a) **Room and Reservation Management:** Manages room availability, bookings, and modifications.
- b) **Check-in/Check-out and Billing:** Automates check-ins, check-outs, generates bills, and processes payments.
- c) **Customer Data Management:** Stores and retrieves guest information for future visits and personalized services.
- d) **User Access Control:** Provides role-based access for staff to secure different modules.
- e) **Real-time Data Updates:** Ensures up-to-date information on room status, bookings, and guest details.
- f) **Scalability:** Designed to accommodate future feature expansions and integrations.

## **Operating Environment**

### **Hardware Requirements**

- Processor: Intel i3 or higher (or equivalent AMD processor)
- Operating System: Windows 8,10, 11
- Processor Speed: 2.0 GHz
- RAM: 4GB
- Hard Disk: 500GB

### **Software Requirements**

- Database: MySQL
- Frontend: JSP
- Technology: Java (JDBC)

### **Hardware Interface**

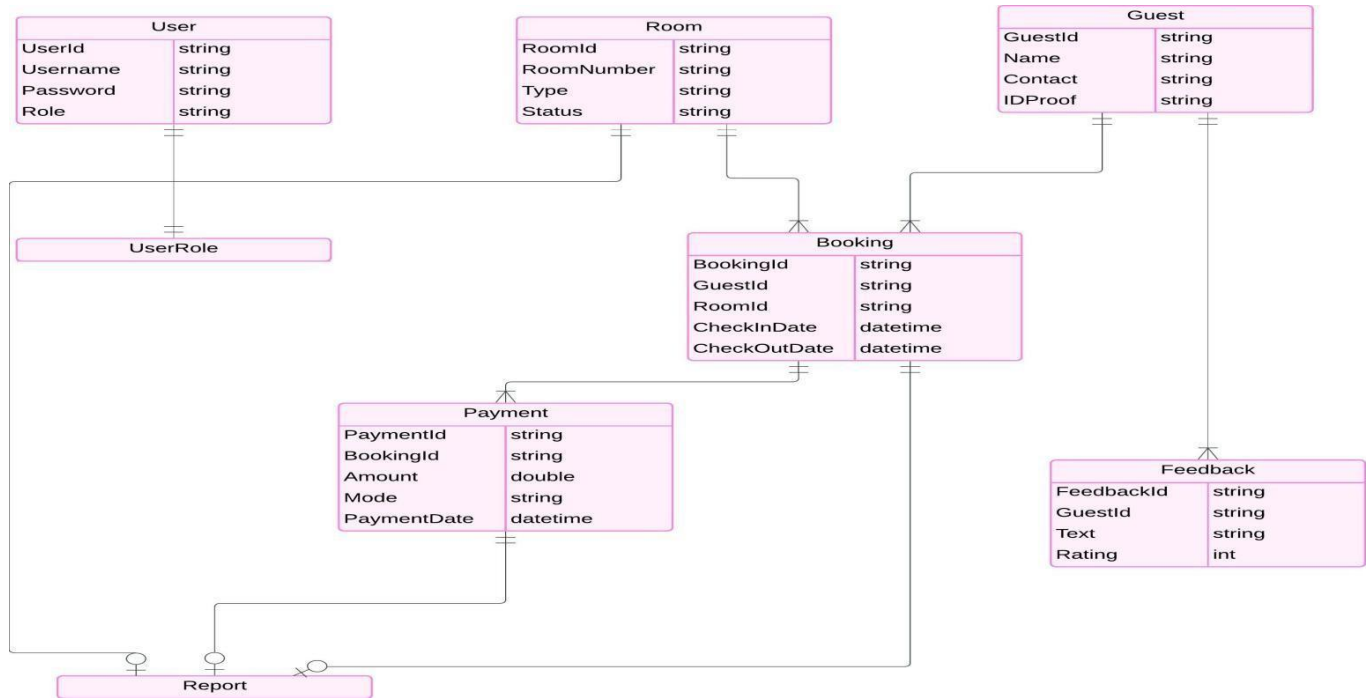
- a) Desktop or laptop computers with keyboard, mouse, and monitor for user workstations.
- b) Dedicated server or cloud infrastructure with at least 4GB RAM and 100GB storage for hosting the system.

