20MCA132

OBJECT ORIENTED PROGRAMMING LAB RECORD

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ROLL NO : 12

S2-RMCA-B

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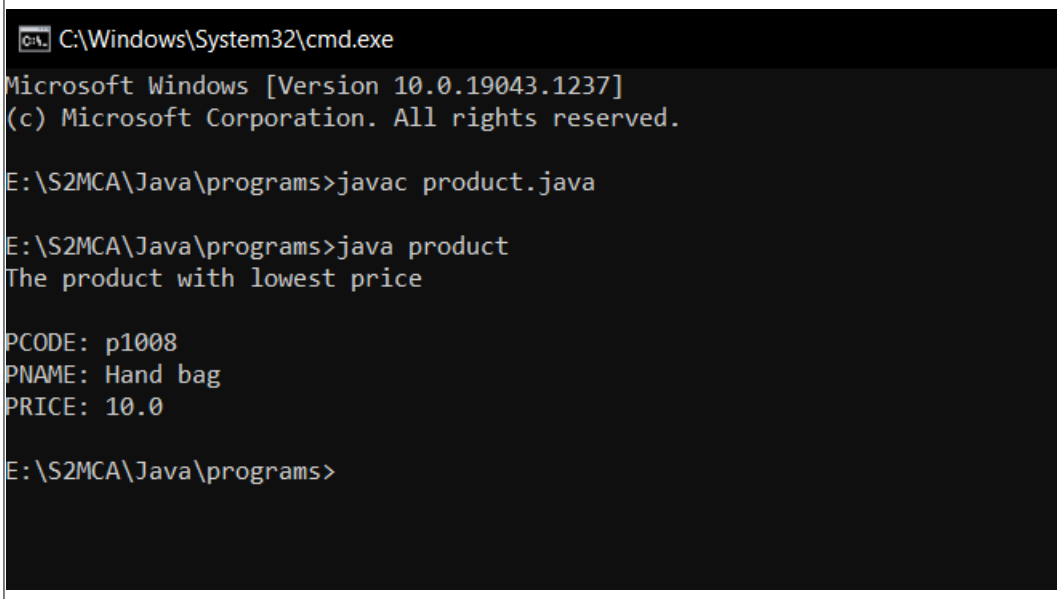
1. **Define a class 'product' with data member's pcode, pname and price. Create 3 objects of the class and find the product having the lowest price.**

Program:

```
public class product{
String pcode,pname;
float price;
public void setdata(String a,String b,float c){
pcode=a;
pname=b;
price=c;
}
void display(){
System.out.println("\nPCODE: " +pcode+"\nPNAME: " +pname+ "\nPRICE: " +price);
}
public static void main(String[] args){
product obj1=new product();
product obj2=new product();
product obj3=new product();

obj1.setdata("p1001","Back pack",100);
obj2.setdata("p1005","Travel bag",50);
obj3.setdata("p1008","Hand bag",10);
System.out.println("The product with lowest price");
if((obj1.price<obj2.price) && (obj1.price<obj3.price)){
        obj1.display();
}
else if(obj2.price<obj3.price){
        obj2.display();
}
else{
        obj3.display();
```

```
}

}

}
```

Output



RESULT: The program has been executed and the output was verified.

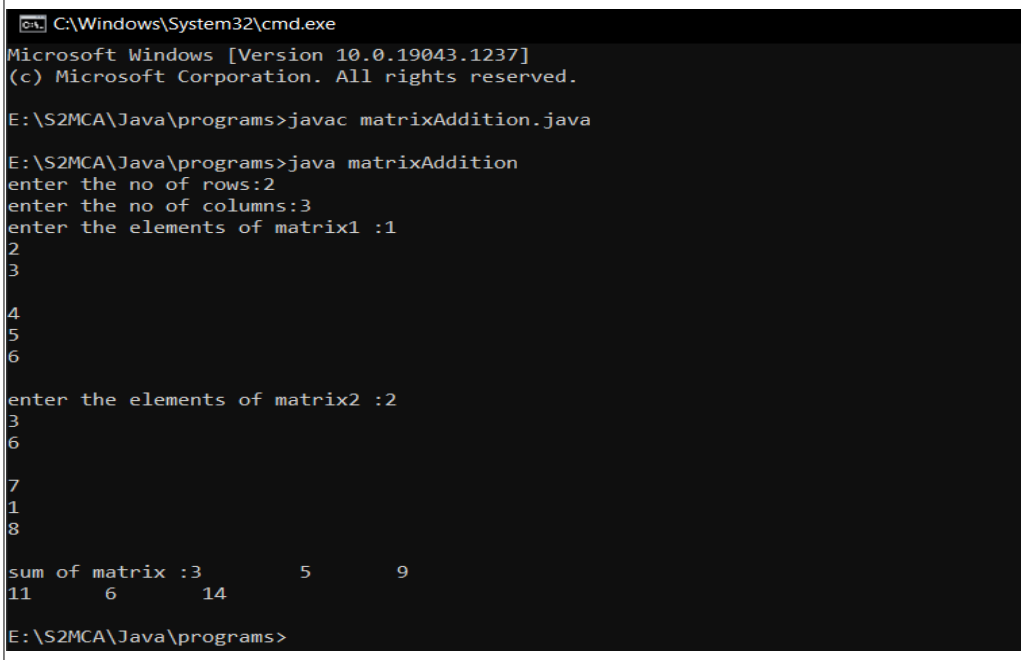
2. Read 2 matrices from the console and perform matrix addition.

Program:

```
import java.util.*;
class matrixAddition{
public static void main(String[] args)
{
int row,col,i,j;
Scanner sc=new Scanner(System.in);
System .out.print("enter the no of rows:");
row=sc.nextInt();
System .out.print("enter the no of columns:");
col=sc.nextInt();
int mat1[][]=new int[row][col];
int mat2[][]=new int[row][col];
int mat3[][]=new int[row][col];
System.out.print("enter the elements of matrix1 :");
for(i=0;i<row;i++){
for(j=0;j<col;j++){
mat1[i][j]=sc.nextInt();
}
System.out.println();
}
System.out.print("enter the elements of matrix2 :");
for(i=0;i<row;i++){
for(j=0;j<col;j++){
mat2[i][j]=sc.nextInt();
}
```

```
System.out.println();

}

for(i=0;i<row;i++){

for(j=0;j<col;j++){

mat3[i][j]=mat1[i][j]+mat2[i][j];

}

}

System.out.print("sum of matrix :");

for(i=0;i<row;i++){

for(j=0;j<col;j++){

System.out.print(mat3[i][j]+"\t");

}

System.out.println();

}}}
```

Output

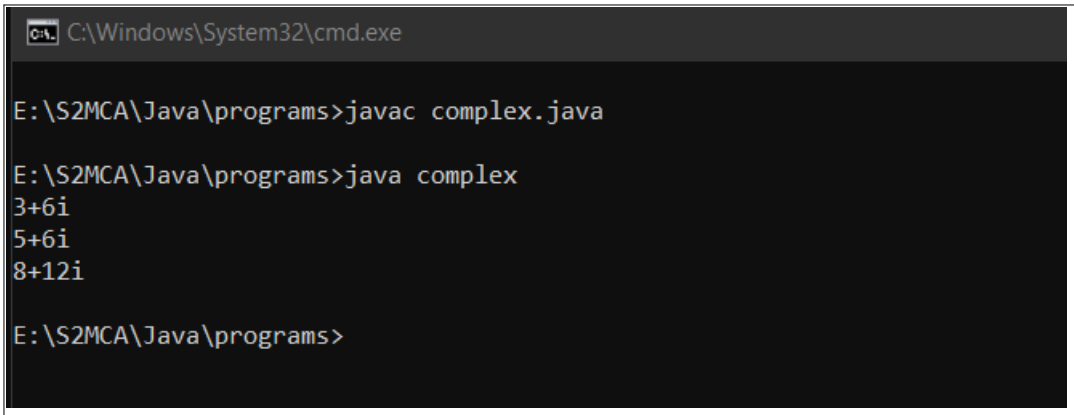


RESULT: The program has been executed and the output was verified.

3. Add complex numbers.

Program:

```
public class complex{
int x;
int y;
void get(int a,int b){
        x=a;
        y=b;
}
void show(){
System.out.println(x+"+"+y+"i");
}
public static void main(String[] args){
complex obj1=new complex();
complex obj2=new complex();
complex obj3=new complex();
obj1.get(3,6);
obj2.get(5,6);
obj1.show();
obj2.show();
obj3.x=obj1.x+obj2.x;
obj3.y=obj1.y+obj2.y;
obj3.show();}
}
```



RESULT: The program has been executed and the output was verified.

4. Read a matrix from the console and check whether it is symmetric or not.

Program:

```
import java.util.Scanner;
public class Symmetric{
   public static void main(String[] args) {
      Scanner sc = new Scanner(System.in);
      System.out.println("Enter the no. of rows : ");
      int rows = sc.nextInt();
      System.out.println("Enter the no. of columns : ");
      int cols = sc.nextInt();
      int matrix[][] = new int[rows][cols];
      System.out.println("Enter the elements :");
      for (int i = 0; i < rows; i++){
         for (int j = 0; j < cols; j++){
            matrix[i][j] = sc.nextInt();
         }
      }
      System.out.println("Printing the input matrix :");
      for (int i = 0; i < rows; i++){
         for (int j = 0; j < cols; j++){
            System.out.print(matrix[i][j]+"\t");
         }
         System.out.println();
      }
      if(rows != cols){
         System.out.println("The given matrix is not a square matrix, so it can't be symmetric.");
      }
```

```
    else{
        boolean symmetric = true;
        for (int i = 0; i < rows; i++){
         for (int j = 0; j < cols; j++)    {
              if(matrix[i][j] != matrix[j][i])    {
                 symmetric = false;
                 break;       } }    }
        if(symmetric){
           System.out.println("The given matrix is symmetric...");
        }
        else{
           System.out.println("The given matrix is not symmetric...");
        }   }   sc.close();
  }   }
```

Output:

```
E:\S2MCA\Java\programs>javac Symmetric.java

E:\S2MCA\Java\programs>java Symmetric
Enter the no. of rows :
2
Enter the no. of columns :
2
Enter the elements :
1
2
3
4
Printing the input matrix :
1       2
3       4
The given matrix is not symmetric...

E:\S2MCA\Java\programs>
```

Result: The program has been executed and the output was verified.

5. Program to Sort strings

Program:

```
public class stringsort{
public static void main(String[] args){
String names[]={"amal","jyothi","college","of","engineering"};
String temp;
int n= names.length;
int i;
int j;
for(i=0;i<n;i++){
for(j=i+1;j<n;j++){
if(names[i].compareTo(names[j])>0){
        temp=names[i];
        names[i]=names[j];
        names[j]=temp;
}
}
}
System.out.println("the sorted array of string is :");
for(i=0;i<n;i++){
        System.out.println(names[i]);
        }
}
}
```

Output:

```
E:\S2MCA\Java\programs>javac stringsort.java

E:\S2MCA\Java\programs>java stringsort
the sorted array of string is :
amal
college
engineering
jyothi
of

E:\S2MCA\Java\programs>
```

Result: The program has been executed and the output was verified.

6. Search an element in an array.

Program:

```
import java.util.*;
public class elementsearch{
public static void main(String[] args){
int n,i,b,flag=0;
Scanner s=new Scanner(System.in);
System.out.println("enter the number of elements for the array :");
n=s.nextInt();
int a[]=new int[n];
System.out.println("enter the elements of the array :");
for(i=0;i<n;i++){
a[i]=s.nextInt();
}
System.out.println("enter the element u want to search :");
b=s.nextInt();
for(i=0;i<n;i++)
{
if(a[i]==b){
flag=1;
break;
}
else{
flag=0;
}
}
if(flag==1){
```

```
System.out.println("element found at position :"+(i+1));

}

else{

System.out.println("element not found");

}

}

}
```

Output:

```
E:\S2MCA\Java\programs>javac elementsearch.java

E:\S2MCA\Java\programs>java elementsearch
enter the number of elements for the array :
5
enter the elements of the array :
3
6
9
4
2
enter the element u want to search :
9
element found at position :3

E:\S2MCA\Java\programs>
```

Result: The program has been executed and the output was verified.

