# 1. Algorithm for Implementing Inheritance with Calculation and My\_Calculation Classes

1. **Start**
2. **Create Class Calculation**:
   * Declare int z.
   * Define methods:
     + addition(x, y): Calculate z = x + y, print z.
     + subtraction(x, y): Calculate z = x - y, print z.
3. **Create Class My\_Calculation**:
   * Extend Calculation.
   * Define multiplication(x, y): Calculate z = x \* y, print z.
4. **Write Main Method**:
   * Create My\_Calculation object.
   * Call addition(), subtraction(), multiplication() with sample inputs.
5. End

# 2. Algorithm for

**1. Start**

* Begin the process.

**2. Define the Point Class**

* **Action 1:** Add x and y as instance variables.
* **Action 2:** Create a constructor to initialize x and y.
* **Action 3:** Implement toString() method to return "(x, y)".

**3. Define the Circle Class**

* **Action 1:** Extend Point class.
* **Action 2:** Add radius as a new instance variable.
* **Action 3:** Create a constructor to initialize x, y, and radius using super.
* **Action 4:** Implement getArea() to calculate πr2\pi r^2πr2.
* **Action 5:** Implement getCircumference() to calculate 2πr2\pi r2πr.
* **Action 6:** Override toString() method to return "Circle[center=(x, y); radius=r]".

**4. Main Method**

* **Action 1:** Create a Circle object.
* **Action 2:** Print the string representation.
* **Action 3:** Print the area.
* **Action 4:** Print the circumference.

**5. End**

# 3. Algorithm

1. Start
2. Prompt the user to enter a string.
3. Read the string using Scanner.
4. Create a StringBuffer object with the input string.
5. Reverse the string using the reverse() method of StringBuffer.
6. Convert the reversed StringBuffer to a String.
7. Print the reversed string.
8. End

# 4. Algorithm

1. Start
2. Define abstract class A with abstract methods setArray1 and setArray2.
3. Create class C extending A:
   * Implement setArray1 and setArray2 to initialize matrix1 and matrix2.
   * Add multiply method to perform matrix multiplication:
     + Check compatibility of dimensions.
     + Compute the result using nested loops.
   * Add displayMatrix method to print matrices.
4. In Main:
   * Create an object of C.
   * Initialize and set two matrices using setArray1 and setArray2.
   * Display the matrices using displayMatrix.
   * Multiply the matrices using multiply and display the result.
5. End

# 5. Algorithm

**Algorithm:**

1. Start
2. Define interface A:
   * takeInputForAutomorphic gets user input.
   * isAutomorphic checks if the number’s square ends with the number.
3. Define interface B:
   * takeInputForDuck gets user input.
   * isDuckNumber checks if the number contains 0 without leading zeros.
4. Implement class C:
   * Implement methods from A and B.
   * Add runChecks to:
     + Check and display if a number is automorphic.
     + Check and display if a number is a duck number.
5. In Main:
   * Create an object of C and call runChecks.
6. End

# 6. Algorithm

1. Start
2. **Take Input:**
   * Prompt the user for total admission test marks.
3. **Check Total Marks:**
   * If marks are less than 40, throw an ArithmeticException.
4. **Take Subject Marks:**
   * Prompt the user for Math and Physics marks.
5. **Validate Subject Marks:**
   * If any subject mark is 0, negative, or less than 20, throw an AdmissionTestException.
6. **Check Admission Eligibility:**
   * If all checks pass, print that the student is eligible for admission in the CSE department.
7. **Handle Exceptions:**
   * Catch and print specific exceptions for invalid inputs or failed conditions.
8. **Close Resources:**
   * Use finally to close the Scanner object.
9. End

# 7. Algorithm

1. Start
2. **Define a Safety Feature Interface:**
   * Include an alarm method to warn of danger.
3. **Create a Car Class:**
   * Add properties: isOnWrongSide and isSpeeding.
   * Implement alarm to notify the driver of oncoming cars.
   * Add methods:
     + checkSpeed for speed warnings.
     + detectOncomingCar to detect danger.
4. **Create a Driver Class:**
   * Link a Car object and simulate driving with a drive method.
5. **Main Class:**
   * Instantiate Car and Driver objects.
   * Call drive to simulate driving and trigger alarms.
6. End