### **Software Interface**

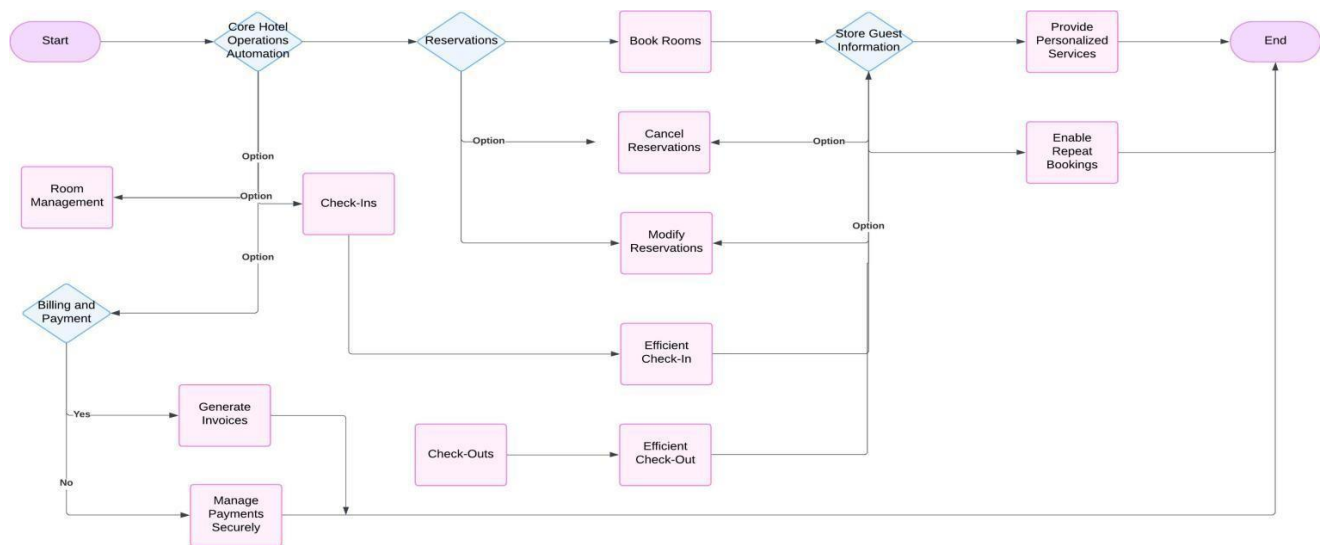
- a) MS-Windows Operating System .
- b) JSP for designing the front end .
- c) java for the backend & MYSQL as database.
- d) Platform: Java Language.

# CHAPTER 2

## 1. Entity Relationship Diagram:



## 2. Flow Diagram



### 3. MODULE DESCRIPTION

#### 1) Authentication and Authorization

- **Description:** Handles user login and role-based access.
- **Features:**
  - Secure login for admin, staff, and guests.
  - Password encryption and storage.
  - Role-based access control (e.g., admin vs staff).
- **Database Tables:**
  - users: Stores user credentials and roles.
- **JDBC Operations:**
  - Validate credentials during login.
  - Add or update user roles.

#### 2) Guest Management

- **Description:** Manages information about guests staying in the hotel.
- **Features:**
  - Add, view, update, and delete guest records.
  - Search guests by name, phone number, or booking ID.
- **Database Tables:**
  - guests: Stores guest details such as name, contact, and ID proof.
- **JDBC Operations:**
  - Insert and retrieve guest details.
  - Update guest contact information.

#### 3) Room Management

- **Description:** Maintains a database of available, booked, and occupied rooms.
- **Features:**
  - Add and manage room types (single, double, suite).
  - Update room status (available, occupied, maintenance).
  - Search for available rooms by type or date.
- **Database Tables:**
  - rooms: Stores room details such as room number, type,

and status.