7. Perform string manipulations.

Program:

```
public class Sample_String{
  public static void main(String[] args){
  String str_Sample = "RockStar";
  System.out.println("Length of String: " + str_Sample.length());
  System.out.println("Character at position 5: " + str_Sample.charAt(5));
  System.out.println("EndsWith character 'r': " + str_Sample.endsWith("r"));
  System.out.println("Replace 'Rock' with 'Duke': " + str_Sample.replace("Rock", "Duke"));
}      }
```

Output:

```
E:\S2MCA\Java\programs>javac  Sample_String.java

E:\S2MCA\Java\programs>java  Sample_String
Length of String: 8
Character at position 5: t
EndsWith character 'r': true
Replace 'Rock' with 'Duke': DukeStar

E:\S2MCA\Java\programs>
```

Result: The program has been executed and the output was verified.

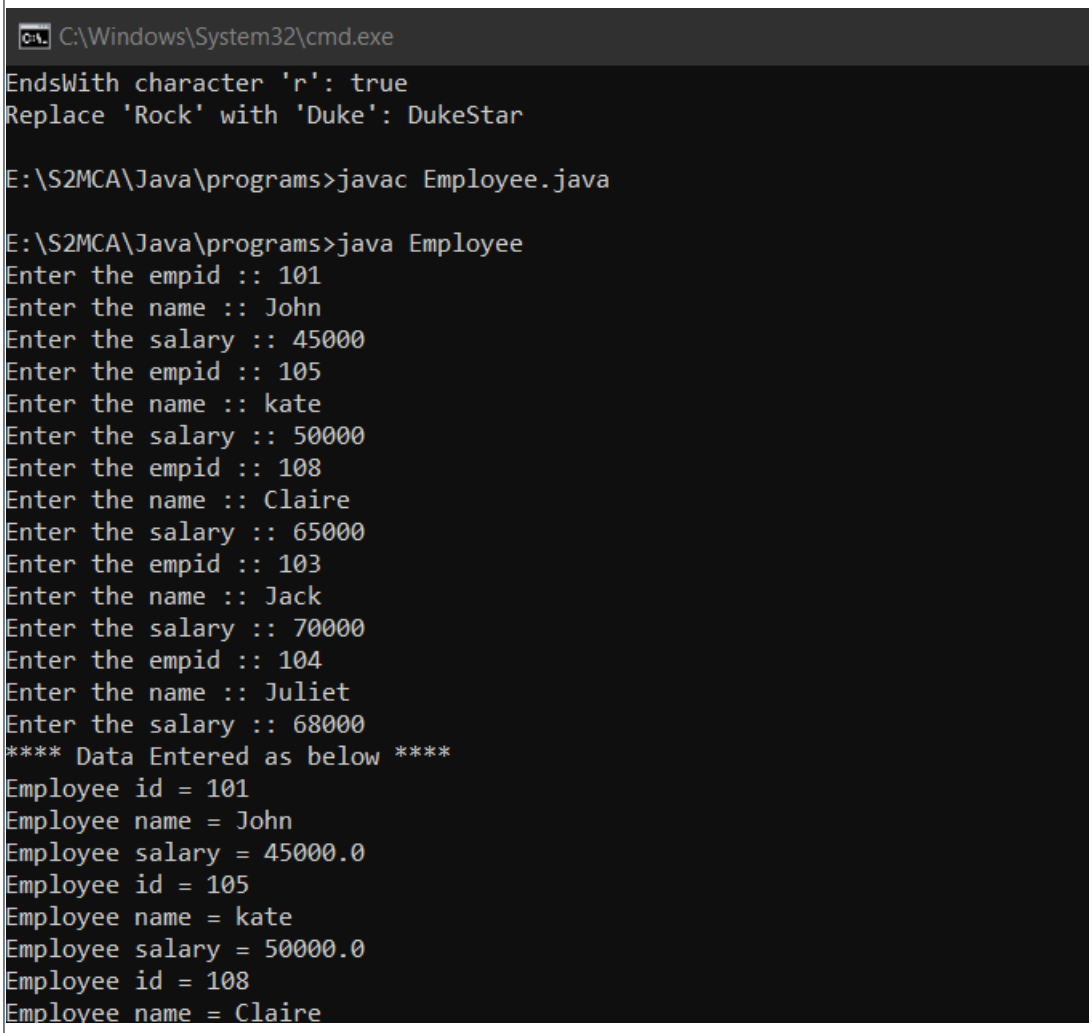
8. Program to create a class for Employee having attributes eNo, eName eSalary. Read n employ information and Search for an employee given eNo, using the concept of Array of Objects.

Program:

```
import java.util.Scanner;
public class Employee {
 int empid;
 String name;
 float salary;
 public void getInput() {
  Scanner in = new Scanner(System.in);
  System.out.print("Enter the empid :: ");
  empid = in.nextInt();
  System.out.print("Enter the name :: ");
  name = in.next();
  System.out.print("Enter the salary :: ");
  salary = in.nextFloat();
 }
 public void display() {
  System.out.println("Employee id = " + empid);
  System.out.println("Employee name = " + name);
  System.out.println("Employee salary = " + salary);
 }
public static void main(String[] args) {
  Employee e[] = new Employee[5];
  for(int i=0; i<5; i++) {
   e[i] = new Employee();
   e[i].getInput();
```

```
 }

 System.out.println("**** Data Entered as below ****");

 for(int i=0; i<5; i++) {

  e[i].display();

 }

}}
```

Output:



Result: The program has been executed and the output was verified.

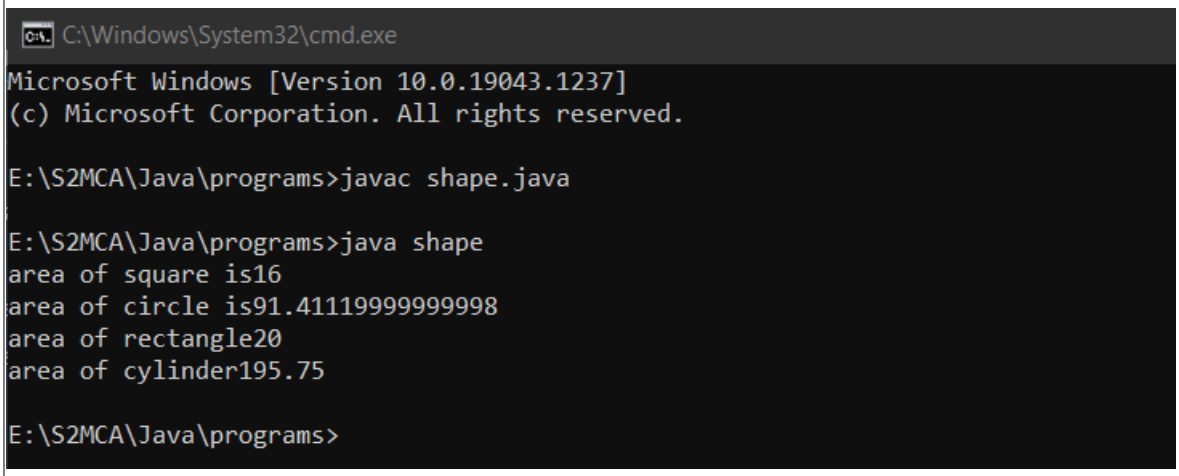
9. **Area of different shapes using overloaded functions.**

Program:

```
public class shape
{  int side,as,ar;
public void area(int a)//area of square
{  side=a;
as=a*a;
System.out.println("area of square is"+as);
}
public void area(double r)//area of circle{
double radi=r;
double ac=(22/7)*radi*radi;
System.out.println("area of circle is"+ac);
}
public void area(int l,int w)//area of rectangle
{   int len=l;
int wid=w;
ar=len*wid;
System.out.println("area of rectangle"+ar);
}
public void area(int h,double r)//area of cylinder
{ int he=h;
double rad=r;
double acy=(2*(22/7)*rad*he)+((22/7)*rad*rad);
System.out.println("area of cylinder"+acy);    }
public static void main(String[] args)
{   shape s=new shape();
```

```
s.area(4);//area of square

s.area(5.52);//area of circle

s.area(5,4);//area of rectangle

s.area(5,4.5);   //area of cylinder

} }

}
```

Output:



Result: The program has been executed and the output was verified.

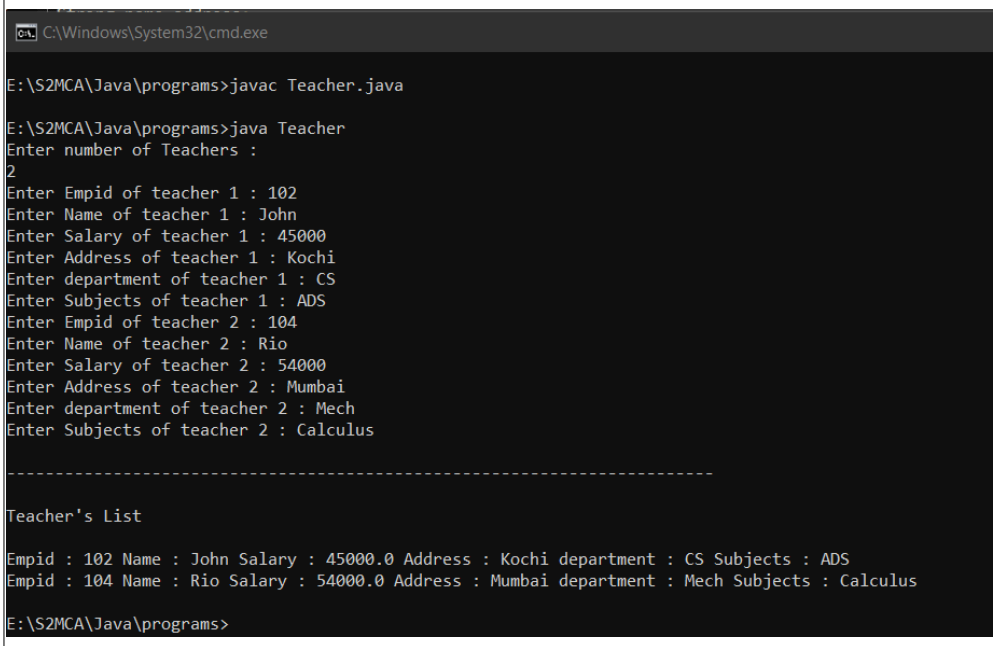
10. **Create a class 'Employee' with data members Empid, Name, Salary, Address and constructors to initialize the data members. Create another class 'Teacher' that inherit the properties of class employee and contain its own data members department, Subjects taught and constructors to initialize these data members and also include display function to display all the data members. Use array of objects to display details of N teachers.**

Program:

```
import java.util.*;

class Employe{

int empid;

String name,address;

double salary;

public Employe(int empid, String name, String address, double salary) {

this.empid = empid;

this.name = name;

this.address = address;

this.salary = salary;

}

}

public class Teacher extends Employe{

String subject,department;

public Teacher(int empid, String name, String address, double salary,String department,String subject ) {

super(empid, name, address, salary);

this.subject = subject;

this.department = department;

}

void display(){

System.out.println("Empid : "+this.empid+" Name : "+this.name+" Salary : "+this.salary+" Address :
"+this.address+" department : "+this.department+" Subjects : "+this.subject);

}
```

```
public static void main(String[] args) {
// TODO Auto-generated method stub
Scanner sc=new Scanner(System.in);
int n;
System.out.println("Enter number of Teachers : ");
n=sc.nextInt();
Teacher obj[]=new Teacher[n];
for(int i=0;i<n;i++) {
int j = i+1;
System.out.print("Enter Empid of teacher "+j+" : ");
int Empid = sc.nextInt();
System.out.print("Enter Name of teacher "+j+" : ");
String Name = sc.next();
System.out.print("Enter Salary of teacher "+j+" : ");
double Salary = sc.nextDouble();
System.out.print("Enter Address of teacher "+j+" : ");
String Address = sc.next();
System.out.print("Enter department of teacher "+j+" : ");
String department =sc.next();
System.out.print("Enter Subjects of teacher "+j+" : ");
String Subjects =sc.next();
obj[i] = new Teacher(Empid, Name, Address, Salary, department, Subjects);
}
System.out.println("\n-------------------------------------------------------------------------\n");
System.out.println("Teacher's List \n");
for(int i=0;i<n;i++) {
obj[i].display();
}}}
```

Output:



Result: The program has been executed and the output was verified.

