

OOP Lab: Experiment 5

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Exercise 1: Write a program to create interface named test. In this interface the member function is square. Implement this interface in arithmetic class. Create one new class called ToTestInt. In this class use the object of arithmetic class.

Code:

```
LAB > Experiment 5 > Baahri Maal >  Exp1 ToTestInt.java >  ToTestInt >
1  //Write a program to create interface named test. I
2  //Implement this interface in arithmetic class. Cre
3  //In this class use the object of arithmetic class.
4
5  interface test
6  {
7      void square();
8  }
9
10 class arithmetic implements test
11 {
12     public void square()
13     {
14         System.out.println("Square!");
15     }
16 }
17
18 class ToTestInt
19 {
20     Run | Debug
21     public static void main(String arg[])
22     {
23         test t = new arithmetic();
24         t.square();
25     }
26 }
```

Output:

```
va-OOP\LAB\Experiment 5\Baahri Maal\" ; if ($?)  
Square!  
PS F:\UPES\Academics\2nd Year\3rd Semester\OOPs
```

Exercise 2: Write a program to create interface A, in this interface we have two method meth1 and meth2. Implements this interface in another class named MyClass.

Code:

```
LAB > Experiment 5 > Baahri Maal > MyClass.java > MyClass > meth2()
1  // Write a program to create interface A, in this interf
2  // Implements this interface in another class named MyCl
3
4  interface A
5  {
6      void meth1();
7      void meth2();
8  }
9
10 class MyClass implements A
11 {
12     public void meth1()
13     {
14         System.out.println("meth1\n");
15     }
16     public void meth2()
17     {
18         System.out.println("meth2");
19     }
20     public static void main(String arg[])
21     {
22         MyClass obj = new MyClass();
23         obj.meth1();
24         obj.meth2();
25     }
26 }
27
```

Output:

```
PS F:\UPES\Academics\2nd Year\3rd Semester\OOPs
va-OOP\LAB\Experiment 5\Baahri Maal\" ; if ($?) {
meth1

meth2
PS F:\UPES\Academics\2nd Year\3rd Semester\OOPs
```

Exercise 3: Write a program in Java to show the usefulness of Interfaces as a place to keep constant value of the program

Code:

```
LAB > Experiment 5 > Baahri Maal > Exp3.java > Exp3 > main(String[])
1  // Write a program in Java to show the usefulness of Interfaces as a place
2  interface compute
3  {
4      int operation(int x, int y);
5  }
6  class Addition implements compute
7  {
8      public int operation(int x, int y)
9      {
10         return x+y;
11     }
12 }
13 class Multiplication implements compute
14 {
15     public int operation(int x, int y)
16     {
17         return x*y;
18     }
19 }
20 class Exp3{
    Run | Debug
21     public static void main(String arg[]){
22         Addition a = new Addition();
23         Multiplication m = new Multiplication();
24         compute InterfaceVar;
25         InterfaceVar = a;
26         System.out.println("Add: "+InterfaceVar.operation(9,3) + "\n");
27         InterfaceVar = m;
28         System.out.println("Multiply: "+InterfaceVar.operation(9,3));
29     }
30 }
31
```

Output:

```
PS F:\UPES\Academics\2nd Year\3rd Semester\OOPs
va-OOP\LAB\Experiment 5\Baahri Maal\" ; if ($?)
Add: 12

Multiply: 27
PS F:\UPES\Academics\2nd Year\3rd Semester\OOPs
```

Exercise 4: Write a program to create an Interface having two methods division and modules. Create a class, which overrides these methods.

Code:

```
LAB > Experiment 5 > Baahri Maal > Exp4.java > Exp4 > main(String[])

4  ∨ interface subject
5  {
6      void division(int x, int y);
7      void modules(int a, int b);
8  }
9  ∨ class sub implements subject
10 {
11     int VarDiv, VarMod;
12     ∨ public void division(int x, int y)
13     {
14         VarDiv = x/y;
15     }
16     ∨ public void modules(int a, int b)
17     {
18         VarMod = a%b;
19     }
20     ∨ void print(){
21         System.out.println("Division: "+VarDiv + "\n");
22         System.out.println("Modules: "+VarMod);
23     }
24 }
25 ∨ class Exp4
26 {
27     ∨ public static void main(String arg[])
28     {
29         sub Interface = new sub();
30         Interface.division(20,4);
31         Interface.modules(15,7);
32         Interface.print();
33     }
34 }
```

Output:

```
va-OOP\LAB\Experiment 5\Baahri Maal\" ; if ($?) {  
Division: 5  
  
Modules: 1  
PS F:\UPES\Academics\2nd Year\3rd Semester\OOPs
```

Exercise 5: Write program to create an interface Stack Interface having methods push (), pop () and display (). Stack Class implements Stack Interface. Class Stack Class contains the main method which is having a switch case for selecting the particular operation of the stack.