- **JDBC Operations:**
  - Fetch available rooms for a given date range.
  - Update room status after booking or checkout.

#### 4) Booking Management

- **Description:** Facilitates room bookings and ensures availability.
- **Features:**
  - Create new bookings for guests.
  - Update or cancel existing bookings.
  - Generate booking confirmation with details.
- **Database Tables:**
  - Bookings: Stores booking details such as guest ID, room ID, and check-in/check-out dates.
- **JDBC Operations:**
  - Insert booking records.
  - Fetch booking history for a specific guest.

#### 5) Payment and Billing

- **Description:** Automates the billing process for guests.
- **Features:**
  - Calculate room charges based on stay duration.
  - Add additional charges (e.g., meals, spa, laundry).
  - Generate and print invoices.
- **Database Tables:**
  - Payments: Stores payment details such as amount, mode, and date.
- **JDBC Operations:**
  - Insert payment records.
  - Generate invoice details using data from bookings and payments.

#### 6) Feedback and Reviews

- **Description:** Allows guests to leave feedback about their stay.
- **Features:**
  - Record and view guest feedback.
  - Search feedback by guest or stay date.

- **Database Tables:**
  - feedback: Stores feedback text and ratings.
- **JDBC Operations:**
  - Insert and retrieve feedback records.

## 7) Reports and Analytics

- **Description:** Generates insights and summaries for the hotel management team.
- **Features:**
  - Generate occupancy reports by date range.
  - Analyze revenue trends.
  - View top-rated rooms or services.
- **Database Tables:**
  - Uses bookings, rooms, and payments tables.
- **JDBC Operations:**
  - Fetch aggregated data using SQL queries.
  - Display data in tabular or graphical formats.

## 8) System Administration

- **Description:** Handles maintenance and configuration tasks for the system.
- **Features:**
  - Backup and restore database.
  - Configure pricing for rooms and services.
  - Manage staff accounts and permissions.
- **Database Tables:**
  - Various administrative tables, e.g., pricing.
- **JDBC Operations:**
  - Update pricing for rooms/services.
  - Add or remove staff accounts.

## 4.1 Design



A screenshot of a web application's login page. The page is displayed within a browser window with standard minimize, maximize, and close buttons in the top right corner. On the left side, there are two input fields: 'Username' containing the text 'admin' and 'Password' containing six asterisks. Below these fields are two buttons: 'login' and 'Cancel'. To the right of the input fields is a black silhouette of a person wearing a suit and tie. The background of the page is a light gray.

