

CSW Assignment-6

Name-Anupam Chandra

2341003015

Serial no-10

16 dec 2024

Q1

. Write a program to convert an integer to an Integer object. (a) Autoboxing (b) Using Constructor

```
package pack6;

public class As6_Q1 {

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        int Int = 29;

        Integer autoboxedInteger = Int;
        System.out.println("Autoboxed Integer: " + autoboxedInteger);

        Integer constructedInteger = new Integer(Int);
        System.out.println("Constructed Integer: " + constructedInteger);
    }
}
```

```
PS C:\Users\anupa> & 'C:\Program F  
66516\jdt_ws\jdt.ls-java-project\bi  
Autoboxed Integer: 29  
Constructed Integer: 29  
PS C:\Users\anupa>
```

Q2. Write a program to convert a float to a Float object. (a) Autoboxing (b) Using Constructor

```
package pack6;  
  
public class As6_Q2 {  
  
    public static void main(String[] args) {  
        // TODO Auto-generated method stub  
  
        float Float = 22;  
  
        float autoboxedInteger = Float;  
        System.out.println("Autoboxed Integer: " + autoboxedInteger);  
  
        float constructedInteger = new Float(Float);  
        System.out.println("Constructed Integer: " + constructedInteger);  
  
    }  
}
```

```
PS C:\Users\anupa> & 'C:\Prog  
-project\bin' 'pack6.As6_Q2'  
Autoboxed Integer: 22.0  
Constructed Integer: 22.0  
PS C:\Users\anupa>
```

Q3. Write a program to convert a double to a Double object. (a) Autoboxing (b) Using Constructor

```
package pack6;  
  
public class As6_Q3 {  
  
    public static void main(String[] args) {  
        // TODO Auto-generated method stub  
  
        double Double = 21;  
  
        double autoboxedInteger = Double;  
        System.out.println("Autoboxed Integer: " + autoboxedInteger);  
  
        double constructedInteger = new Double(Double);  
        System.out.println("Constructed Integer: " + constructedInteger);  
  
    }  
}
```

PROBLEMS 15 OUTPUT DEBUG CONSOLE

```
PS C:\Users\anupa> & 'C:\Program Files  
-project\bin' 'pack6.As6_Q3'  
Autoboxed Integer: 21.0  
Constructed Integer: 21.0  
PS C:\Users\anupa>
```

Q4. Write a program to convert a boolean to a Boolean object. (a) Autoboxing (b) Using Constructor

```
package pack6;  
  
public class As6_Q4 {  
  
    public static void main(String[] args) {  
        // TODO Auto-generated method stub  
  
        boolean primitiveBoolean = true;  
  
        Boolean autoboxedBoolean = primitiveBoolean;  
        System.out.println("Autoboxed Boolean: " + autoboxedBoolean);  
  
        Boolean constructedBoolean = new Boolean(primitiveBoolean);
```

```
        System.out.println("Constructed Boolean: " + constructedBoolean);  
    }  
}
```

```
PS C:\Users\anupa> & 'C:\Program Files\Java\jdk-11.0.10\bin\java.exe' -project\bin' 'pack6.As6_Q4'  
Autoboxed Boolean: true  
Constructed Boolean: true  
PS C:\Users\anupa>
```

Q5. Write a program to read an integer as a string and convert it to an Integer object.

```
package pack6;
```

```

import java.util.Scanner;

public class As6_Q5 {

    public static void main(String[] args) {
        // TODO Auto-generated method stub

        Scanner sc= new Scanner(System.in);
        System.out.print("Take a Float number: ");
        String n= sc.nextLine();

        try {
            Float i = Float.valueOf(n);

            System.out.println("The Float object is: " + i);
        } catch (NumberFormatException e) {
            System.out.println("Invalid input. Please enter a valid Float
value.");
        }

    }

}

```

PROBLEMS 23 OUTPUT DEBUG CONSOLE T

```

PS C:\Users\anupa> & 'C:\Program Files'
-project\bin' 'pack6.As6_Q4'
Autoboxed Boolean: true
Constructed Boolean: true
PS C:\Users\anupa>

```

Q6. Write a program to read a float as a string and convert it to a Float object.

```
package pack6;

import java.util.Scanner;

public class As6_Q6 {

    public static void main(String[] args) {
        // TODO Auto-generated method stub

        Scanner sc= new Scanner(System.in);
        System.out.print("Take a Double number: ");
        String n= sc.nextLine();

        try {
            Double i = Double.valueOf(n);

            System.out.println("The Double object is: " + i);
        } catch (NumberFormatException e) {
            System.out.println("Invalid input. Please enter a valid Double
value.");
        }

    }

}
```

```
PS C:\Users\anupa> & 'C:\Program F:  
-project\bin' 'pack6.As6_Q6'  
Take a Double number: 29  
The Double object is: 29.0  
PS C:\Users\anupa> █
```

Q7. Write a program to read a double as a string and convert it to a Double object.

```
package pack6;  
  
public class As6_Q7 {  
  
    public static void main(String[] args) {  
        // TODO Auto-generated method stub  
  
        String doubleString = "97.8";  
        double doubleObject = Double.parseDouble(doubleString);  
        System.out.println("The Double object is: " + doubleObject );  
  
    }  
  
}
```



```
The Double object is: 45.8
```

```
PS C:\Users\anupa> ^C
```

```
PS C:\Users\anupa>
```

```
PS C:\Users\anupa> & 'C:\Program Fi  
-project\bin' 'pack6.As6_Q7'
```

```
The Double object is: 97.8
```

```
PS C:\Users\anupa>
```

