



# BRAINWARE UNIVERSITY

## ASSIGNMENT 4

[MCA291]

[Core Java and Advanced Java Lab]

### Session 4

- 1) Write a method named `div()` that takes two arguments of either integer or float type and returns their division either as int or as float depending upon its arguments data type.
- 2) Write a class `rectangle` that has two constructors (with two arguments and one argument) to create objects as rectangle or square. It has a method called `area()` that returns the area of the corresponding object.
- 3) Write a class `Calculator` that has the following members:
  - a) Two int: `opp1` & `opp2`
  - b) Four methods:  
`Add()`, `Subtract()`, `Multiply()` & `Divide()`  
The functions will return the result of the corresponding operation into `opp1` and `opp2` variables  
Take user's choice .

### Session 6

- 1) Modify the class you created in Session 4 question 2. Overload `area()` function by passing two arguments and returns a new object that has the area equals to the area of its argument.
- 2) Create a class `Fruit` which is abstract in nature. Try to create an object of the class and see the compiler's response.
- 3) Create a class `Winamp` that has a final method called `play()`. Again create another derived class called `WinampNextgen` from `Winamp` and try to override the `play()` method. See the compiler's output.

### Session 7

- 1) Create a package and place the `Calculator` class of Session 4 question 4 into that package.
    - a) Use the instance of that class within another class from a different package.
    - b) Write a class that inherits the above `Calculator` class to override the method `divide()` so that the divisor cannot be zero.
      - i) Place the class in the same package.
      - ii) Place it in a different package
- Test the above class with different access specifiers.

### Session 8

- 1) Write a class that has the following members:
  - a) An `int[]` of 10 elements: `arr[10]`
  - b) Void `add(int)` to add integers into that array sequentially.
  - c) `Int out(void)` to take out the integers from that array following LIFO pattern

Write a menu-driven program to implement that class

- 2) Write a java program that will contain two arrays. In the first array store the following computer peripherals name:
  - a) Monitor
  - b) CPU
  - c) Mouse
  - d) Keyboard
  - e) Modem
  - f) Printer

And store the following ID in the second array

- a) 60
- b) 30
- c) 90
- d) 80
- e) 40
- f) 50

Write a method that will display the products with their corresponding ID

3. Take a int[][] of length 4 \* 4 and display its contents in a 4\*4 matrix format.
4. Accept a word and find out the length of the word and display it using array.
5. Write a program to add two 2D matrix using 2D arrays and store the added matrix in a third 2D array and display the content.