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| *A close up of a logo  Description automatically generated* | *DEPARTMENT OF COMPUTER ENGINEERING* |

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| Semester | S.E. Semester III – Computer Engineering |
| Subject | Object Oriented Programming Using Java (Skill Based Lab) |
| Subject Professor In-charge | Prof. Indu Anoop |
| Laboratory | Online Lab |

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| Student Name | Trisha Shah | |
| Roll Number | 20102A0004 | |
| Grade and Subject Teacher’s Signature |  |  |

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| Experiment | 3 | |
| Problem Statement | Program for understanding Classes and Object | |
| Resources / Apparatus Required | Hardware: Computer System | Software: jdk 1.8, Eclipse / Notepad++/IntelliJ IDEA |
| Details | Class: A class is a user defined blueprint or prototype from which objects are created. It is user defined data type which has the collection of data members (Properties) and methods (Task). It represents the set of properties or methods that are common to all objects of one type.  Object: It is a basic unit of Object Oriented Programming and represents the instance of a class. A typical Java program creates many objects, which are used in invoking methods | |
| Code | import java.util.Scanner;  //Write a program to create a class Rectangle having data members as  //length and breadth, accept data for 2 rectangles and display area of them  public class Rectangle {  int length,breadth;  void accept() {  Scanner t=new Scanner(System.in);  System.out.println("Enter the length and breadth: ");  length=t.nextInt();  breadth=t.nextInt();  }  void area(){  int area=length\*breadth;  System.out.println("Area of the rectangle is: "+area);  }  public static void main(String[] args) {  Rectangle r1=new Rectangle();  Rectangle r2=new Rectangle();  r1.accept();  r1.area();  r2.accept();  r2.area();  }  } | |
| Output |  | |
| Conclusion | Thus, with the class Rectangle, we could take input of length and breadth and could calculate the area of two rectangles. | |