# 8. Algorithm

1. Start
2. **Initialize Balance:** Start with an initial balance of 10,000.
3. **Create withdraw Method:**
   * Check if the amount is divisible by 500 and maintains a minimum balance of 500.
   * Deduct the amount if valid and display the remaining balance.
4. **Create checkBalance Method:** Display the current balance.
5. **Main Logic:**
   * Use a while loop to show a menu:
     + Option 1: Call withdraw.
     + Option 2: Call checkBalance.
     + Option 3: Exit the loop.
6. End

# 9. Algorithm

1. Start
2. **Define Abstract Class Employee:**
   * Add common properties: name and baseSalary.
   * Define an abstract method calculateSalary().
3. **Create Manager Class:**
   * Extend Employee.
   * Implement calculateSalary() by adding a bonus to baseSalary.
4. **Create Programmer Class:**
   * Extend Employee.
   * Implement calculateSalary() by adding overtime pay to baseSalary.
5. **Main Class:**
   * Create Manager and Programmer objects with appropriate details.
   * Call calculateSalary() for each and display the results.
6. End

# 10. Algorithm

1. Start
2. **Abstract Class Kitchen:**
   * Method useKitchen(): Print "Using the shared kitchen."
   * Abstract method prepareFood() for each family member's food preparation.
3. **Subclass for Each Member:**
   * You: Implement prepareFood() for "bread and butter."
   * Mother: Implement prepareFood() for "bread, vegetables, and tea."
   * Sister: Implement prepareFood() for "noodles and mango juice."
4. **In FamilyKitchen (Main class):**
   * Create objects for You, Mother, Sister.
   * Call useKitchen() and prepareFood() for each.
5. End

# 11. Algorithm:

1. Start
2. **Create a Laptop class** with properties: name, price, processor, ram, hardDrive.
3. **Define a constructor** in Laptop to initialize the properties.
4. **Create a method printDetails()** to display the laptop details.
5. **Create subclasses (Lenovo, Dell, Sony)** inheriting from Laptop, initializing specific values for each model.
6. **In the main class**, instantiate each laptop type (Lenovo, Dell, Sony) and call printDetails() to display their details.
7. **End**

# 12. Algorithm:

1. Start
2. **Define Animal Class**:
   * Fields: height (int), weight (float).
   * Method: walk() prints "I walk on the street".
   * Getter and Setter methods for height and weight.
3. **Define Bird Class**:
   * Inherit from Animal.
   * Constructor prints "Bird object created".
4. **Define FlyingBird Interface**:
   * Method fly() with default implementation: prints "I fly in the sky".
5. **Define Parrot Class**:
   * Inherit from Bird, implement FlyingBird.
   * Static method display() prints "I am Mithu!".
6. **Define Test Class**:
   * Create a Parrot object.
   * Call Parrot.display(), walk(), and fly() methods.
7. End

# 13. Algorithm:

1. Start
2. **Input**: Prompt the user to enter a string.
3. **Initialize Counters**: Set vowels = 0, consonants = 0, digits = 0.
4. **Process String**:
   * Convert the string to lowercase.
   * Loop through each character in the string:
     + If it's a vowel (a, e, i, o, u), increment vowels.
     + If it's a consonant (alphabet letter but not a vowel), increment consonants.
     + If it's a digit (0-9), increment digits.
5. **Calculate Percentages**:
   * Calculate percentages:
     + vowelPercentage = (vowels / totalChars) \* 100
     + consonantPercentage = (consonants / totalChars) \* 100
     + digitPercentage = (digits / totalChars) \* 100
6. **Output**: Display the count and percentage of vowels, consonants, and digits.
7. **End**

# 14. Algorithm:

1. Start
2. **Initialize**: Set counter = 0.
3. **Create Threads**: Initialize 10 threads.
4. **Thread Task**:
   * Each thread loops 10 times:
     + Read counter into temp.
     + Call Thread.yield() to allow thread switching.
     + Increment counter by 1.
5. **Start Threads**: Start all threads.
6. **Wait for Completion**: Use thread.join() for each thread.
7. **Print**: Display final value of counter.
8. **End**

# 15. Algorithm:

1. Start
2. **Create Custom Exception Class**:
   * Define a class MyCustomException that extends Exception.
   * Add a String field message to store the error message.
   * Implement a constructor to initialize message.
   * Implement a method printMessage() to display message.
3. **Throw the Exception**:
   * In main(), use throw new MyCustomException("message") to trigger the exception.
4. **Catch the Exception**:
   * Use a try-catch block to catch MyCustomException.
   * In the catch block, call e.printMessage() to print the error message.
5. End