Experiment No. 05 Experiment Name: Experiment with Basic Class

Course title: Programming Language II(Java) Lab Course code: Spring 2025

Date of Submission:



Submitted to-

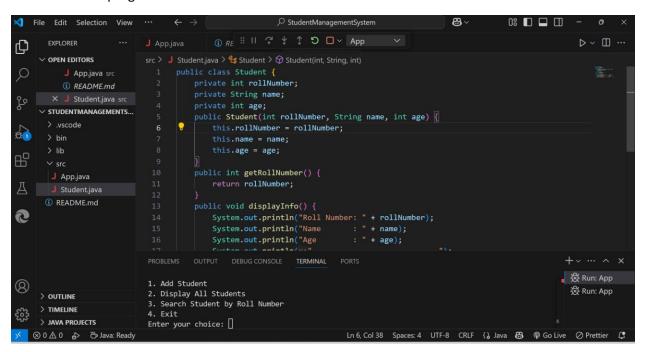
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Hw 1: Create a console-based application to manage student records using Java. The system should allow the user to:

- ✓ Add student records
- ✓ Display all students
- ✓ Search for a student by roll number
- ✓ Exit the program



Main.java

```
switch (choice) {
            case 1:
                addStudent();
                break;
            case 2:
                displayAllStudents();
                break;
            case 3:
                searchStudent();
                break;
            case 4:
                System.out.println("Exiting program... Goodbye!");
            default:
                System.out.println("Invalid choice! Please try again.");
    } while (choice != 4);
private static void addStudent() {
    System.out.print("Enter Roll Number: ");
    int rollNumber = scanner.nextInt();
    scanner.nextLine();
   System.out.print("Enter Name: ");
   String name = scanner.nextLine();
   System.out.print("Enter Age: ");
   int age = scanner.nextInt();
    scanner.nextLine();
   students.add(new Student(rollNumber, name, age));
   System.out.println("Student added successfully!");
private static void displayAllStudents() {
   if (students.isEmpty()) {
        System.out.println("No student records found.");
    } else {
        System.out.println("\n--- Student Records ---");
        for (Student student : students) {
            student.displayInfo();
private static void searchStudent() {
   System.out.print("Enter Roll Number to search: ");
```

```
int rollNumber = scanner.nextInt();
    scanner.nextLine();

boolean found = false;
    for (Student student : students) {
        if (student.getRollNumber() == rollNumber) {
            System.out.println("\n--- Student Found ---");
            student.displayInfo();
            found = true;
                break;
        }
    }
    if (!found) {
        System.out.println("Student with roll number " + rollNumber + " not found.");
        }
    }
}
```

Student.java

```
public class Student {
   private int rollNumber;
   private String name;
   private int age;
   public Student(int rollNumber, String name, int age) {
       this.rollNumber = rollNumber;
       this.name = name;
       this.age = age;
   public int getRollNumber() {
       return rollNumber;
   public void displayInfo() {
       System.out.println("Roll Number: " + rollNumber);
       System.out.println("Name
                                  : " + name);
       System.out.println("Age
       System.out.println("-----
```

Hw 2:

Features to Implement:

Class Student

- ✓ Fields: rollNo, name, marks
- ✓ Constructor to initialize values
- ✓ Method displayInfo() to show details

Class StudentManagerList

- ✓ to store Student objects
- ✓ Methods:
- ✓ addStudent()
- ✓ displayAllStudents()
- ✓ searchStudent(int rollNo)

Class Main (with main method)

- ✓ Menu-driven program
- ✓ Use of Scanner for input

```
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✓ OPEN EDITORS 1 unsaved

       J Student.java src
       J StudentManage...
                                public class App {

    J App.java src

✓ STUDENTMANAGERLIST

                                     public static void main(String[] args) {
   > .vscode
                                         StudentManagerList manager = new StudentManagerList();
   > bin
   > lib
   ∨ src
                                             System.out.println(x:"\n===== Student Management System ======");
   J Student.java
                                             System.out.println(x:"1. Add Student");
    J StudentManagerList...
                                             System.out.println(x:"2. Display All Students");
System.out.println(x:"3. Search Student by Roll Number");
  ① README.md
                                             System.out.println(x:"4. Exit");
                                             System.out.print(s:"Enter your choice: ");
                                             choice = scanner.nextInt();
                                              switch (choice) {
                                                 case 1:
                                                      System.out.print(s:"Enter Roll No: ");
 > OUTLINE
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                                                      scanner.nextLine();
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⊗ 0 ▲ 0 ♣> 🌦 Java: Ready
```

App.java

```
import java.util.Scanner;

public class App {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
}
```

```
StudentManagerList manager = new StudentManagerList();
int choice;
do {
    System.out.println("\n===== Student Management System ======");
    System.out.println("1. Add Student");
    System.out.println("2. Display All Students");
    System.out.println("3. Search Student by Roll Number");
    System.out.println("4. Exit");
    System.out.print("Enter your choice: ");
    choice = scanner.nextInt();
    scanner.nextLine();
    switch (choice) {
        case 1:
            System.out.print("Enter Roll No: ");
            int rollNo = scanner.nextInt();
            scanner.nextLine();
            System.out.print("Enter Name: ");
            String name = scanner.nextLine();
            System.out.print("Enter Marks: ");
            double marks = scanner.nextDouble();
            scanner.nextLine();
            Student newStudent = new Student(rollNo, name, marks);
            manager.addStudent(newStudent);
            break;
        case 2:
            manager.displayAllStudents();
            break;
        case 3:
            System.out.print("Enter Roll No to search: ");
            int searchRollNo = scanner.nextInt();
            scanner.nextLine();
            manager.searchStudent(searchRollNo);
            break;
        case 4:
            System.out.println("Exiting program... Goodbye!");
            break;
        default:
            System.out.println("Invalid choice! Please try again.");
} while (choice != 4);
scanner.close();
```

Student.java

```
public class Student {
    private int rollNo;
    private String name;
    private double marks;
    public Student(int rollNo, String name, double marks) {
        this.rollNo = rollNo;
        this.name = name;
        this.marks = marks;
    }
    public void displayInfo() {
        System.out.println("Roll No : " + rollNo);
        System.out.println("Name : " + name);
        System.out.println("Marks : " + marks);
        System.out.println("-------");
    }

    public int getRollNo() {
        return rollNo;
    }
}
```

StudentManagerList.java

```
import java.util.ArrayList;

public class StudentManagerList {
    private ArrayList<Student> students = new ArrayList<>();
    public void addStudent(Student student) {
        students.add(student);
        System.out.println("Student added successfully!\n");
    }

    public void displayAllStudents() {
        if (students.isEmpty()) {
            System.out.println("No student records available.\n");
        } else {
            System.out.println("=== All Student Records ===");
            for (Student student : students) {
                 student.displayInfo();
            }
        }
    }
}
```

```
public void searchStudent(int rollNo) {
    boolean found = false;
    for (Student student : students) {
        if (student.getRollNo() == rollNo) {
            System.out.println("=== Student Found ===");
            student.displayInfo();
            found = true;
            break;
        }
    }
    if (!found) {
        System.out.println("Student with Roll No " + rollNo + " not found.\n");
    }
}
```