

OBJECT ORIENTED PROGRAMMING LAB**Experiment No.: 1****Aim**

Define a class 'product' with data members pcode, pname and price. Create three objects of the class and find the product having the lowest price .

Procedure

```
public class Main{

    String pcode, pname;
    double price;

    public void details(){
        System.out.println("The product name is : "+pname);
        System.out.println("The product code is : "+pcode);
        System.out.println("The product price is : "+price);
        System.out.println("\n");
    }

    public static void main(String[] args){

        Main p1= new Main();
        p1.pcode= "100";
        p1.pname= "berger";
        p1.price= 40;
        p1.details();
    }
}
```

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```
Main p2= new Main();
```

```
p2.pcode= "101";
```

```
p2.pname= "pissa";
```

```
p2.price= 70;
```

```
p2.details();
```

```
Main p3= new Main();
```

```
p3.pcode= "102";
```

```
p3.pname= "puffs";
```

```
p3.price= 30;
```

```
p3.details();
```

```
System.out.println("\n");
```

```
if((p1.price < p2.price)&& (p1.price < p3.price))
```

```
{
```

```
    System.out.println("The price of "+p1.pname+" is the  
lowest");
```

```
}
```

```
if((p2.price<p1.price)&&(p2.price<p3.price))
```

```
{
```

```
    System.out.println("The price of "+p2.pname+" is the lowest");
```

```
}
```

```
else
```

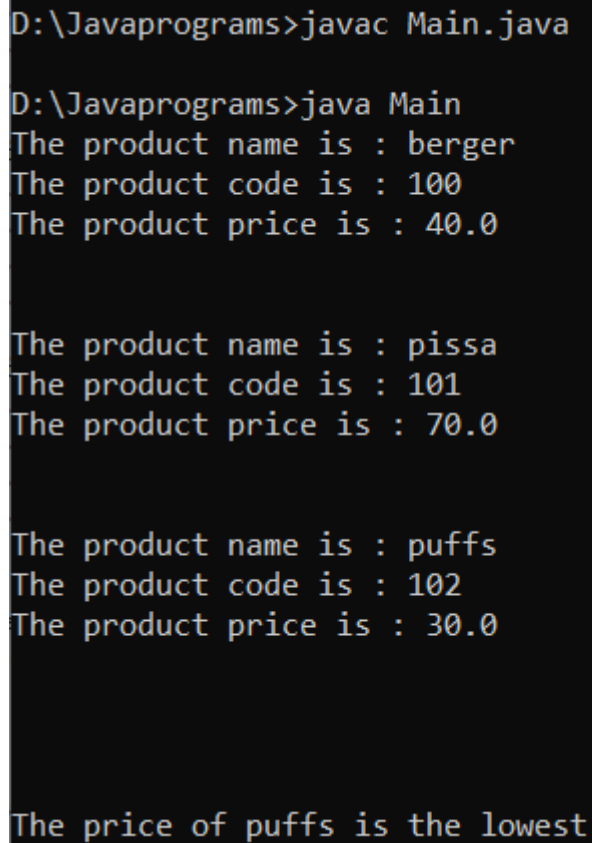
```
{
```

```
    System.out.println("The price of "+p3.pname+" is the lowest");
```

```
}
```

```
    }  
}
```

Output Screenshot



```
D:\Javaprograms>javac Main.java  
  
D:\Javaprograms>java Main  
The product name is : berger  
The product code is : 100  
The product price is : 40.0  
  
The product name is : pissa  
The product code is : 101  
The product price is : 70.0  
  
The product name is : puffs  
The product code is : 102  
The product price is : 30.0  
  
The price of puffs is the lowest
```