

* APIs and Annotation *

* Assignment Solutions *

Q.1 program to display current date and time in Java?

Ans.1

```
import java.time.*;

public class DateTime {
    public static void main(String[] args) {
        LocalDate date = LocalDate.now();
        System.out.println(date);
        LocalDateTime time = LocalDateTime.now();
        System.out.println(time);
    }
}
```

output

```
javac DateTime.java
```

```
java DateTime
```

```
2024-07-02
```

```
10:38:11.025394800
```

Q.2 Write a program to convert a date to a String in the format "MM/dd/yyyy".

Ans.2

```
import java.time.LocalDate;
import java.time.format.DateTimeFormatter;

public class DateToString {
    public static void main(String[] args) {
```

```

LocalDate date = LocalDate.of(2024, 7, 2);
DateTimeFormatter formatter =
    DateTimeFormatter.ofPattern("MM/dd/yyyy");
String formattedDate = date.format(formatter);
System.out.println("Formatted Date: " + formattedDate);
}
}

```

output:

```

javac DateToString.java
java DateToString
Formatted Date: 07/02/2024

```

Q.3 What is the difference b/w Collection and Streams? Explain with an example.

<u>Ans.3</u> Streams	Collections
1. It doesn't store data, it operates on the source data structure i.e. Collection.	1. It stores/hold all the data that the data structure currently has in a particular data structure like Set, List or Map.
2. They use functional interfaces like Lambda which makes it a good fit for programming language.	2. They don't use functional interfaces.

3. Streams are iterated internally by just mentioning the operations.

3. Collections are iterated externally using loops.

Ex: Collections

```
import java.io.*;  
import java.util.*;
```

```
Class Main {
```

```
    public static void main (String [] args)
```

```
    {
```

```
        List <String> CompanyList = new ArrayList<>();
```

```
        CompanyList.add("Google");
```

```
        CompanyList.add("Apple");
```

```
        CompanyList.add("Microsoft");
```

```
        Comparator<String> com = (String o1,
```

```
            String o2) -> o1.compareTo(o2);
```

```
        Collections.sort (CompanyList, com);
```

```
        for (String name : CompanyList) {
```

```
            System.out.print/n (name);
```

```
        }
```

```
    }
```

```
}
```

output
Apple
Google
Microsoft

Ex: Streams

```
import java.io.*;  
import java.util.*;
```

```
class Demo {
```

```
    public static void main(String[] args)
```

```
    {
```

```
        List<String> CompanyList = new ArrayList<>();
```

```
        CompanyList.add("Google");
```

```
        CompanyList.add("Microsoft");
```

```
        CompanyList.stream().sorted().forEach(  
            System.out::println);
```

```
    }  
}
```

output:

Apple
Google
Microsoft

Q7 what is enum in Java? explain with example

Ans we can use enum to define a group of named constants.

Enum are used to represent a collection of related constants that have a common purpose. Each constant in an enum is an instance of the enum type, and they are typically defined as public static final fields.

Hence an example of how to define an enum in Java:

```
class EnumDemo {  
    public enum DayOfWeek {  
        MONDAY,  
        TUESDAY,  
        WEDNESDAY,  
        THURSDAY,  
        FRIDAY,  
        SATURDAY,  
        SUNDAY;  
    }  
    public static void main (String args[]) {  
        for (DayOfWeek d: DayOfWeek.values())  
            System.out.println(d);  
    }  
}
```

Here we define an enum called "Day-of-week" that represents the day of week. The enum has seven constants, each representing a day of the week. The constants are defined in all upper case letters by convention.

Q.5 What are the built-in annotations in Java.

Ans built-in annotations in Java.

- @Override
- @Deprecated
- @SuppressWarnings
- @Retention
- @FunctionalInterface
- @Target
- @Documented
- @Inherited

these built-in annotations in Java are used to provide additional information to the Java Compiler and other tools. they help improve Code Readability, Maintainability and safety by enforcing specific rules and behaviours in Java Code.