Figure 4.1.1 Login Page



Figure 4.1.2 Home page



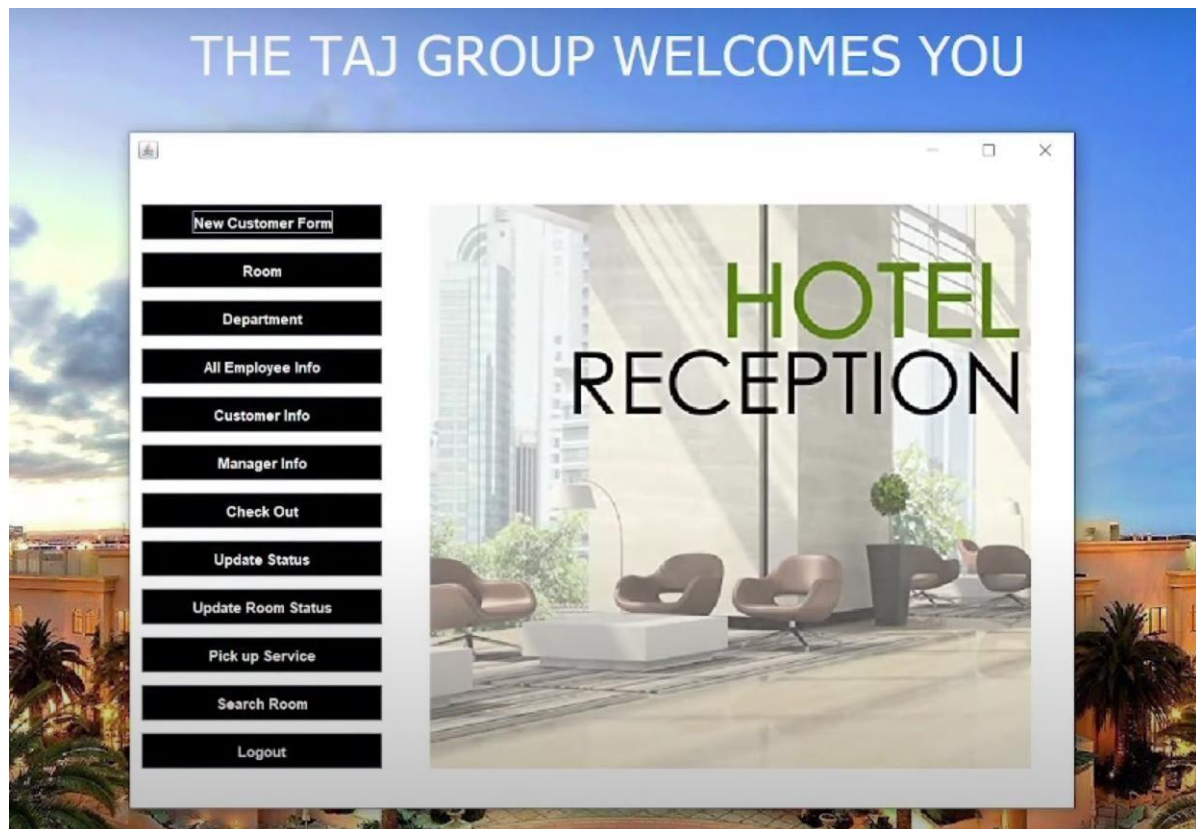


Figure 4.1.3 Hotel Reception Interface

THE TAJ GROUP WELCOMES YOU

ADD EMPLOYEE DETAILS

NAME

AGE

GENDER ☒ Male ☐ Female

JOB

SALARY

PHONE

AADHAR

EMAIL

Figure 4.1.4 New Employee Details Adding Page

## 4.2 Database Design

The database design for a Hotel Management System project using JDBC involves creating a structured schema to efficiently manage hotel operations, including guest bookings, room availability, staff details, billing, and services. The core database typically includes tables such as **Guests**, **Rooms**, **Reservations**, **Staff**, and **Payments**. Each table is designed with unique attributes; for instance, the *Guests* table may have fields like `guest_id`, `name`, `contact_info`, and `address`, while the *Rooms* table includes `room_id`, `room_type`, `price_per_night`, and `availability_status`. Relationships between tables are established using primary and foreign keys, enabling seamless integration of data. JDBC (Java Database Connectivity) acts as the bridge between the Java application and the relational database, allowing operations like querying room availability, updating bookings, and generating invoices in real time. The use of normalization ensures the elimination of data redundancy, while indexing key fields enhances query performance, providing a robust and scalable foundation for the system.

### Database Code :

```
create database hotelmanagementsystem;

show databases;

use hotelmanagementsystem;

create table login(username varchar(25), password varchar(25));

insert into login values('admin', '12345');

select * from login;

create table employee(name varchar(25), age varchar(10), gender varchar(15), job varchar(30),
salary varchar(15), phone varchar(15), email varchar(40), aadhar varchar(20));

describe employee;

select * from employee;

create table room(roomnumber varchar(10), availability varchar(20), cleaning_status varchar(20),
price varchar(20), bed_type varchar(20));
```

```
select * from room;
```

```
update room set availability = 'Available' where roomnumber = '101';
```

```
create table driver(name varchar(20), age varchar(10), gender varchar(15), company varchar(20),
branch varchar(20), available varchar(20), location varchar(40));
```

```
select * from driver;
```

```
ALTER TABLE driver RENAME COLUMN branch TO brand;
```

```
create table customer(document varchar(20), number varchar(30), name varchar(30), gender
varchar(15), country varchar(20), room varchar(10), checkintime varchar(80), deposit
varchar(20));
```

```
select * from customer;
```

```
create table department(department varchar(30), budget varchar(30));
```

```
insert into department values('Front Office','500000');
```

```
insert into department values('Housekeeping', '40000');
```

```
insert into department values('Food and Beverage', '23000');
```

```
insert into department values('Kitchen or Food Production', '540000');
```

```
insert into department values('Security', '320000');
```

```
select * from department;
```

