

## JAVA ASSIGNMENT 2

1. Create Java classes having suitable attributes for Library management system. Use OOPs concepts in your design. Also try to use interfaces and abstract classes.

The screenshot shows the IntelliJ IDEA interface with the `LibraryTest.java` file open. The code defines a `LibraryTest` class with a `main` method that initializes a library and a list of books and members. The output window shows the results of the program execution.

```
import java.util.ArrayList;

public class LibraryTest {
    public static void main(String[] args) {
        Library myLibrary = new Library();
        myLibrary.setLibraryLocation("GTB Nagar");
        ArrayList<Book> bookList = new ArrayList<>();

        // books
        Book b1 = new Book( bookName: "The History of Tom Jones", bookPrice: 500, bookAuthor: "Henry Fielding");
        Book b2 = new Book( bookName: "Pride and Prejudice", bookPrice: 450, bookAuthor: "Jane Austen");
        Book b3 = new Book( bookName: "Wuthering Heights", bookPrice: 600, bookAuthor: "Emily Brontë");
        bookList.add(b1);
        bookList.add(b2);
        bookList.add(b3);
        myLibrary.setListOfBooks(bookList);

        // members
        ArrayList<Member> memberList = new ArrayList<>();
        Member m1 = new Member( memberid: "M1", memberName: "Jenny");
        Member m2 = new Member( memberid: "M2", memberName: "Harry");
        Member m3 = new Member( memberid: "M3", memberName: "Ron");
        Member m4 = new Member( memberid: "M4", memberName: "Robert");
        memberList.add(m1);
        memberList.add(m2);
        memberList.add(m3);

        LibraryTest > main()
    }
}
```

Run: LibraryTest

GTB Nagar  
Gurbani Kalra  
Book Name : The History of Tom Jones  
Book Price : 500.0  
Book Author : Henry Fielding  
Book Name : Pride and Prejudice  
Book Price : 450.0  
Book Author : Jane Austen  
Book Name : Wuthering Heights  
Book Price : 600.0  
Book Author : Emily Brontë

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2. WAP to sorting string without using string Methods?.

