Question 1 answer :

```
import java.util.*;

Public class add {

Public static void main (String[]args){

int x,y,z;

Scanner input= new Scanner(System.in);

X=input.nextInt();

y=input.nextInt();

z=x+y;

System.out.println(z);




}

}
```

Write a java program which will have a class named rectangle. The rectangle class has three members, height, width and depth (double types). The program will calculate the volume of the box based on the values of the members from the rectangle class .

```
class rectangle{
        double height;          // height, width and depth are the members of rectangle class
        double width;
        double depth;
}
public class rec {


        public static void main(String[] args) {
                rectangle r=new rectangle();  // r is the object of rectangle class. You need to create object of a class so that you can access the members and methods of that class inside the main class
                r.height=40.5;// here we are accessing the member of the rectangle class by using r.height, here r is the object name+.+ height is the member of the rectangle class
```

```
r.width=36.5;
r.depth=20.7;
double vol;
vol=r.height*r.width*r.depth;
System.out.println("volume is "+vol);
    }

}
```

Write a java program which will have a class named rectangle. The rectangle class has three members, height, width and depth (double types). The program will calculate the volume of three boxes based on the values of the members from the rectangle class .

```
class rectangle{
    double height;
    double width;
    double depth;
}
public class rec {

    public static void main(String[] args) {
        rectangle r=new rectangle();
        rectangle r1=new rectangle();  // here r, r1
and r2 are the objects of the rectangle class. You
can create any number of object of a class you want,
There is not limitation. However object names should
be different
        rectangle r2=new rectangle();
        r.height=40.5;// TODO Auto-generated method
stub
        r.width=36.5;
        r.depth=20.7;
        r1.height=39.43;      // here r1.height,
r1.width and r1. Depth are the members of the r1
object
```

```
        r1.width=25.56;
        r1.depth=15.53;
        r2.height=28.53;
        r2.width=20.88;
        r2.depth= 13.23;
        double vol,vol1,vol2;
        vol=r.height*r.width*r.depth;
        vol1=r1.height*r1.width*r1.depth;
        vol2=r2.height*r2.width*r2.depth;
        System.out.println("volume of the first box
is "+vol);
        System.out.println("volume of the Second box
is "+vol1);
        System.out.println("volume of the third box
is "+vol2);

    }

}
```

Write a java program which will have a class named rectangle. The rectangle class has three members, height, width and depth (double types) and a method named vol which will calculate the volume of the box . The program will calculate the volume of three boxes based on the values of the members from the rectangle class .

```
class rectangle{
    double height;
    double width;
    double depth;
    double vol() {                    // here vol is
the method of rectangle class which is double type
        double volume;
        volume=height*width*depth;
        return volume;
    }
```

```
}
public class rec {

    public static void main(String[] args) {
        rectangle r=new rectangle();
        rectangle r1=new rectangle();
        rectangle r2=new rectangle();
        r.height=40.5;// TODO Auto-generated method
stub
        r.width=36.5;
        r.depth=20.7;
        r1.height=39.43;
        r1.width=25.56;
        r1.depth=15.53;
        r2.height=28.53;
        r2.width=20.88;
        r2.depth= 13.23;
        System.out.println("volume of the first box
is "+r.vol());// here r object is calling the vol
method from the rectangle class by using r(1st object
of the rectangle class)+.+vol() (vol() is the method
name from the rectangle class)
        System.out.println("volume of the Second box
is "+r1.vol());
        System.out.println("volume of the third box
is "+r2.vol());

    }

}
```

Write a java program which will have a class named circle. The circle class will have a member named radius and a method called area which will calculate the area of a circle. Create three objects of circle class inside the main class and calculate the areas of three circles.