11. Create a class ‘Person’ with data members Name, Gender, Address, Age and a constructor to initialize the data members and another class ‘Employee’ that inherits the properties of class Person and also contains its own data members like Empid, Company_name, Qualification, Salary and its own constructor. Create another class ‘Teacher’ that inherits the properties of class Employee and contains its own data members like Subject, Department, Teacherid and also contain constructors and methods to display the data members. Use array of objects to display details of N teachers.

Program:

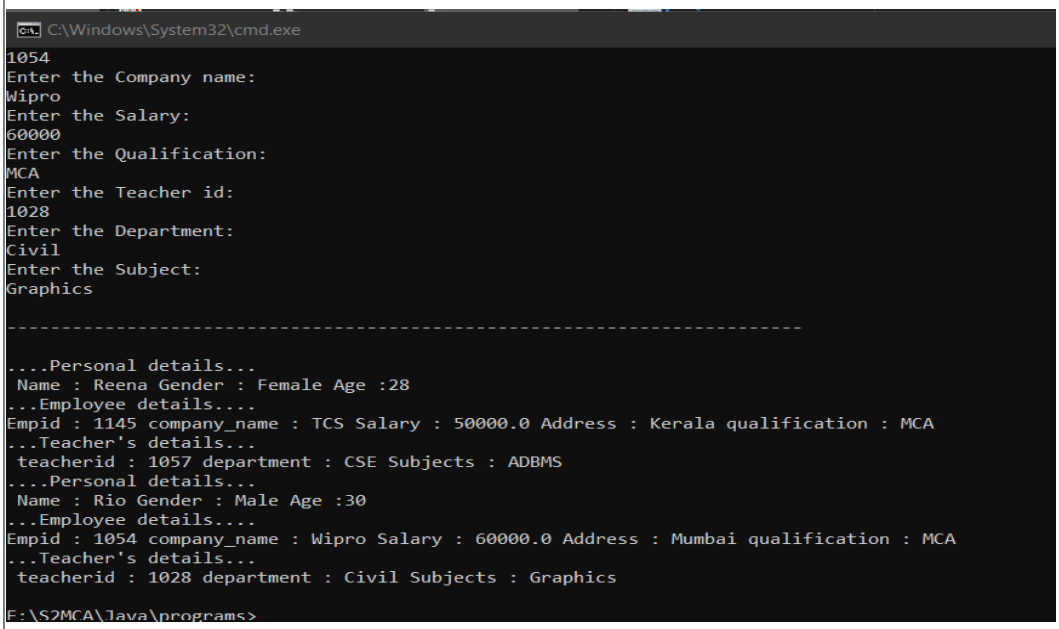
```
import java.util.Scanner;
class Person {
   String name, gender, address;
   int age;
   public Person(String name, String gender, String address, int age) {
      super();
      this.name = name;
      this.gender = gender;
      this.address = address;
      this.age = age;
   }
}
class Employee extends Person {
   int empid;
   String company_name, qualification;
   double salary;
   public Employee(String name, String gender, String address, int age, int empid, String company_name,
         String qualification, double salary) {
      super(name, gender, address, age);
      this.empid = empid;
      this.company_name = company_name;
      this.qualification = qualification;
```

```
    this.salary = salary;
  }}
class Teacher extends Employee {
  String subject, department;
  int teacherid;
  public Teacher(String name, String gender, String address, int age, int empid, String company_name,
      String qualification, double salary, String subject, String department, int teacherid) {
    super(name, gender, address, age, empid, company_name, qualification, salary);
    this.subject = subject;
    this.department = department;
    this.teacherid = teacherid;
  }
  void display() {
    System.out.println("....Personal details...");
    System.out.println(" Name : " + this.name + " Gender : " + this.gender + " Age :" + this.age);
    System.out.println("...Employee details....");
    System.out.println("Empid : " + this.empid + " company_name : " + this.company_name + " Salary : " +
this.salary
        + " Address : " + this.address + " qualification : " + this.qualification);
    System.out.println("...Teacher's details...");
    System.out.println(
        " teacherid : " + this.teacherid + " department : " + this.department + " Subjects : " + this.subject);
  }}
public class Main {
  public static void main(String[] args) {
    Scanner s = new Scanner(System.in);
    int n;
    System.out.println("Enter number of Teachers : ");
```

```
n = s.nextInt();
Teacher obj[] = new Teacher[n];
for (int i = 0; i < n; i++) {
   System.out.println("Enter the person name:");
   String nam1 = s.next();
   System.out.println("Enter the Gender: ");
   String gen1 = s.next();
   System.out.println("Enter the Address: ");
   String adr1 = s.next();
   System.out.println("Enter the Age:");
   int age1 = s.nextInt();
   System.out.println("Enter the Employee id: ");
   int id1 = s.nextInt();
   System.out.println("Enter the Company name: ");
   String cname1 = s.next();
   System.out.println("Enter the Salary:");
   double sal1 = s.nextDouble();
   System.out.println("Enter the Qualification:");
   String qu1 = s.next();
   System.out.println("Enter the Teacher id: ");
   int tid1 = s.nextInt();
   System.out.println("Enter the Department:");
   String dept1 = s.next();
   System.out.println("Enter the Subject:");
   String sub1 = s.next();
   obj[i] = new Teacher(nam1, gen1, adr1, age1, id1, cname1, qu1, sal1, sub1, dept1, tid1);}
System.out.println("\n-------------------------------------------------------------------\n");
for (int i = 0; i < n; i++) {
```

```
        obj[i].display();

    }}}
```

Output:



Result: The program has been executed and the output was verified.

12. Write a program has class Publisher, Book, Literature and Fiction. Read the information and print the details of books from either the category, using inheritance.

Program:

```
import java.util.Scanner;
class Publisher {
   String Pubname;
   Publisher() {
      Scanner s = new Scanner(System.in);
      System.out.println("Enter publisher name");
      Pubname = s.next();
   }
}
class Book extends Publisher {
   String title, author;
   int price;
   Book() {
      Scanner s = new Scanner(System.in);
      System.out.println("Enter Title of the book");
      title = s.next();
      System.out.println("Enter Author's name");
      author = s.next();
      System.out.println("Enter price");
      price = s.nextInt();
   }
}
```

```
class Literature extends Book {
   Literature() {
      System.out.println("Literature Books");
   }
   void display() {
      System.out.println("Publisher name: " + Pubname);
      System.out.println("Title of the book: " + title);
      System.out.println("Author's name: " + author);
      System.out.println("Price: " + price);
   }
}
class Fiction extends Literature {
   Fiction() {
      System.out.println("Friction Books");
   }
   void display() {
      super.display();
   }
   public static void main(String args[]) {
      int n;
      Scanner s = new Scanner(System.in);
      System.out.println("Enter the No of literature book: ");
      int a = s.nextInt();
      Literature L[] = new Literature[a];
      for (int i = 0; i < a; i++) {
         L[i] = new Literature();
      }
      System.out.println("Enter the No of Fiction book: ");
```

```
int b = s.nextInt();
Fiction F[] = new Fiction[b];
for (int i = 0; i < b; i++) {
   F[i] = new Fiction();
}
int no;
System.out.println("Enter your choice of book");
no = s.nextInt();
int type = no;
switch (no) {
   case 1:
      System.out.println(".....Details of literature books");
      for (int i = 0; i < a; i++)
         L[i].display();
      break;
   case 2:
      System.out.println(".....Details of fiction books");
      for (int i = 0; i < b; i++)
         F[i].display();
      break;
   default:
      System.out.println("Wrong input");
}}}
```

Output:

```
D:\MCA NOTES\Sem 2\Object Oriented Programming Lab\08-06-2021>java Fiction
Enter the No of literature book:
1
Enter publisher name
Murali
Enter Title of the book
Arivu
Enter Author's name
Murali
Enter price
250
Literature Books
Enter the No of Fiction book:
```

Result: The program has been executed and the output was verified.

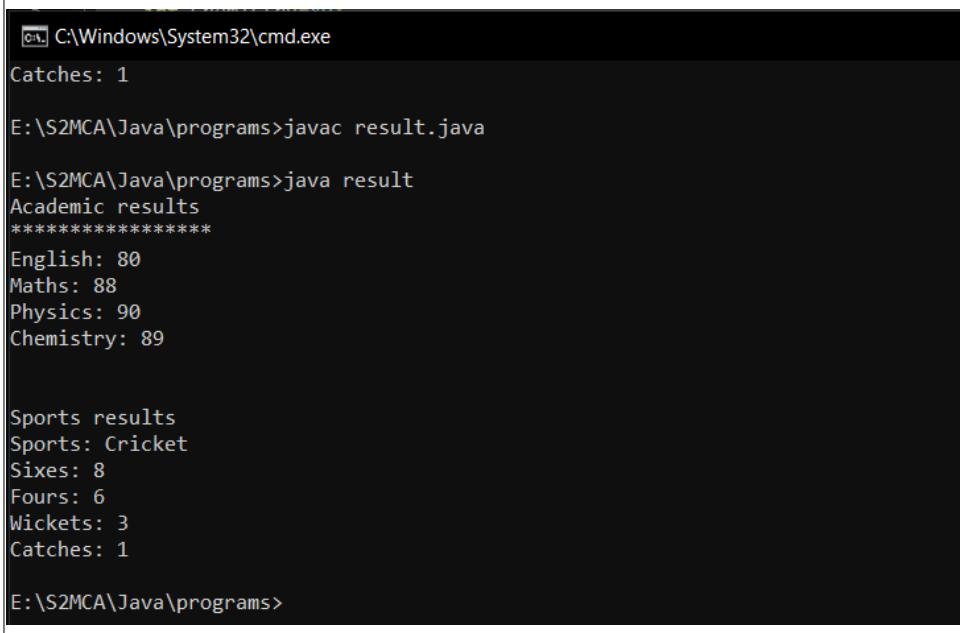
13. Create classes Student and Sports. Create another class Result inherited from Student and Sports. Display the academic and sports score of a student.

Program:

```
class student{
        int English=80;
        int Maths=88;
        int Physics=90;
        int Chemistry=89;}
class sports extends student{
        String sports = "Cricket";
        int sixes=8;
        int fours=6;
        int wickets=3;
        int catches=1;}
class result extends sports{
        public void display(){
                System.out.println("Academic results");
                System.out.println("*****************");
                System.out.println("English: "+this.English);
                System.out.println("Maths: "+this.Maths);
                System.out.println("Physics: "+this.Physics);
                System.out.println("Chemistry: "+this.Chemistry);
                System.out.println("\n");
                System.out.println("Sports results");
                System.out.println("Sports: "+this.sports);
                System.out.println("Sixes: "+this.sixes);
                System.out.println("Fours: "+this.fours);
```

```
                System.out.println("Wickets: "+this.wickets);

                System.out.println("Catches: "+this.catches);

        }

public static void main(String[] args){

                result obj=new result();

                obj.display();}}
```

Output:



Result: The program has been executed and the output was verified.