### 4.3 IMPLEMENTATION (CODE)

```
package hotel.management.system;

import java.awt.*;
import javax.swing.*;
import java.awt.event.*;

public class HotelManagementSystem extends JFrame implements

 ActionListener{JLabel l1;
 JButton b1;

 public HotelManagementSystem() {

 setSize(1366,430);
 setLayout(null);
 setLocation(300,300);

 l1 = new JLabel("");
 b1 = new JButton("Next");

 b1.setBackground(Color.WHITE);
 b1.setForeground(Color.BLACK);

 ImageIcon i1 = new
ImageIcon(ClassLoader.getResource("hotel/management/system/icons/first.jpg"));
 Image i3 = i1.getImage().getScaledInstance(1366, 390,Image.SCALE_DEFAULT);
 ImageIcon i2 = new ImageIcon(i3);
 l1 = new JLabel(i2);

 JLabel lid=new JLabel("HOTEL MANAGEMENT SYSTEM");
 lid.setBounds(30,300,1500,100);
 lid.setFont(new Font("serif",Font.PLAIN,70));
 lid.setForeground(Color.red);
 l1.add(lid);

 b1.setBounds(1170,325,150,50);
 l1.setBounds(0, 0, 1366, 390);

 l1.add(b1);
 add(l1);

 b1.addActionListener(this);
 setVisible(true);

 while(true){
 lid.setVisible(false); // lid = j label
```

```

 try{
 Thread.sleep(500); //1000 = 1 second
 }catch(Exception e){}
 lid.setVisible(true);
 try{
 Thread.sleep(500);
 }catch(Exception e){}
 }
}

public void actionPerformed(ActionEvent
 ae){new Login().setVisible(true);
 this.setVisible(false);

}

public static void main(String[] args) {
 HotelManagementSystem window = new HotelManagementSystem();
 window.setVisible(true);
}
}

```

#### 4.4 Database Connectivity Code

```

package hotel.management.system;

import java.sql.*;

public class
 conn{Connecti
 on c; Statement
 s; public
 conn(){
 try{
 Class.forName("com.mysql.jdbc.Driver");
 c =DriverManager.getConnection("jdbc:mysql:///hms","root","");

 s =c.createStatement();

 }catch(Exception
 e){ System.out.println(e);
 }
 }
}
}

```

## 5. CONCLUSION

The Hotel Management System project implemented using JDBC provides an efficient and robust solution for managing hotel operations. By leveraging the power of Java and JDBC for database interaction, this system streamlines various processes, including room booking, customer management, billing, and staff coordination.

The integration of a relational database ensures data consistency, integrity, and security, while the dynamic capabilities of JDBC enable seamless interaction between the application and the database. This project demonstrates how modern programming techniques and database technologies can come together to enhance operational efficiency and deliver a better user experience.

Future enhancements could include the addition of advanced features such as real-time room availability tracking, integration with online payment gateways, and support for multi-language interfaces to make the system more versatile and user-friendly. Overall, the project serves as a practical and scalable solution for managing the complex operations of a hotel.

## 6. REFERENCES

- 1 "Java: The Complete Reference" by Herbert Schildt**
  - Covers JDBC in detail, with examples on database connectivity.
  - Publisher: McGraw Hill.
- 2 "Core Java Volume I - Fundamentals" by Cay S. Horstmann and Gary Cornell**
  - Comprehensive resource for understanding Java programming and JDBC concepts.
  - Publisher: Pearson Education.
- 3 "Head First Java" by Kathy Sierra and Bert Bates**
  - Beginner-friendly introduction to Java and JDBC integration.
  - Publisher: O'Reilly Media.