Q8. Write a program to read a boolean as a string and convert it to a Boolean object. Explain the concept of converting a base data type to an object type(Wrapping) using the `valueOf()` method.

```
package pack6;

public class As6_Q8 {

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        String booleanString = "true";
        boolean booleanObject = Boolean.parseBoolean(booleanString);
        System.out.println("The boolean object is: " + booleanObject );

        Boolean StringValue= Boolean.valueOf(booleanObject);
        System.out.println("String value using valueOf:"+ StringValue);
    }

}
```

PROBLEMS

30

OUTPUT

DEBUG CONSOLE

TERMINAL

```
PS C:\Users\anupa> & 'C:\Program Files\Java
-project\bin' 'pack6.As6_Q8'
The boolean object is: true
String value using valueOf:true
PS C:\Users\anupa>
```

Q9. Write a program that reads to convert int, float, double, and boolean as string types and convert them to respective object types using the valueOf method.

```
package pack6;

public class As6_Q9 {

    public static void main(String[] args) {
        // TODO Auto-generated method stub

        String num1 = "29";
        Integer i = Integer.valueOf (num1);
        System.out.println("Integer object: " + i);

        String num2 = "97.8f";
        Float f = Float.valueOf (num2);
```

```
System.out.println("Float object: " + f);

String num3 = "12.6";
Double d = Double.valueOf (num3);
System.out.println("Double object: " + d);

String num4 = "true";
Boolean b = Boolean.valueOf (num4);
System.out.println("Boolean object: " + b);

}

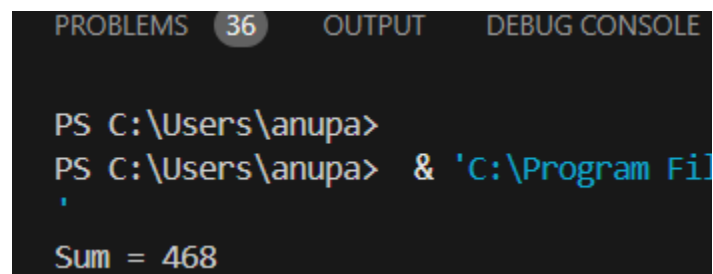
}
```

PROBLEMS 32 OUTPUT DEBUG CONSOLE

```
PS C:\Users\anupa> & 'C:\Program Files\Java\jdk-9.0.4\bin\java.exe' -project\bin' 'pack6.As6_Q9'
Integer object: 29
Float object: 97.8
Double object: 12.6
Boolean object: true
PS C:\Users\anupa>
```

Q10. Write a program to design a simple calculator (only +,-,*,/ operations). The calculator works as follows: Input: "123+345" Output: Sum=468 Input: "5*10" Output: mul=50 Explain the concept of converting object type to base type. Explain the method used to do so.

```
public class As6_Q10 {  
  
    public static void main(String[] args) {  
        String input = "123+345";  
        String operator = "";  
        int num1 = 0, num2 = 0;  
  
        for (int i = 0; i < input.length(); i++) {  
            if (input.charAt(i) == '+') {  
                operator = "+";  
                num1 = Integer.parseInt(input.substring(0, i));  
                num2 = Integer.parseInt(input.substring(i + 1));  
                break;  
            }  
        }  
  
        int result = 0;  
        if (operator=="+") {  
            result = num1 + num2;  
        }  
  
        System.out.println("Sum = " + result);  
    }  
}
```



```
PROBLEMS 36 OUTPUT DEBUG CONSOLE  
  
PS C:\Users\anupa>  
PS C:\Users\anupa> & 'C:\Program Files\Java\jdk-11.0.10\bin\java.exe' -cp .\bin\*.jar  
Sum = 468
```

Q11. Write a program that reads a double number as a sting and converts it to a double base type.

```
package pack6;
import java.util.Scanner;
public class As6_Q11 {

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        Scanner sc = new Scanner(System.in);
        System.out.print("Enter a double number as a string: ");

        String doubleString = sc.nextLine(); // Input as String
        double doubleValue = Double.parseDouble(doubleString); // Convert to
double

        System.out.println("The double value is: " + doubleValue);
        sc.close();
    }
}
```

```
}
```

PROBLEMS

38

OUTPUT

DEBUG CONSOLE

TERMINAL

```
PS C:\Users\anupa> & 'C:\Program Files\Java\j
Enter a double number as a string: 97.8
The double value is: 97.8
PS C:\Users\anupa> 
```

Q12. Write a program that reads an integer number as a sting and converts it to an int base type.

```
package pack6;
import java.util.Scanner;
public class As6_Q12 {

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        Scanner sc = new Scanner(System.in);
        System.out.print("Enter an integer number as a string: ");
```

```
String intString = sc.nextLine();  
int intValue = Integer.parseInt(intString);  
  
System.out.println("The integer value is: " + intValue);  
sc.close();  
}  
  
}
```

PROBLEMS 40 OUTPUT DEBUG CONSOLE TERMINAL

```
PS C:\Users\anupa> & 'C:\Program Files\Java\bin\java.exe' -cp .\bin\*.jar  
Enter an integer number as a string: 18  
The integer value is: 18  
PS C:\Users\anupa> 
```