14. **Create an interface having prototypes of functions area() and perimeter(). Create two classes Circle and Rectangle which implements the above interface. Create a menu driven program to find area and perimeter of objects.**

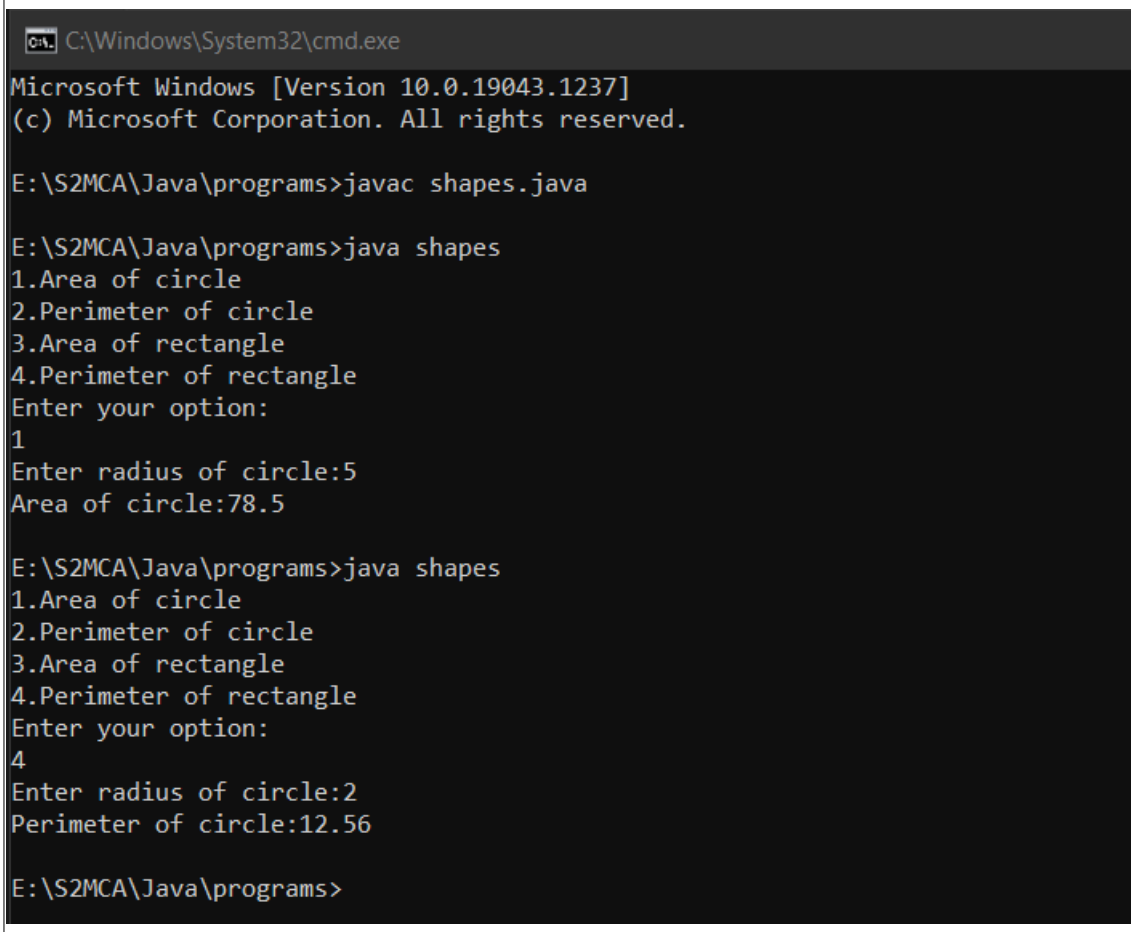
Program:

```
import java.util.Scanner;
interface Shape{
   void input();
   void area();
   void perimeter();
}
class Circle implements Shape{
   int r = 0;
   double pi = 3.14, ar = 0,per=0;
   public void input(){
 Scanner s = new Scanner(System.in);
              System.out.print("Enter radius of circle:");
          r= s.nextInt();
   }
   public void area(){
      ar = pi * r * r;
      System.out.println("Area of circle:"+ar);
   }
   public void  perimeter(){
             per = 2 * pi * r;
             System.out.println("Perimeter of circle:"+per);
   }

}
```

```
class Rectangle implements Shape{
   int l = 0, b = 0;
   double ar,per;
   public void input()
   {    Scanner s = new Scanner(System.in);
            System.out.print("Enter length of rectangle:");
       l = s.nextInt();
        System.out.print("Enter breadth of rectangle:");
       b = s.nextInt();     }
   public void area(){
ar = l * b;
       System.out.println("Area of rectangle:"+ar);    }
   public void perimeter()
   {      per = 2 * (l + b);
                System.out.println("Perimeter of rectangle:"+per);   }    }
public class shapes
{
   public static void main(String[] args)
   { int n;
           Scanner s = new Scanner(System.in);
       Rectangle obj1 = new Rectangle();
           Circle obj2 = new Circle();


           System.out.println("1.Area of circle");
           System.out.println("2.Perimeter of circle");
           System.out.println("3.Area of rectangle");
           System.out.println("4.Perimeter of rectangle");
           System.out.println("Enter your option:");
```

```
          n= s.nextInt();
          switch(n) {
       case 1:
         obj2.input();
              obj2.area();
       break;
       case 2:
         obj2.input();
              obj2.perimeter();
       break;
            case 3:
         obj2.input();
              obj2.area();
       break;
       case 4:
         obj2.input();
              obj2.perimeter();
       break;
       default:
        System.out.println("Invalid option");
} }
  }
```

Output:



Result: The program has been executed and the output was verified.

15. **.Prepare bill with the given format using calculate method from interface. Order No.**

Program:

```
interface bill{
        int productdetails();
}
class product1 implements bill{
                int id = 101,quantity= 2,unit=25,total=0;
                String name="A";

        public int productdetails()
        {
        total = quantity * unit;
                System.out.println("Product Id :"+id);
                System.out.println("Name :"+name);
                System.out.println("Quantity :"+quantity);
                System.out.println("Unit price :"+unit);
                System.out.println("Total :"+total);
                return(total);
        }
}
class product2 implements bill{
        int id = 102,quantity= 1,unit=100,total=0;
                String name="B";

        public int productdetails()
        {
                total = quantity * unit;
```

```
                System.out.println("Product Id :"+id);
                System.out.println("Name :"+name);
                System.out.println("Quantity :"+quantity);
                System.out.println("Unit price :"+unit);
                System.out.println("Total :"+total);
                return(total);   }    }
public class productbill
{
        public static void main(String[] args)
        {
                product1 p1 = new product1();
                product2 p2 = new product2();
                int t1= p1.productdetails();
                int t2= p2.productdetails();
                int t3=t1+t2;

        System.out.println("Net. Amount :"+t3);

        }
}
```

Output:

```
E:\S2MCA\Java\programs>javac productbill.java

E:\S2MCA\Java\programs>java productbill
Product Id :101
Name :A
Quantity :2
Unit price :25
Total :50
Product Id :102
Name :B
Quantity :1
Unit price :100
Total :100
Net. Amount :150

E:\S2MCA\Java\programs>
```

Result: The program has been executed and the output was verified.

16. .Create a Graphics package that has classes and interfaces for figures Rectangle, Triangle, Square and Circle. Test the package by finding the area of these figures.

Program:

```
package Graphiccs; interface Area1
{
public void Rectangle();
public void Triangle();
public void Square();
public void Circle();
public void getRect();
public void getTri();
public void getSqr();
public void getCrl();
}
//shapes.java
package Graphiccs; import java.util.*;
public class shapess implements Area1
{
double lr,lb,ra,th,tb,ta,saa,sa,cr,cc;
public void getrect()
{
Scanner ab= new Scanner(System.in);
System.out.println("Enter the length of the rectangle");
lr=ab.nextInt();
System.out.println("Enter the breadth of the rectangle");
lb=ab.nextInt();
}
```

```
public void rectangle()
{
ra=lr*lb;
System.out.println("Area of Rectangle is "+ra);
}
public void getTri(){
Scanner cb= new Scanner(System.in);
System.out.println("Enter the height of the Triangle");
th=cb.nextInt();
System.out.println("Enter the base of the Triangle");
tb=cb.nextInt();
}
public void Triangle(){
ta=0.5*th*tb;
System.out.println("Area of Triangle angle is "+ta);
}
public void getSqr(){
Scanner sq= new Scanner(System.in);
System.out.println("Enter the Side of the Square");
sa=sq.nextInt();
}
public void Square(){
saa=sa*sa;
System.out.println("Area of Square is "+saa);
}
public void getCrl(){
Scanner sc= new Scanner(System.in);
System.out.println("Enter the radius of the Circle");
```

```
cc=sc.nextInt();

}

public void Circle(){

cr=3.14*cc*cc;

System.out.println("Area of Square is "+cr);

}

public static void main(String[] args){

shapess o= new shapess();

o.getrect();

o.rectangle();

o.getTri();

o.Triangle();

o.getSqr();

o.Square();

o.getCrl();

o.Circle();

}}
```

Output:

```
D:\java_lab>javac -d . Area1.java

D:\java_lab>javac -d . shapess.java

D:\java_lab>java Graphiccs.shapess
Enter the length of the rectangle
5
Enter the breadth of the rectangle
2
Area of Rectangle is 10.0
Enter the height of the Triangle
9
Enter the base of the Triangle
2
Area of Triangle angle is 9.0
Enter the Side of the Square
4
Area of Square is 16.0
Enter the radius of the Circle
6
Area of Square is 113.03999999999999
```

Result: The program has been executed and the output was verified.

17. Create an Arithmetic package that has classes and interfaces for the 4 basic arithmetic operations. Test the package by implementing all operations on two given numbers

Program:

```
package Aarithmetic;
interface operations{
public void input();
public void add();
public void substract();
public void multiply();
public void division();
}
package Aarithmetic;
import java.util.*;
public class basic implements operations{
double a,b,ad,dif,mult,div;
public void input(){
Scanner ab=new Scanner(System.in);
System.out.println("Enter two numbers");
a=ab.nextInt();
b=ab.nextInt();
}
public void add(){
ad=a+b;
System.out.println("Sum is "+ad);}
public void substract(){
dif=a-b;
System.out.println("Difference is "+dif);
}
```

```
public void multiply(){

mult=a*b;

System.out.println("Product is "+mult);

}

public void division(){

div=a/b;

System.out.println("Quotient is "+div);}

public static void main(String[] args){

basic o=new basic();

o.input();

o.add();

o.substract();

o.multiply();

o.division();}}
```

Output:

Result: The program has been executed and the output was verified.

18. **Write a user defined exception class to authenticate the user name and password.**

Program:

```
import java.util.Scanner;
class UsernameException extends Exception {
 public UsernameException(String msg) {
  super(msg);
 }
}
class PasswordException extends Exception {
 public PasswordException(String msg) {
  super(msg);
 }
}
public class CheckLoginCredential {
 public static void main(String[] args) {
    Scanner s = new Scanner(System.in);
  String username, password;
  System.out.print("Enter username :: ");
  username = s.nextLine();
  System.out.print("Enter password :: ");
  password = s.nextLine();
  int length = username.length();
    try {
   if(length < 6)
    throw new UsernameException("Username must be greater than 6 characters ???");
   else if(!password.equals("hello"))
    throw new PasswordException("Incorrect password\nType correct password ???");
```

```
  else
   System.out.println("Login Successful !!!");
 }
 catch (UsernameException u) {
  u.printStackTrace();
 }
 catch (PasswordException p) {
  p.printStackTrace();
 }
 finally {
  System.out.println("The finally statement is executed");
 }
}
}
```

Output:

```
E:\S2MCA\Java\programs>javac CheckLoginCredential.java

E:\S2MCA\Java\programs>java CheckLoginCredential
Enter username :: Amal
Enter password :: amal
UsernameException: Username must be greater than 6 characters ???
        at CheckLoginCredential.main(CheckLoginCredential.java:31)
The finally statement is executed

E:\S2MCA\Java\programs>
```

Result: The program has been executed and the output was verified.

19. Find the average of N positive integers, raising a user defined exception for each negative input.

Program:

```
import java.util.Scanner;
import java.util.InputMismatchException;
public class TestDemo {
public static void main(String args[]) {
double total = 0, N, userInput;
Scanner input = new Scanner(System.in);
while (true){
System.out.print("Enter how many numbers(N) to calculate average:");
userInput = input.nextDouble();
if (userInput > 0){
N = userInput;
break;
}
else
System.out.println("N must be positive.");
}
for (int i = 0; i < N; i++) {
while (true) {
System.out.print("Enter number:");
try {
userInput = input.nextDouble();
total += userInput;
break;
```

```
}

catch (InputMismatchException e) {

input.nextLine();

System.out.println("Input must bea number. Try again");

}}}

System.out.println("Average: "+ total / N);

}}
```

Output:

```
E:\S2MCA\Java\programs>javac TestDemo.java

E:\S2MCA\Java\programs>java TestDemo
Enter how many numbers(N) to calculate average:5
Enter number:4
Enter number:6
Enter number:3
Enter number:4
Enter number:2
Average: 3.8
```

Result: The program has been executed and the output was verified.

