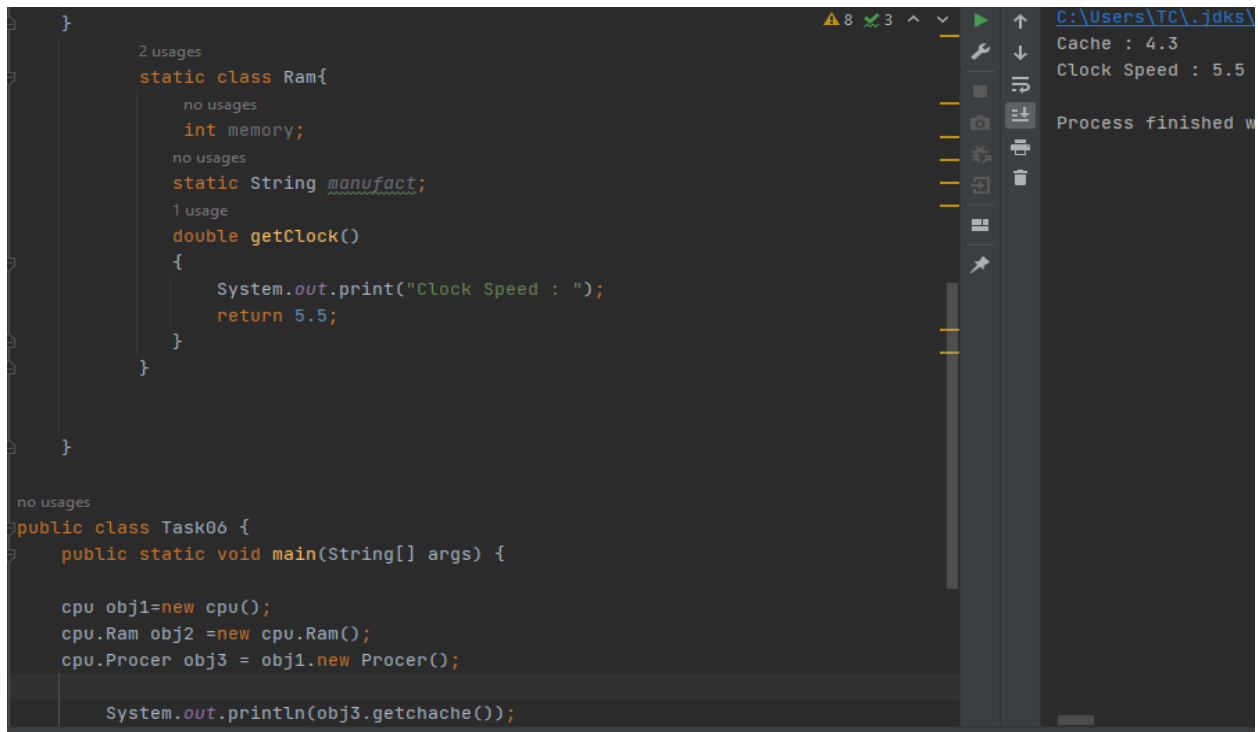


# Task 1



```
    }

    2 usages
    static class Ram{
        no usages
        int memory;
        no usages
        static String manufact;
        1 usage
        double getClock()
        {
            System.out.print("Clock Speed : ");
            return 5.5;
        }
    }

