LAB -1

Assignment-1.

● Create a class Student in Student.java then add member variables studentName, collegeName of type String

● Add a member variable studentID of type int.

● Make all the member variables as private.

● Add a main method. And print a message “Successful”.

● Compile the class

● Run the class (Follow Coding convention)

```
package student;

public class Student {
     private String SName;
    private String CollegeName;
     private int studentID;

    public static void main(String[] args) {


        System.out.println("Successfull");

    }

}
```

OUTPUT

```
Successfull
```

Assignment-2.

● Create a new class Employee

● Add member variables: id and age of type int, name of type String and isPermanent of type boolean

● Now assign values 35.5 to age; See the error message.

● How can you avoid this error? Correct the error by casting.

● Make all the members protected

● Add a main method to it. Print message “Successfully started”.

● Compile the class.

```java
package student;

public class Employee {
    protected int id;
    protected int age;
    protected String name;
    protected boolean ispermanent;


    public static void main(String[] args) {
        Employee emp = new Employee();
        emp.id = 030;
        emp.age = (int)35.5; // converting to integer by using explicit casting
        emp.name = "AYESHA";
        emp.ispermanent = true;

        System.out.println("Successfully Started");









    }

}
```

```
Successfully Started
```

Assignment-3.

- Create a class Person
- Add member variables name as String, age and salary as int
- Initialize the member variable along with declaration.
- Now put the previous Person class in a package com.anudip.learning
- Add a main method. Add a print message “Test Successful”.
- Run the class after compilation.
- Modify the classpaths to see the error messages on the console.

```java
package com.anudip.learning;

public class Person {
    String Name = "Ayesha";
    int age = 22;
    int salary = 50000;

    public static void main(String[] args) {
        Person p = new Person();

        System.out.println("Test Successful");

    }

}
```

OUTPUT

```
Test Successful
```

Assignment-4.

- Create a class Rectangle
- Add a member variable width and height of type double.
- Create an enum Color with values RED, GREEN, BLUE
- Create a member variable boxColor of type Color.
- Add a main method.

● In main method just print the enum Color.BLUE (You will notice that Java prints the enum name as it is.)

● Compile and run the class.

```
package day1;

public class Rectangle {
    double width;
    double height;
    enum Color
    {
        RED , GREEN , BLUE;
    }
    Color boxColor;

    public static void main(String[] args) {
        System.out.println(Color.BLUE);


    }

}
```

OUTPUT

```
BLUE
```