20. Define 2 classes; one for generating multiplication table of 5 and other for displaying first N prime numbers. Implement using threads. (Thread class)

Program:

```
import java.util.*;
class ThreadA extends Thread{
public void run( ) {
int n = 5;
for (int i = 1; i <= 10; ++i)
System.out.println(n + " * " + i +
" = " + n * i);
System.out.println("Exiting from Thread A ...");
}}
class ThreadB extends Thread{
public void run( ){
Scanner sc = new Scanner(System.in);
int  i,n,p,count,flag;
System.out.println("Enter the number of prime terms you want!");
n=sc.nextInt();
System.out.println("First "+n+" prime numbers are :-");
p=2;
i=1;
while(i<=n){
flag=1;
for(count=2;count<=p-1;count++){
if(p%count==0){
flag=0;
```

```
break;
}}
if(flag==1){
System.out.print(p+" ") ;
i++;
}
p++;
}}

//System.out.println("Exiting from Thread B ...");
}
public class Demonstration_111{
public static void main(String args[]) {
ThreadA a = new ThreadA();
ThreadB b = new ThreadB();
a.start();
b.start();
System.out.println("... Multithreading is over ");
}}
```

Output:

```
E:\S2MCA\Java\programs>javac Demonstration_111.java

E:\S2MCA\Java\programs>java Demonstration_111
... Multithreading is over
5 * 1 = 5
5 * 2 = 10
5 * 3 = 15
5 * 4 = 20
5 * 5 = 25
5 * 6 = 30
5 * 7 = 35
5 * 8 = 40
5 * 9 = 45
5 * 10 = 50
Exiting from Thread A ...
Enter the number of prime terms you want!
1
First 1 prime numbers are :-
2
E:\S2MCA\Java\programs>
```

Result: The program has been executed and the output was verified.

21. **Define 2 classes; one for generating Fibonacci numbers and other for displaying even numbers in a given range. Implement using threads. (Runnable Interface)**

Program:

```
public class Mythread {
   public static void main(String[] args) {
      Runnable r = new Runnable1();
      Thread t = new Thread(r);
      t.start();
      Runnable r2 = new Runnable2();
      Thread t2 = new Thread(r2);
      t2.start();
   }
}
class Runnable2 implements Runnable{
   public void run(){
      for(int i=0;i<11;i++){
         if(i%2 == 1)
            System.out.println(i);
      }
   }
}
class Runnable1 implements Runnable{
   public void run(){
       int n1=0,n2=1,n3,i,count=10;
 System.out.print(n1+" "+n2);//printing 0 and 1
```

```
for(i=2;i<count;++i)//loop starts from 2 because 0 and 1 are already printed    {
 n3=n1+n2;
 System.out.print(" "+n3);
 n1=n2;
 n2=n3;
 }
   }
}
```

Output:

```
E:\S2MCA\Java\programs>javac Mythread.java

E:\S2MCA\Java\programs>java Mythread
1
3
5
7
9
0 1 1 2 3 5 8 13 21 34
E:\S2MCA\Java\programs>
```

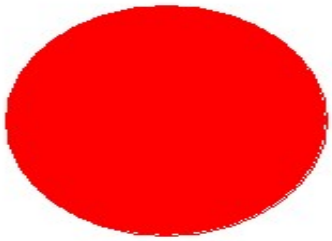
Result: The program has been executed and the output was verified.

22. **Program to draw Circle, Rectangle, Line in Applet.**

Program:

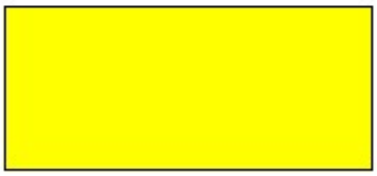
```
import java.awt.*;
import java.applet.*;
public class circle extends Applet
{
public void paint(Graphics g)
{   g.setColor(Color.red);
   g.fillOval(80,70,150,150);
          g.drawOval(80,70,150,150);
          g.setColor(Color.BLACK);
}
}
<html>
<head>
</head>
<body>
<div align="center">
<applet code="circle.class"width="800"height="500">
</applet>
</div>
</body>
</html>
```

Output:



```
import java.awt.*;
import java.applet.*;
public class rectapplet extends Applet
{
public void paint(Graphics g)
{   g.setColor(Color.YELLOW);
   g.fillRect(50,100,180,80);
          g.setColor(Color.BLACK);
          g.drawRect(50,100,180,80);

}}

<html>
<head>
</head>
<body>
<div align="center">
<applet code="rectapplet.class"width="800"height="500">
</applet>
</div>
</body>
</html>
```

Output:



Result: The program has been executed and the output was verified.

23. Program to find maximum of three numbers using AWT.

Program:

```
import java.awt.*;
import java.applet.*;
import java.awt.event.*;
public class findlarge extends Applet implements ActionListener{
 TextField t1,t2,t3,t4;
 Button b1;
 public void init(){
    t1=new TextField(15);
    t1.setBounds(100,25,50,20);
    t2=new TextField(15);
    t2.setBounds(100,25,50,20);
    t3=new TextField(15);
    t3.setBounds(100,25,50,20);
    t4=new TextField("Ans");
    t4.setBounds(175,50,50,20);
    b1= new Button("Find");
    b1.setBounds(175,65,50,40);
    add(t1);
    add(t2);
    add(t3);
    add(t4);
    add(b1);
    b1.addActionListener(this);

 }
 public void actionPerformed(ActionEvent e){
    int i,j,k;
    i=Integer.parseInt(t1.getText());
```

```
    j=Integer.parseInt(t2.getText());
    k=Integer.parseInt(t3.getText());
   if(i<j){
      if(j<k)
      t4.setText(""+k);
      else
      t4.setText(""+j);
   }
   else
    t4.setText(""+i);
 }
}
<html>
<head>
</head>
<body>
<div align="center">
<applet code="findlarge.class" width="800" height="500">
</applet>
</div>
</body>
</html>
```

Output:

Result: The program has been executed and the output was verified.

24. Find the percentage of marks obtained by a student in 5 subjects. Display a happy face if he secures above 50% or a sad face if otherwise.

Program:

```
import java.awt.*;
import java.awt.event.*;
import java.applet.*;
public class marks extends Applet implements ActionListener {
public int per =0;
Label l1 = new Label("enter Marks of Subject 1: ");
 Label l2 = new Label("enter Marks of Subject 2: ");
 Label l3 = new Label("enter Marks of Subject 3: ");
 Label l4 = new Label("enter Marks of Subject 4: ");
 Label l5 = new Label("enter Marks of Subject 5: ");
 Label l6 = new Label("Total Percentage: ");

 TextField t1 = new TextField(10);
 TextField t2 = new TextField(10);
 TextField t3 = new TextField(10);
 TextField t4 = new TextField(10);
 TextField t5 = new TextField(10);
 TextField t6 = new TextField(10);

 Button b1 = new Button("CALCULATE PERCENTAGE");

 public marks()
 {
 l1.setBounds(50, 100, 280, 20);
 l2.setBounds(50, 150, 280, 20);
 l3.setBounds(50, 200, 280, 20);
 l4.setBounds(50, 250, 280, 20);
 l5.setBounds(50, 300, 280, 20);
```

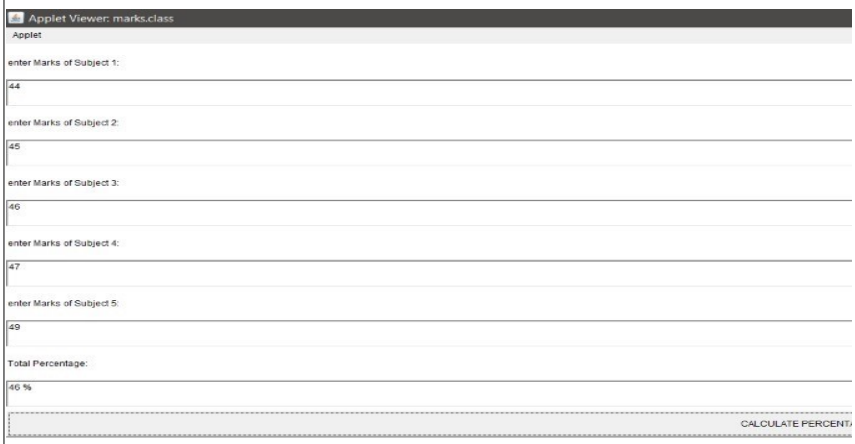
```
l6.setBounds(50, 350, 280, 20);

t1.setBounds(200, 100, 300, 20);
t2.setBounds(200, 150, 300, 20);
t3.setBounds(200, 200, 300, 20);
t4.setBounds(200, 250, 300, 20);
t5.setBounds(200, 300, 300, 20);
t6.setBounds(200, 350, 300, 20);

b1.setBounds(200,400, 200, 20);
GridLayout g1 = new GridLayout(20, 2, 5, 5);
setLayout(g1);
add(l1);
add(t1);
add(l2);
add(t2);
add(l3);
add(t3);
add(l4);
add(t4);

add(l5);
add(t5);
add(l6);
add(t6);
add(b1);
b1.addActionListener(this);
}
@Override
public void actionPerformed(ActionEvent e) {
// TODO Auto-generated method stub
```

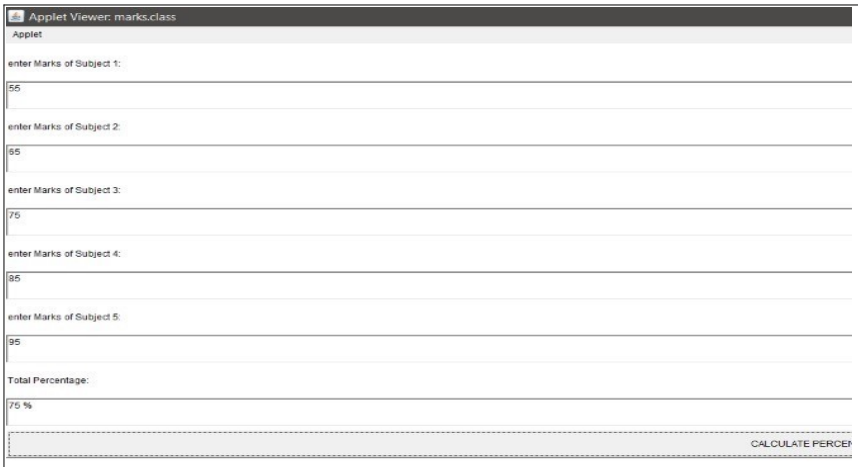
```
int m1 = Integer.parseInt(t1.getText());
 int m2= Integer.parseInt(t2.getText());
 int m3= Integer.parseInt(t3.getText());
 int m4= Integer.parseInt(t4.getText());
 int m5= Integer.parseInt(t5.getText());

 if(e.getSource()==b1)
 {
 int add=m1+m2+m3+m4+m5;
 per=add/5;
 t6.setText(String.valueOf(per)+" %");

 repaint();
 }

}
public void paint(Graphics g)
 {
if(per>=50)
{
g.setColor(Color.yellow);
g.drawOval(100, 700, 150, 150);
g.fillOval(100, 700, 150, 150);
g.setColor(Color.BLACK);
g.fillOval(120, 740, 15, 15);
g.fillOval(170, 740, 15, 15);
g.drawArc(130, 800, 50, 20, 180, 180);
}
else if(per>0 && per<50)
{
g.setColor(Color.yellow);
```

```
g.drawOval(100, 700, 150, 150);
g.fillOval(100, 700, 150, 150);
 g.setColor(Color.BLACK);
 g.fillOval(120, 740, 15, 15);
 g.fillOval(170, 740, 15, 15);
g.drawArc(130,820,50,20,0,180);
}
 }
public static void main(String args[]) {
 new marks();
 }  }
```

```
<html><head>
</head>
<body><div align="center">
<applet code="marks.class"width="1000"height="1000">
</applet></div>
</body></html>
```

Output:





Result: The program has been executed and the output was verified.

25. Using 2D graphics commands in an Applet, construct a house. On mouse click event, change the color of the door from blue to red.

