

## Experiment NO-1

Program on accepting input through keyboard.

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Branch: CMPN A

Roll No: 21102A0070

Subject: Skill based lab: Object Oriented programming with java

Batch: 3

Date:

Signature:

## Experiment NO-1

Aim: Program on accepting input through keyboard.

Course Outcome: To apply fundamental Programming constructs

Implementation:

```
import java.util.*;  
class accept  
{  
    public static void main(String args[])  
    {  
        Scanner t = new Scanner(System.in);  
        System.out.println("Enter value  
                             of a and b");  
        int a = t.nextInt();  
        double b = t.nextDouble();  
        System.out.println("a=" + a);  
        System.out.println("b=" + b);  
    }  
}
```

Output:

Enter value of a and b

4

5

a=5

b=5.0

## Experiment NO - 2.

### Program on branching and looping.

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## Experiment NO-2

Aim : Program on branching and looping

Course Outcome: To apply fundamental programming constructs

Implementation

```
import java.util.*;
class hollowrectangle
{
    public static void main (String args[])
    {
        Scanner t = new Scanner (System.in);
        System.out.println("Enter numbers
        of rows and columns");
        int r = t.nextInt();
        int c = t.nextInt();

        for (int i = 1; i <= r; i++)
        {
            for (int j = 1; j <= c; j++)
            {
                if (i == 1 || i == r || j == 1 || j == c)
                {
                    System.out.print ("*");
                }
                else
                {

```

Output:

Enter number of rows and columns.

4

5

```
* * * * *
*           *
*           *
* * * * *

```

```
System.out.print(" ");  
}
```

```
}
```

```
System.out.println();
```

```
}
```

```
}
```

```
}
```

## Experiment NO.3

Program to create class with members and methods, accept and display details for single object

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## Experiment NO. 3

**Aim :** Program to create class with members and methods, accept and display details for single object

**Course Outcome:** To illustrate the concept of packages, classes and objects.

**Implementation:**

```
import java.util.*;
class rectangle
{
    int length, breadth;
    void accept()
    {
        Scanner t = new Scanner(System.in);
        System.out.println("Enter length and breadth");
        System.out.print("length = ");
        length = t.nextInt();
        System.out.print("breadth = ");
        breadth = t.nextInt();
    }
    void area()
    {
        int a;
        a = length * breadth;
        System.out.println("Area of rectangle = " + a);
    }
}
```

Output:

Enter length and breadth of rectangle:

length = 6

breadth = 5

Area of rectangle = 30

```
class rectangle{
```

```
{
```

```
    public static void main (String args[])
```

```
{
```

```
        rectangle r = new rectangle();
```

```
        r.accept();
```

```
        r.area();
```

```
    }
```

```
}
```