**1] Write a java program to create a class called pointer with instance variable x and y. Overload the constructor, one constructor takes integer parameter and another takes double parameter and print the value for variable for each constructor.**

public class Pointer{

private int x;

private int y;

public Pointer(int x,int y){

this.x=x;

this.y=y;

System.out.println("Int constructor: x="+x+",y="+y);

}

public Pointer(double x,double y){

this.x=(int) x;

this.y=(int) y;

System.out.println("Double constructor: x="+x+",y="+y);

}

public static void main(String[] args){

Pointer p1=new Pointer(10,20);

Pointer p2=new Pointer(3.14,2.71);

}

}

Output:

Int constructor: x=10,y=20

Double constructor: x=3.14,y=2.71

=== Code Execution Successful ===

**2] Write a java program to sort key in tree map by using comparative. To add the value use put method.**

import java.util.Comparator;

import java.util.TreeMap;

public class SortedTreeMap{

public static void main(String[] args){

TreeMap<String, String> map=new TreeMap<>(new KeyComparator());

map.put("banana","yellow");

map.put("apple","red");

map.put("cherry","red");

map.put("date","brown");

map.put("elderberry","purple");

System.out.println("Sorted TreeMap:");

for (String key:map.keySet()){

System.out.println(key+"->"+map.get(key));

}

}

}

class KeyComparator implements Comparator<String>{

public int compare(String s1,String s2){

return s1.compareToIgnoreCase(s2);

}

}

Output:

Sorted TreeMap:

apple->red

banana->yellow

cherry->red

date->brown

elderberry->purple

=== Code Execution Successful ===