Program:

```
import java.applet.*;
import java.awt.*;
import java.util.*;
import java.awt.event.*;

public class house extends  Applet implements MouseListener,Runnable
{
        private Color textColor = Color.BLUE;
public void paint(Graphics g)
{ int [] x = {150, 300, 225};
int [] y = {150, 150, 25};
g.drawRect(150, 150, 150, 200); //House
g.drawRect(200, 200, 50, 150);
g.setColor(Color.blue);
g.setColor(textColor);
g.fillRect(200, 200, 50, 150); // Door
g.setColor(Color.black);
g.fillPolygon(x, y, 3); // Roof
}
public void init()
  {
    this.setSize(200,200);
    addMouseListener(this);
  }
  public void run()
  {
    while(true)
```

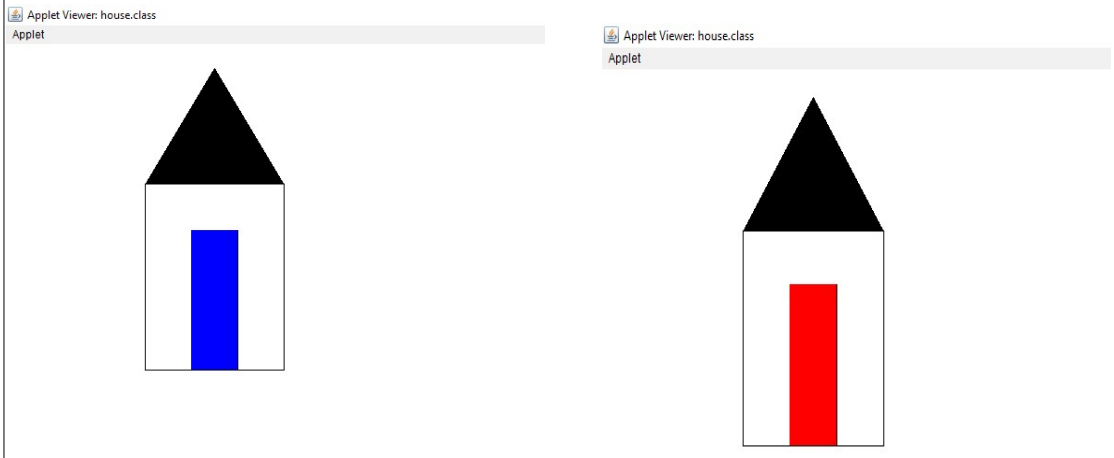
```
    {
       repaint();
       try
       {
         Thread.sleep(17);
       }
       catch (InterruptedException e)
       {
          e.printStackTrace();
       }

    }
  }
  public void mouseClicked(MouseEvent e)
  {
     int x=e.getX(),y=e.getY();
     if(x>=60 && x<=120 && y>=80 && y<=95)
        textColor=Color.BLUE;
     else
        textColor=Color.RED;
        repaint();
        System.out.println("Mouse Position: X= "+x+"Y"+y);
  }
  public void mousePressed(MouseEvent e){}
  public void mouseReleased(MouseEvent e){}
  public void mouseEntered(MouseEvent e){}
  public void mouseExited(MouseEvent e){}
}

<html><head></head>
<body><div align="center">
```

<applet code="house.class"width="800"height="500">

</applet>

</body></html>

Output:



Result: The program has been executed and the output was verified.

26. Implement a simple calculator using AWT components.

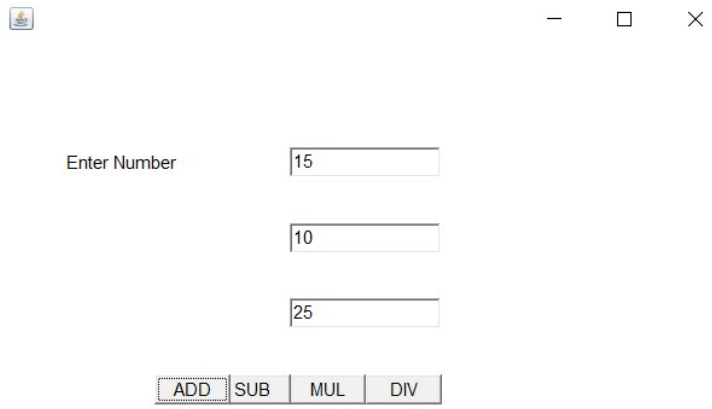
Program:

```
import java.awt.*;
import java.awt.event.*;
class calc implements ActionListener
{
Frame f=new Frame();
Label l1=new Label("enter number ");
Label l2=new Label("enter number ");
Label l3=new Label("result");
TextField t1=new TextField();
TextField t2=new TextField();
TextField t3=new TextField();
Button b1=new Button("ADD");
Button b2=new Button("SUB");
Button b3=new Button("MUL");
Button b4=new Button("DIV");
calc()  {
l1.setBounds(50,100,100,20);
l2.setBounds(50,150,100,20);
l3.setBounds(50,200,100,20);
t1.setBounds(200,100,100,20);
t2.setBounds(200,150,100,20);
t3.setBounds(200,200,100,20);
b1.setBounds(50,250,50,20);
b2.setBounds(110,250,50,20);
b3.setBounds(170,250,50,20);
b4.setBounds(230,250,50,20);
```

```
f.add(l1);
f.add(l2);
f.add(t1);
f.add(t2);
f.add(t3);
f.add(b1);
f.add(b2);
f.add(b3);
f.add(b4);
b1.addActionListener(this);
b2.addActionListener(this);
b3.addActionListener(this);
b4.addActionListener(this);
f.setLayout(null);
f.setVisible(true);
f.setSize(500,500);    }
public void actionPerformed(ActionEvent e){
int i=Integer.parseInt(t1.getText());
int j=Integer.parseInt(t2.getText());
if(e.getSource()==b1) {
t3.setText(String.valueOf(i+j));   }
if(e.getSource()==b2)  {
t3.setText(String.valueOf(i-j));   }
if(e.getSource()==b3)
{
t3.setText(String.valueOf(i*j));
}
if(e.getSource()==b4)
{
t3.setText(String.valueOf(i/j));     }
}
```

```
public static void main(String args[]) {
new calc();
}
}
```

Output:



Result: The program has been executed and the output was verified.

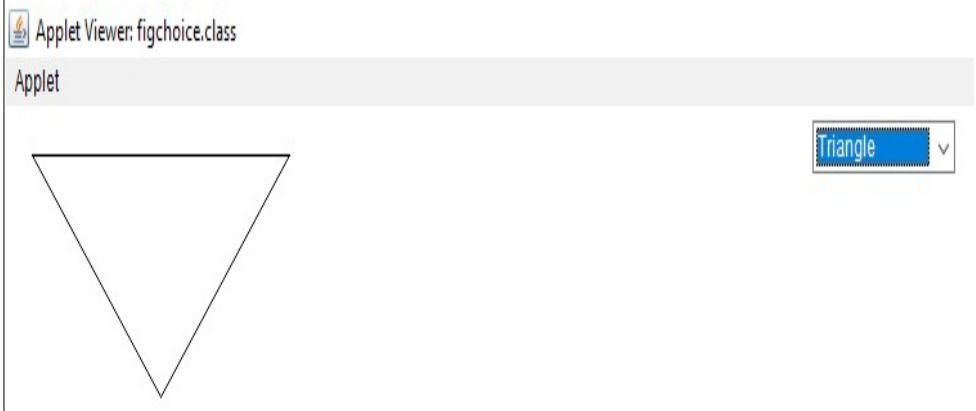
27. Develop a program that has a Choice component which contains the names of shapes such as rectangle, triangle, square and circle. Draw the corresponding shapes for given parameters as per user's choice.

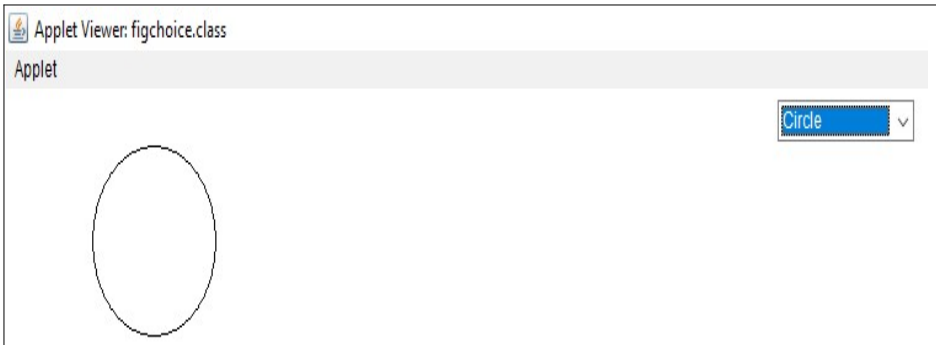
Program:

```
import java.applet.*;
import java.awt.*;
import java.awt.Graphics;
import java.awt.event.*;
public class figchoice extends Applet implements ItemListener {
 Choice ch;
 int x1[]= {50,120,220,20};
int y1[]= {50,120,20,20};
int n=4;
 int Selection;
 public void init()
 {
 ch = new Choice();
 ch.addItem("Select a Shape");
 ch.addItem("Rectangle");
 ch.addItem("Triangle");
 ch.addItem("Square");
 ch.addItem("Circle");
 add(ch);
 ch.addItemListener(this);
 }
public void itemStateChanged (ItemEvent e)
 {
 Selection = ch.getSelectedIndex();
 repaint();
 }
public void paint(Graphics g)
```

```
{
 super.paint(g);
 if (Selection == 1)
 {   g.drawRect(50,50,100,150);    }
 if (Selection == 2)
 {   g.drawPolygon(x1,y1,n);   }
 if (Selection == 3)
 {   g.drawRect(50,50,100,100);          }
 if (Selection == 4)
 {
 g.drawOval(70,30,100,100);
 } } }
<html><head>
</head>
<body>
<div align="center">
<applet code="figchoice.class"width="800"height="500">
</applet>
</div>
</body>
</html>
```

Output:





Result: The program has been executed and the output was verified.

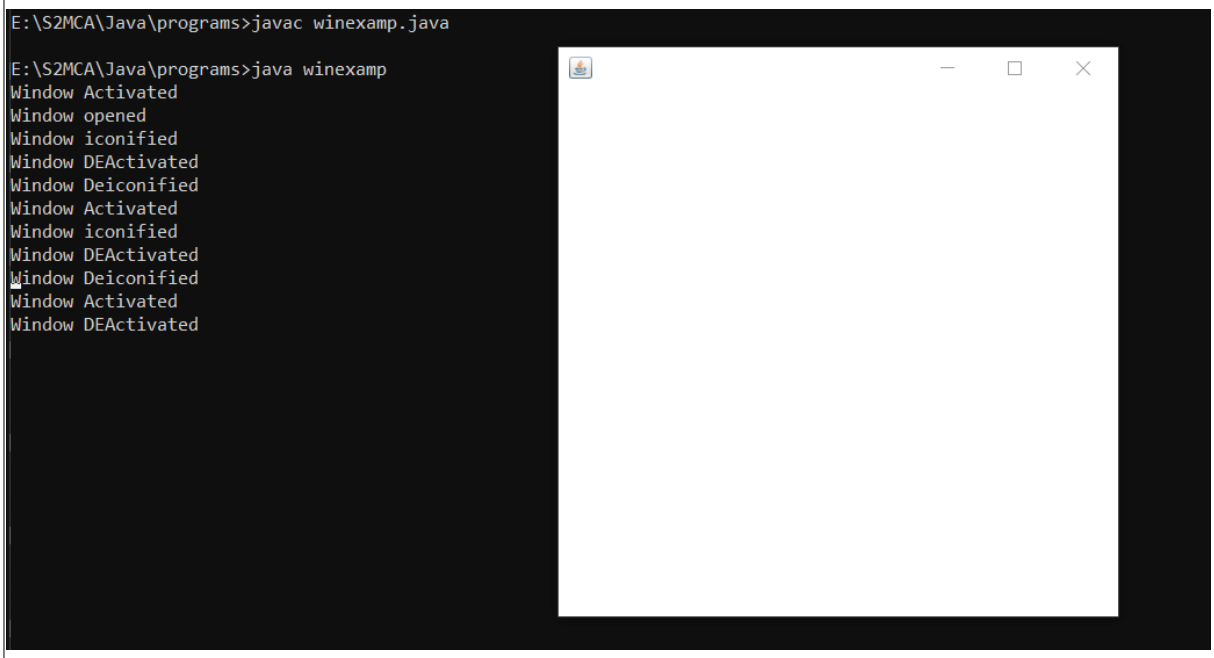
28. Develop a program to handle all window events

Program:

```
import java.awt.*;
import java.awt.event.WindowEvent;
import java.awt.event.WindowListener;
public class winexamp extends Frame implements WindowListener
{
winexamp()
{
addWindowListener(this);
setSize(400,400);
setLayout(null);
setVisible(true);
}
public static void main(String args[])
{
new winexamp();
}
public void windowActivated(WindowEvent arg0)
{
System.out.println("Window Activated");
}
public void windowClosed(WindowEvent args0)
{
System.out.println("Window closed");
}
public void windowClosing(WindowEvent arg0)
{
System.out.println("Window closing");
}
public void windowDeactivated(WindowEvent arg0)
{
System.out.println("Window DEActivated");
}
public void windowDeiconified(WindowEvent arg0)
{
System.out.println("Window Deiconified");
}
public void windowIconified(WindowEvent arg0)
{
System.out.println("Window iconified");
}
public void windowOpened(WindowEvent arg0)
```

```
{
System.out.println("Window opened");
}
}
```

Output:



Result: The program has been executed and the output was verified.