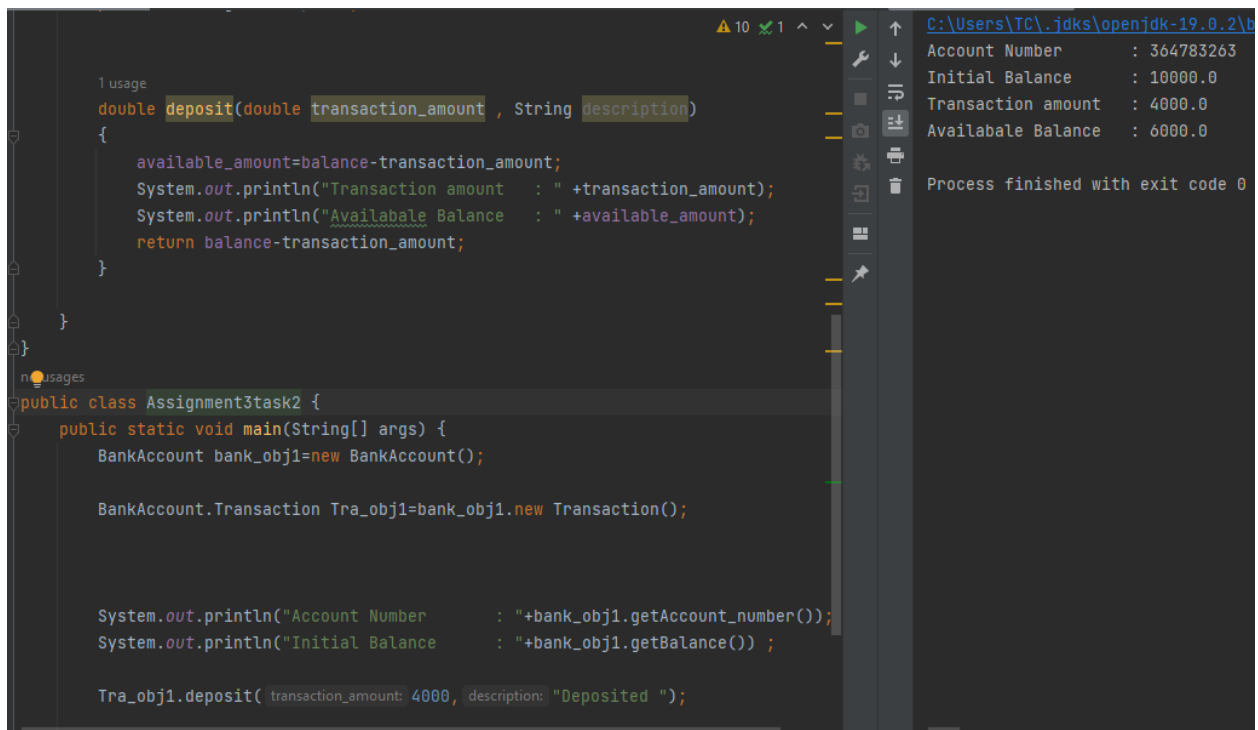
    no usages
    public class Task06 {
        public static void main(String[] args) {

            cpu obj1=new cpu();
            cpu.Ram obj2 =new cpu.Ram();
            cpu.Procer obj3 = obj1.new Procer();

            System.out.println(obj3.getcache());
        }
    }
```