Code:

```
LAB > Experiment 5 > Baahri Maal > Band.java > Band > main(String[])
1  import java.io.*;
2  import java.util.Scanner;
3  class stack {
4      static int ch;
5      int element, maxsize, top;
6      int[] st;
7      public stack() {
8          Scanner sc = new Scanner(System.in);
9          System.out.print("Stack size? ");
10         maxsize = sc.nextInt();
11         st = new int[maxsize];
12         top = -1;
13         System.out.println("-----");
14     }
15     public void push(int element) {
16         if(top == maxsize-1) {
17             System.out.println("\nOverflow!!\n");
18         } else {
19             try {
20                 st[++top] = element;
21             } catch (ArrayIndexOutOfBoundsException e) {
22                 System.out.println(e);
23             }
24         }
25     }
26     public int pop() {
27         if (top == -1) {
28             System.out.println("\nUnderFlow!!\n");
29             return (-1);
30         }
31         else {
32             System.out.print("\nPopped: " +(st[top--]));
```

```

33         return 0;
34     }
35 }
36
37 public void display(int[] st, int max_size) {
38     int i;
39     System.out.print("\nStack Elements: ");
40     for (i = 0; i <= max_size; i++)
41         System.out.print(st[i] + "\t");
42     System.out.print("\n");
43     new Band();
44 }
45 }
46 class Band {
47     static int ch;
48
49     Run | Debug
50     public static void main(String[] args) {
51         stack obj = new stack();
52         while (true) {
53             System.out.println("\n1) PUSH\n2) POP\n3) Display\n4) EXIT");
54             System.out.print("Enter option: ");
55             Scanner integer = new Scanner(System.in);
56             ch = integer.nextInt();
57             switch (ch) {
58                 case 1:
59                     System.out.print("Enter Element: ");
60                     obj.element = integer.nextInt();
61                     obj.push(obj.element);
62                     break;

```

```

62                 case 2:
63                     obj.pop();
64                     break;
65                 case 3:
66                     obj.display(obj.st, obj.top);
67                     break;
68                 case 4:
69                     System.exit(0);
70             default:
71                 System.out.println("Wrong option!");
72             }
73         }
74     }
75 }
76 }
77

```

Output:


```
va-OOP\LAB\Experiment 5\Baahri Maal\" ; if ($?) {  
Stack size? 5  
-----  
  
1) PUSH  
2) POP  
3) Display  
4) EXIT  
Enter option: 1  
Enter Element: 34  
  
1) PUSH  
2) POP  
3) Display  
4) EXIT  
Enter option: 1  
Enter Element: 65  
  
1) PUSH  
2) POP  
3) Display  
4) EXIT  
Enter option: 1  
Enter Element: 64  
  
1) PUSH  
2) POP  
3) Display  
4) EXIT  
Enter option: 1  
Enter Element: 67
```

```
Enter option: 1  
Enter Element: 67  
  
1) PUSH  
2) POP  
3) Display  
4) EXIT  
Enter option: 1  
Enter Element: 68  
  
1) PUSH  
2) POP  
3) Display  
4) EXIT  
Enter option: 1  
Enter Element: 23  
  
Overflow!!  
  
1) PUSH  
2) POP  
3) Display  
4) EXIT  
Enter option: 3  
  
Stack Elements: 34      65      64      67      68  
  
1) PUSH  
2) POP  
3) Display  
4) EXIT  
Enter option: 2
```

Stack Elements: 34 65 64 67 68

- 1) PUSH
- 2) POP
- 3) Display
- 4) EXIT

Enter option: 2

Popped: 68

- 1) PUSH
- 2) POP
- 3) Display
- 4) EXIT

Enter option: 3

Stack Elements: 34 65 64 67