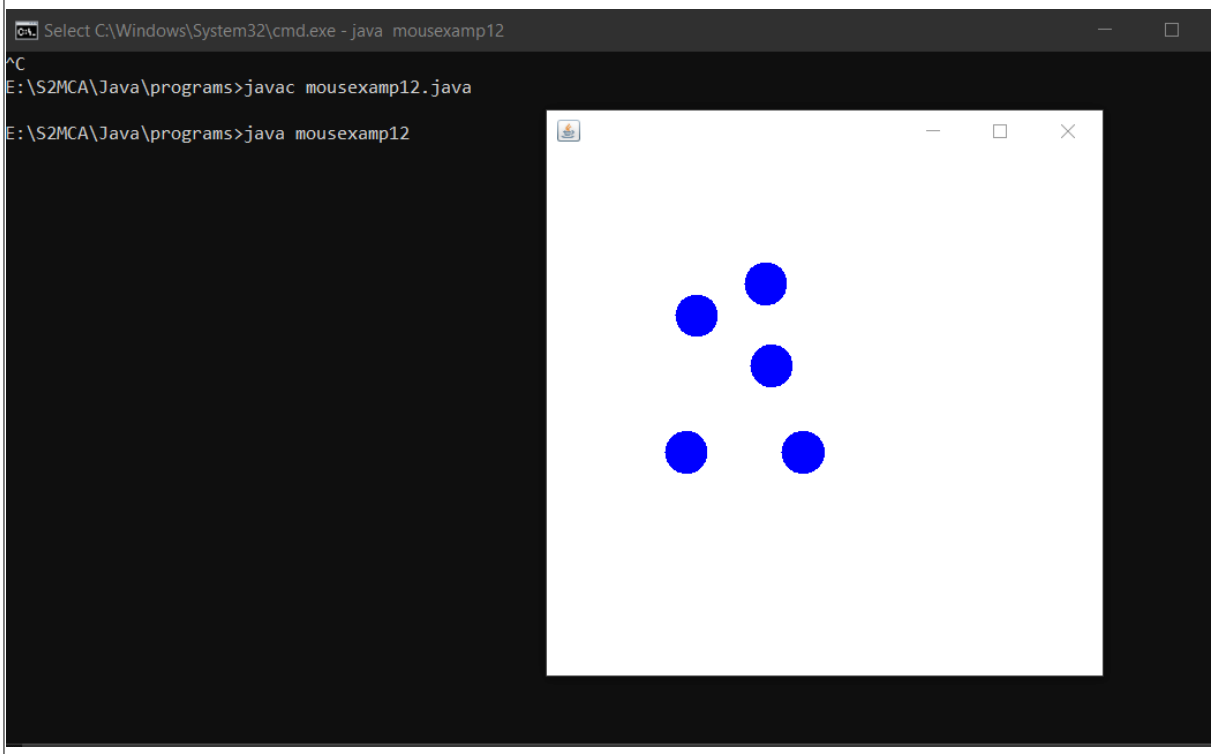
29. Develop a program to handle all mouse events

Program:

```
import java.awt.*;
import java.awt.event.*;
public class mousexamp12 extends Frame implements MouseListener
{
        mousexamp12()
        {
        addMouseListener(this);
        setSize(400,400);
        setLayout(null);
        setVisible(true);
        }
        public void mouseClicked(MouseEvent e)
        {
        Graphics g=getGraphics();
        g.setColor(Color.blue);
        g.fillOval(e.getX(),e.getY(),30,30);
        }
public void mouseEntered(MouseEvent e)
{
}
public void mouseExited(MouseEvent e)
{
}
public void mousePressed(MouseEvent e)
{
```

```
}

public void mouseReleased(MouseEvent e){

}

public static void main(String args[])

{

new mousexamp12();

}

}
```

Output:



Result: The program has been executed and the output was verified.

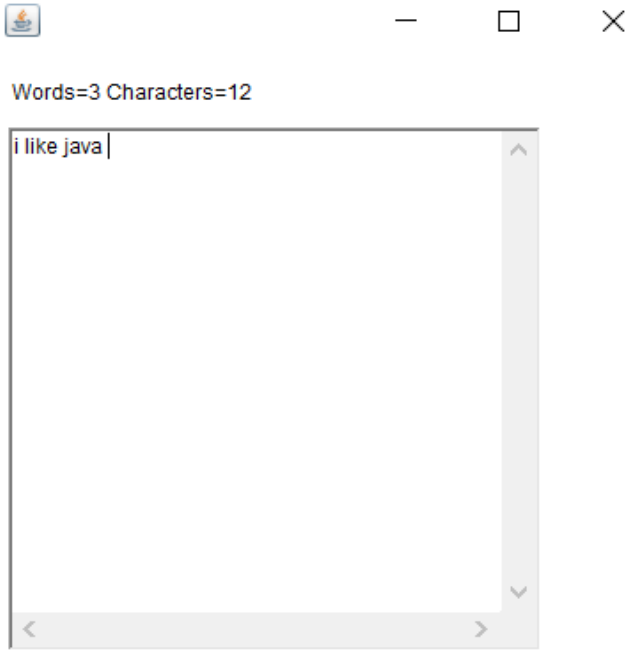
30. Develop a program to handle Key events.

Program:

```
import java.awt.*;
import java.awt.event.*;
public class keyexamp extends Frame implements KeyListener
{
Label l;
TextArea a;
keyexamp()
{
l=new Label();
l.setBounds(20,50,200,20);
a=new TextArea();
a.setBounds(20,80,300,300);
a.addKeyListener(this);
add(l);
add(a);
setSize(400,400);
setLayout(null);
setVisible(true);
}
public void keyPressed(KeyEvent e)
{
}
public void keyReleased(KeyEvent e)
{
String t=a.getText();
String w[]=t.split("\\s");
l.setText("Words="+w.length+" Characters="+t.length());
}
```

```
public void keyTyped(KeyEvent e)
{}
public static void main(String args[])
{
new keyexamp();
}
}
```

Output:



Result: The program has been executed and the output was verified.

31. Producer/Consumer using ITC

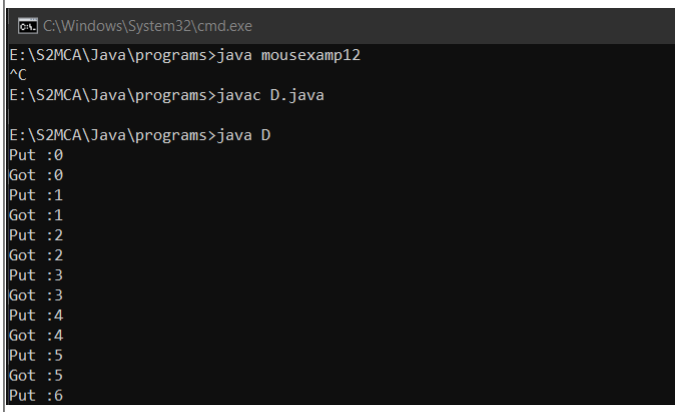
Program:

```
import java.util.*;
class Q{
int n;
boolean statusFlag=false;
synchronized void put(int n){
try{
while(statusFlag){
wait();
}}
catch(InterruptedException e){}
this.n=n;
System.out.println("Put :"+n);
statusFlag=true;
notify();
}
synchronized int get(){
try{
while(!statusFlag){
wait();
}}
catch(InterruptedException e){}
statusFlag=false;
System.out.println("Got :"+n);
notify();
return n;
```

```
}}
class Producer implements Runnable{
Q q;
Producer(Q q){
this.q=q;
new Thread(this, "Producer").start();
}
public void run(){
int i=0;
while(true){
q.put(i++);
}}}
class Consumer implements Runnable{
Q q;
Consumer(Q q){
this.q=q;
new Thread(this,"Consumer").start();
}
public void run(){
while(true){
q.get();
}}
}
public class D{
public static void main(String[] args){
Q q=new Q();
Producer p=new Producer(q);
Consumer c=new Consumer(q);
```

}}

Output:



Result: The program has been executed and the output was verified.

32. Program to create a generic stack and do the Push and Pop operations.

Program:

```
public class StackAsLinkedList {

   StackNode root;

   static class StackNode {
      int data;
      StackNode next;

      StackNode(int data) { this.data = data; }
   }

   public boolean isEmpty()
   {
      if (root == null) {
         return true;
      }
      else
         return false;
   }

   public void push(int data)
   {
      StackNode newNode = new StackNode(data);

      if (root == null) {
         root = newNode;
      }
      else {
```

```
            StackNode temp = root;
            root = newNode;
            newNode.next = temp;
        }
        System.out.println(data + " pushed to stack");
    }

    public int pop()
    {
        int popped = Integer.MIN_VALUE;
        if (root == null) {
            System.out.println("Stack is Empty");
        }
        else {
            popped = root.data;
            root = root.next;
        }
        return popped;
    }

    public int peek()
    {
        if (root == null) {
            System.out.println("Stack is empty");
            return Integer.MIN_VALUE;
        }
        else {
            return root.data;
        }
    }
```

```
    // Driver code
    public static void main(String[] args)
    {

        StackAsLinkedList sll = new StackAsLinkedList();


        sll.push(10);
        sll.push(20);
        sll.push(30);


        System.out.println(sll.pop()
                           + " popped from stack");


        System.out.println("Top element is " + sll.peek());
    }
}
```

Output:

```
E:\S2MCA\Java\programs>javac StackAsLinkedList.java

E:\S2MCA\Java\programs>java StackAsLinkedList
10 pushed to stack
20 pushed to stack
30 pushed to stack
30 popped from stack
Top element is 20

E:\S2MCA\Java\programs>
```

Result: The program has been executed and the output was verified.

33. Using generic method perform Bubble sort.

Program:

```
public class BubbleSort {
  static void bubbleSort(int[] arr) {
    int n = arr.length;
    int temp = 0;

    for(int i = 0; i < n; i++) {
      for(int j=1; j < (n-i); j++) {
        if(arr[j-1] > arr[j]) {
          temp = arr[j-1];
          arr[j-1] = arr[j];
          arr[j] = temp;
        }
      } }
  }
  public static void main(String[] args) {
    int arr[] = { 1, 6, -2, 6, -4, 8, 5, -7, -9, 4 };
    System.out.println("Array Before Bubble Sort");

    for(int i = 0; i < arr.length; i++) {
      System.out.print(arr[i] + " ");
    }
    System.out.println();
    bubbleSort(arr);
    System.out.println("Array After Bubble Sort");

    for(int i = 0; i < arr.length; i++) {
      System.out.print(arr[i] + " ");
    }
```

}}

Output:

```
E:\S2MCA\Java\programs>javac StackAsLinkedList.java

E:\S2MCA\Java\programs>java StackAsLinkedList
10 pushed to stack
20 pushed to stack
30 pushed to stack
30 popped from stack
Top element is 20

E:\S2MCA\Java\programs>javac BubbleSort.java

E:\S2MCA\Java\programs>java BubbleSort
Array Before Bubble Sort
1 6 -2 6 -4 8 5 -7 -9 4
Array After Bubble Sort
-9 -7 -4 -2 1 4 5 6 6 8
E:\S2MCA\Java\programs>
```

Result: The program has been executed and the output was verified.

