Object oriented programming using JAVA - LAB

Assignment 3

Total mark – 30

Topic: Class & Objects

Sl. No.	Question
1	Design a class Number having num as its data member, and member functions as
	setNum(), displayNum(), factorial(), isPrime(), sumOfDigit(), reverseNum().
	In main function create an object of Number class and call each function sequentially as in
	list.
2.	Develop a java program that will deal with employee information of an organization.
	Define a class <i>Employee</i> . Minimum number of data member and member function are as follows:
	Data members: empName, empNo, basicSal, da, hra, grossSal
	Methods: inputEmpDetails(), calGrossSal(), showEmpDetails()
	You are free to add more number of relevant data member and member function. Use the
	method <i>inputEmpDetails()</i> to input the employee details, method <i>calGrossSal()</i> to ccalculate
	the gross salary and method showEmpDetails() to display the detail information of the
	employees in a tabular manner. Note that da is 20% of basicSal and hra is 10% of basicSal.
	grossSal is the sum of basicSal, da and hra.
	NAME EMPNO BASIC DA HRA GROSS
	Ram 1 50000.0 10000.0 5000.0 65000.0
	Shyam 2 40000.0 8000.0 4000.0 52000.0
3	Develop a java program that will deal with Library information of an organization.
	Define a class <u>Library</u> . Minimum number of data member and member function are as
	follows:
	Data members: bookName, bookNo, NoofPages, price, AuthorNames Methods: addBook(), showBookInfo()
	Michious. audibook(), Showbookinio()
	Using array store N number of books and display it. N will be entered by user at runtime.