**Lab Exercise No:** 1

**Exercise:** *A shopkeeper sells three products whose retail prices are as follows:*

*Product 1 - 22.50*

*Product 2 - 44.50*

*Product 3 - 9.98*

*Write an application that reads a series of pairs of numbers as follows:*

*a) Product number*

*b) Quantity sold*

*The application should use a switch statement to determine the retail price for each product. It should calculate and display the total retail value of all products sold.*

**Lab Exercise No:** 2

**Exercise:** *Consider user has N eggs. Then display the no of eggs in gross (144 eggs make one gross) and no of eggs in dozen (12 eggs make one dozen) and the no of eggs that is left out remaining.*

*The total no of eggs can be got as input through command line. The program should display*

*how many gross, how many dozen, and how many left over eggs the user has.*

**Lab Exercise No:**3

**Exercise:***Create a class called Calculator which has 4 different methods add, diff, mul and div which*

*accepts two numbers as parameters. Overload the methods such that the parameters can be*

*of the following pattern.*

1. *Both are of int data type.*
2. *Both are of double data type.*
3. *First parameter is of int data type and second parameter is of double data type.*
4. *First parameter is of double data type and second parameter is of int data type.*

*Create an object to access these methods and invoke these methods with different type of*

*numbers and display the result in the corresponding methods.*

**Lab Exercise No:**4

**Exercise Objective(s):***Jar*

**Exercise:**

1. *Create a new project in which create a package named org.animals. In that create various classes like Lion, Tiger, Deer, Monkey, Elephant and Giraffe. In each class create data members like color, weight,age etc. Create methods like isVegetarian, canClimb, sound etc*
2. *Create another project and in that create a package called zoo and create a class called VandalurZooand create objects for the animals that are existing in zoo and print the characteristic of each animal.*