34. Program to demonstrate the creation of queue object using the PriorityQueue class

Program:

```
import java.util.*;
class PriorityQueue1{
public static void main(String args[]){
PriorityQueue<String> queue=new PriorityQueue<String>();
queue.add("Amit");
queue.add("Vijay");
queue.add("Karan");
queue.add("Jai");
queue.add("Rahul");
System.out.println("head:"+queue.element());
System.out.println("head:"+queue.peek());
System.out.println("iterating the queue elements:");
Iterator itr=queue.iterator();
while(itr.hasNext()){
System.out.println(itr.next());
}
queue.remove();
queue.poll();
System.out.println("after removing two elements:");
Iterator<String> itr2=queue.iterator();
while(itr2.hasNext()){
System.out.println(itr2.next());
} }
}
```

Output:

```
E:\S2MCA\Java\programs>javac PriorityQueue1.java

E:\S2MCA\Java\programs>java PriorityQueue1
head:Amit
head:Amit
iterating the queue elements:
Amit
Jai
Karan
Vijay
Rahul
after removing two elements:
Karan
Rahul
Vijay

E:\S2MCA\Java\programs>
```

Result: The program has been executed and the output was verified.

35. Program to remove all the elements from a linked list

Program:

```
import java.util.*;
 public class removelink {
 public static void main(String[] args) {
  // create an empty linked list
   LinkedList<String> l_list = new LinkedList<String>();
 // use add() method to add values in the linked list
       l_list.add("violet");
       l_list.add("Green");
       l_list.add("Black");
       l_list.add("Pink");
       l_list.add("blue");
   // print the list
 System.out.println("The Original linked list: " + l_list);
// Removing all the elements from the linked list
  l_list.clear();
  System.out.println("The New linked list: " + l_list);
 }}
```

Output:

```
E:\S2MCA\Java\programs>javac removelink.java

E:\S2MCA\Java\programs>java removelink
The Original linked list: [violet, Green, Black, Pink, blue]
The New linked list: []

E:\S2MCA\Java\programs>
```

Result: The program has been executed and the output was verified.

36. program to demonstrate the addition and deletion of elements in dequeuer.

Program:

```
import java.util.*;
 public class deque {
public static void main(String[] args) {
 Deque<String> deque = new LinkedList<String>();
 // We can add elements to the queue
// in various ways
// Add at the last
deque.add("Element 1 (Tail)");
// Add at the first
deque.addFirst("Element 2 (Head)");
// Add at the last
 deque.addLast("Element 3 (Tail)");
// Add at the first
deque.push("Element 4 (Head)");
 // Add at the last
deque.offer("Element 5 (Tail)");
// Add at the first
 deque.offerFirst("Element 6 (Head)");
 System.out.println(deque + "\n");
 // We can remove the first element
 // or the lastelement.
 deque.removeFirst();
deque.removeLast();
System.out.println("Deque after removing " + "first and last: " + deque);
 }}
```

Output:

```
E:\S2MCA\Java\programs>javac deque.java

E:\S2MCA\Java\programs>java deque
[Element 6 (Head), Element 4 (Head), Element 2 (Head), Element 1 (Tail), Element 3 (Tail), Element 5 (Tail)]

Deque after removing first and last: [Element 4 (Head), Element 2 (Head), Element 1 (Tail), Element 3 (Tail)]

E:\S2MCA\Java\programs>
```

Result: The program has been executed and the output was verified.

37. Maintain a list of Strings using ArrayList from collection framework, perform built-in operations.

Program:

```
import java.util.*;
class arrayjava{
public static void main(String args[]){
 ArrayList<String> alist=new ArrayList<String>();
alist.add("Ragnar");
alist.add("Lagartha");
alist.add("Ubbe");
 alist.add("Ivar");
alist.add("Beion");
alist.add("Athlastan");
//displaying elements
 System.out.println(alist);
//Adding "Floki" at the fourth position
alist.add(3, "Floki");
 //displaying elements
 System.out.println(alist);
}  }
```

Output:

```
E:\S2MCA\Java\programs>javac arrayjava.java

E:\S2MCA\Java\programs>java arrayjava
[Ragnar, Lagartha, Ubbe, Ivar, Beion, Athlastan]
[Ragnar, Lagartha, Ubbe, Floki, Ivar, Beion, Athlastan]

E:\S2MCA\Java\programs>
```

Result: The program has been executed and the output was verified.

38. **Program to demonstrate the working of map interface by adding ,removing,changing.**

Program:

```
import java.util.*;
class HashMapDemo {
    public static void main(String args[])    {
     Map<String, Integer> hm  = new HashMap<String, Integer>();
      hm.put("Anu", new Integer(1));
      hm.put("sinu", new Integer(2));
      hm.put("Jinu", new Integer(3));
      // Traversing through the map
      for (Map.Entry<String, Integer> me : hm.entrySet()) {
         System.out.print(me.getKey() + ":");
         System.out.println(me.getValue());      }
}    }
```

Output:

```
D:\java_lab>javac hashmap.java

D:\java_lab>java hashmap
Jinu : 3
Anu  : 1
sinu : 2
```

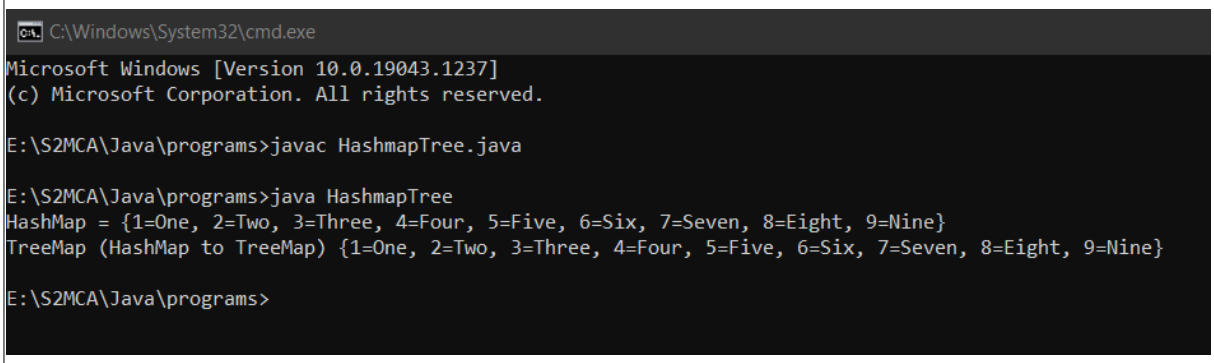
Result: The program has been executed and the output was verified.

39. **program to convert hash map to tree map.**

Program:

```
import java.util.*;
import java.util.stream.*;
public class HT
{
  public static void main(String args[])
 {
    Map<String, String> map = new HashMap<>();
    map.put("1", "One");
    map.put("2", "Two");
    map.put("3", "Three");
    map.put("4", "Four");
    map.put("5", "Five");
    map.put("6", "Six");
    map.put("7", "Seven");
    map.put("8", "Eight");
    map.put("9", "Nine");
    System.out.println("HashMap = " + map);
    Map<String, String> treeMap = new TreeMap<>();
    treeMap.putAll(map);
    System.out.println("TreeMap (HashMap to TreeMap) " + treeMap);
  }
}
```

Output:



Result: The program has been executed and the output was verified.

40. **Program to list the sub directories and files in a given directory and also search for a file name.**

Program:

```
import java.io.File;
import java.util.*;
import java.io.*;
public class p1 {
 public static final String RED="\033[0;31m";
 public static final String RESET="\033[0m";
 static void RecursivePrint(File[] arr, int index, int level, String search
for) {
 // exit condition
 if (index == arr.length)
 return;
 // space for internbal level
 for (int i = 0; i < level; i++)
 System.out.print("\t");
 if(arr[index].getName().toLowerCase().contains(searchfor))
 System.out.print(RED);
 else
 System.out.print(RESET);
 // for files
 if (arr[index].isFile())
 System.out.println(arr[index].getName());
 else if (arr[index].isDirectory()) {
 System.out.println("[" + arr[index].getName() + "]");
 RecursivePrint(arr[index].listFiles(), 0, level + 1, searchfor);
 }
 RecursivePrint(arr, ++index, level, searchfor);
 }
 public static void main(String[] args) {
 Scanner scan = new Scanner(System.in);
 System.out.println("Enter the directory path");
 String maindirpath = scan.nextLine();
 System.out.println("Enter the file/directory name to search");
 String searchfor = scan.nextLine();
 File maindir = new File(maindirpath);
 if (maindir.exists() && maindir.isDirectory()) {
 File arr[] = maindir.listFiles();

System.out.println**********************************************************
*");
 System.out.println("Files from main directory" + maindir);

System.out.println**********************************************************
**");
```

```
        RecursivePrint(arr, 0, 0, searchfor.toLowerCase()); // array,index
        ,level,search
         }
         }

}
```

Output:

```
D:\java_lab>javac p1.java

D:\java_lab>java p1
Enter the directory path
D:\java_lab\neww
Enter the file/directory name to search
ArrayListex.java
##################################################
Files from main directoryD:\java_lab\neww
##################################################
←[0mArrayListex.class
←[0;31mArrayListex.java

D:\java_lab>
```

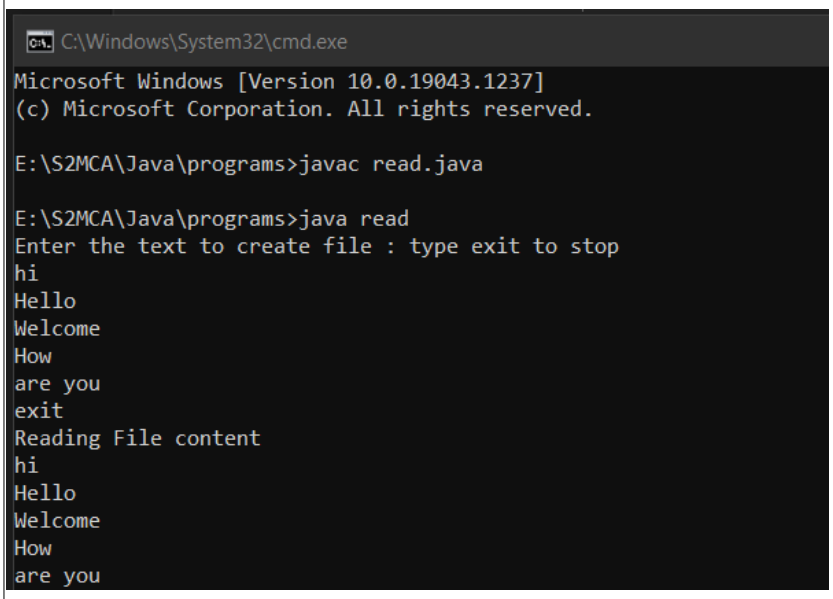
Result: The program has been executed and the output was verified.

41. Write a program to write to a file, then read from the file and display the contents on the console.

Program:

```
import java.io.FileReader;
import java.io.FileWriter;
import java.io.IOException;
import java.io.*;
import java.util.*;
import java.io.File;
class read {
 public static void main(String[] args) {
 String var = "";
 Scanner scan = new Scanner(System.in);
 System.out.println("Enter the text to create file : type exit to stop"
);
 while (!var.endsWith("exit\n"))
 var = var + scan.nextLine()+"\n";
 try {
 File file = new File("output.txt");
 FileWriter fw = new FileWriter(file);
 fw.write(var);
 fw.close();
 System.out.println("Reading File content");
 FileReader fr = new FileReader("output.txt");
 String str = "";
 int i;
 while ((i = fr.read()) != -1) {
 // Storing every character in the string
 str += (char) i;
 }
 System.out.println(str);
 fr.close();
 } catch (IOException e) {
 System.out.println("There are some exception");
 }
 }
}
```

Output



Result: The program has been executed and the output was verified.