Cache : 4.3  
Clock Speed : 5.5  
Process finished with exit code 0

# Task 2



```
    1 usage
    double deposit(double transaction_amount , String description)
    {
        available_amount=balance-transaction_amount;
        System.out.println("Transaction amount : " +transaction_amount);
        System.out.println("Availabale Balance : " +available_amount);
        return balance-transaction_amount;
    }

    no usages
    public class Assignment3task2 {
        public static void main(String[] args) {
            BankAccount bank_obj1=new BankAccount();

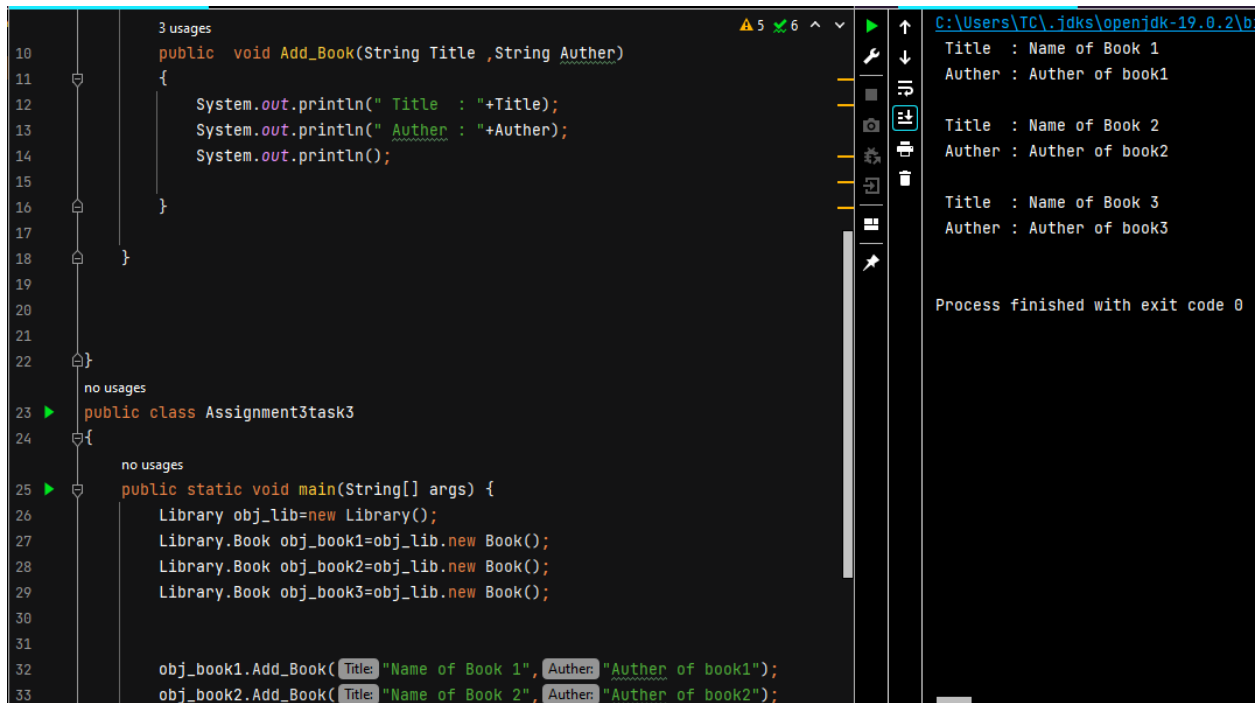
            BankAccount.Transaction Tra_obj1=bank_obj1.new Transaction();

            System.out.println("Account Number : "+bank_obj1.getAccount_number());
            System.out.println("Initial Balance : "+bank_obj1.getBalance() );

            Tra_obj1.deposit( transaction_amount: 4000, description: "Deposited ");
        }
    }
```

Account Number : 364783263  
Initial Balance : 10000.0  
Transaction amount : 4000.0  
Availabale Balance : 6000.0  
Process finished with exit code 0

# Task 3



The screenshot shows an IDE with a Java code editor on the left and a console output window on the right. The code defines a `Library` class with an `Add_Book` method and an `Assignment3task3` class with a `main` method. The `main` method creates a `Library` object, adds three books, and prints their details. The console output shows the details of the three books added.

```
10 3 usages
11 public void Add_Book(String Title ,String Auther)
12 {
13     System.out.println(" Title : "+Title);
14     System.out.println(" Auther : "+Auther);
15     System.out.println();
16 }
17
18 }
19
20
21
22 }
23 no usages
24 public class Assignment3task3
25 {
26     no usages
27     public static void main(String[] args) {
28         Library obj_lib=new Library();
29         Library.Book obj_book1=obj_lib.new Book();
30         Library.Book obj_book2=obj_lib.new Book();
31         Library.Book obj_book3=obj_lib.new Book();
32
33         obj_book1.Add_Book(Title: "Name of Book 1", Auther: "Auther of book1");
34         obj_book2.Add_Book(Title: "Name of Book 2", Auther: "Auther of book2");
```

Output:

```
C:\Users\TC\.jdk\openjdk-19.0.2\bin
Title : Name of Book 1
Auther : Auther of book1

Title : Name of Book 2
Auther : Auther of book2

Title : Name of Book 3
Auther : Auther of book3

Process finished with exit code 0
```