The screenshot shows the IntelliJ IDEA interface with the `SortStringTest.java` file open. The code defines a `SortStringTest` class with a `main` method that sorts the string "determination" using a selection sort algorithm. The output window shows the sorted string "adeeiimnortt".

```
public class SortStringTest {
    public static void main(String[] args) {
        String str = "determination";
        char charArray[] = new char[str.length()];
        str = str.toLowerCase();
        int index = 0;

        for(int i = 'a'; i <= 'z'; i++)
        {
            for(int j = 0; j < str.length(); j++)
            {
                if(str.charAt(j) == i)
                {
                    charArray[index++] = (char)i;
                }
            }
        }

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

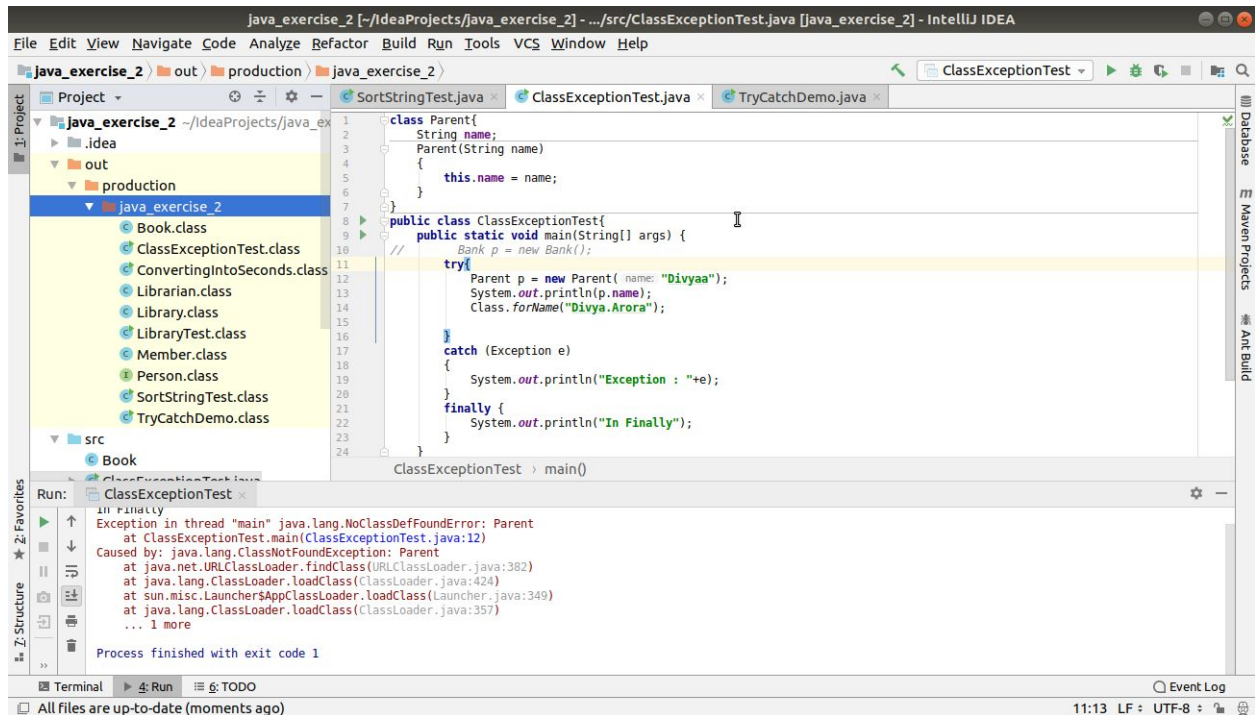
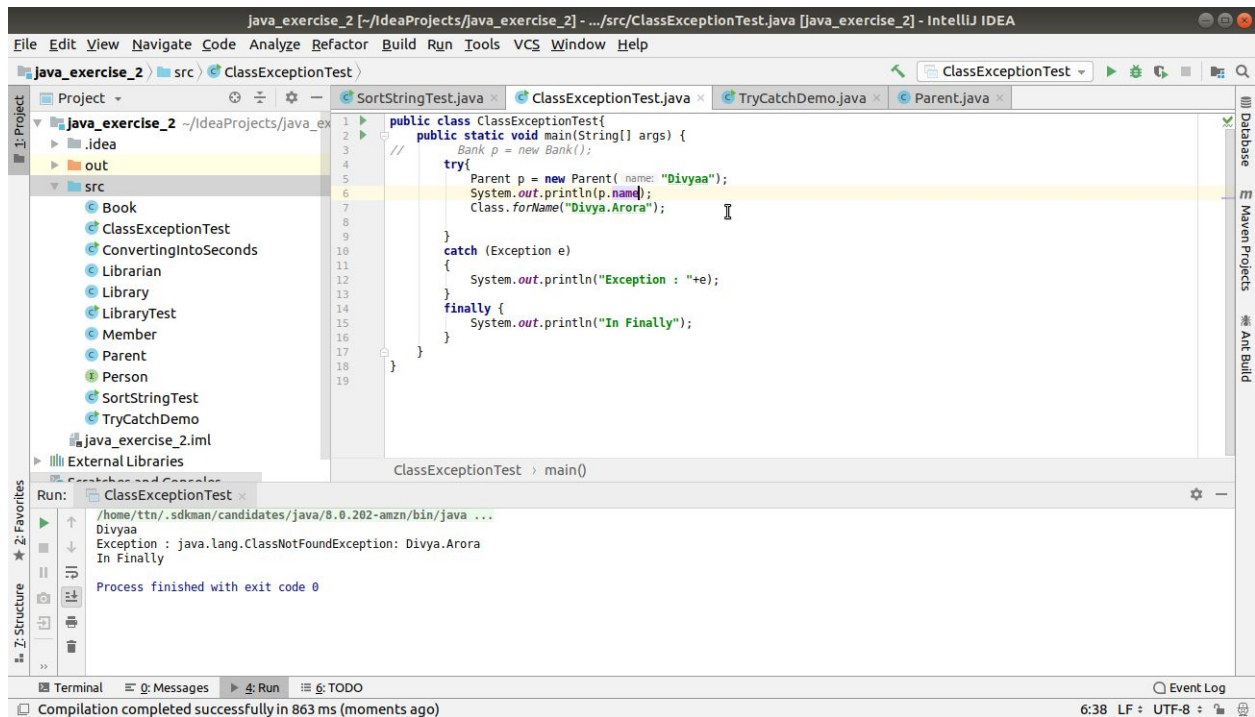
Run: SortStringTest

adeeiimnortt

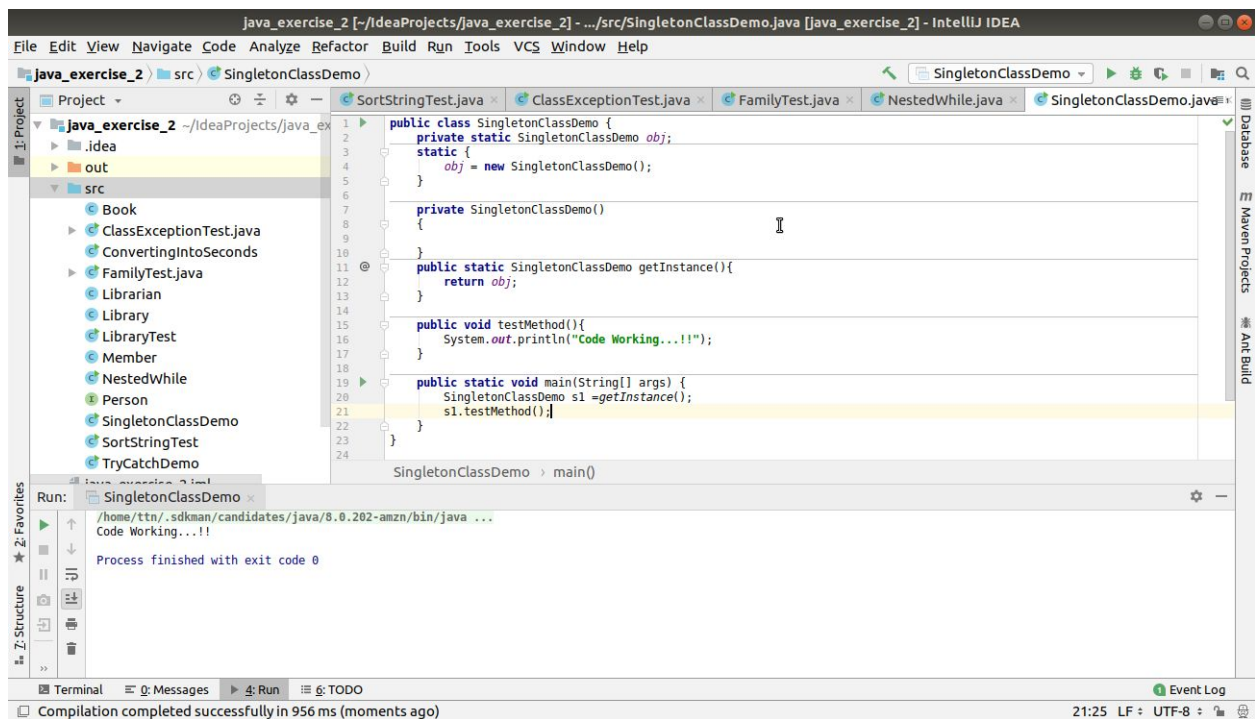
Process finished with exit code 0

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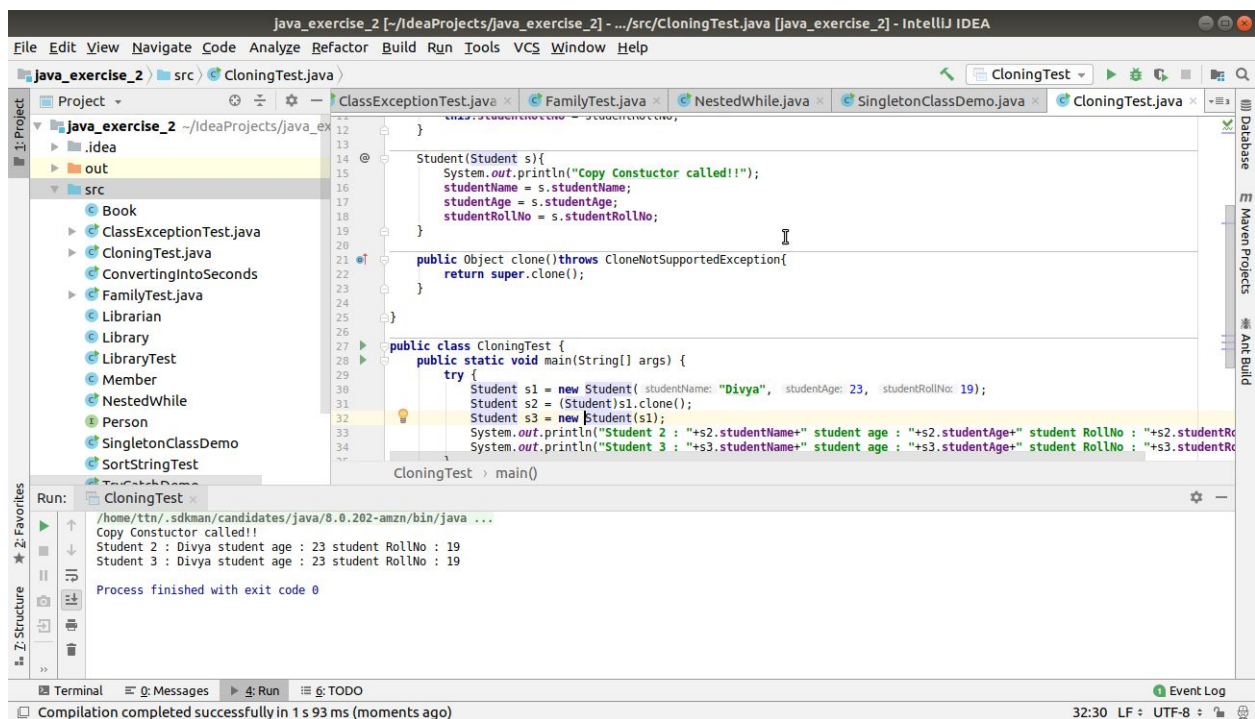
### 3. WAP to produce NoClassDefFoundError and ClassNotFoundException exception.



#### 4. WAP to create singleton class.

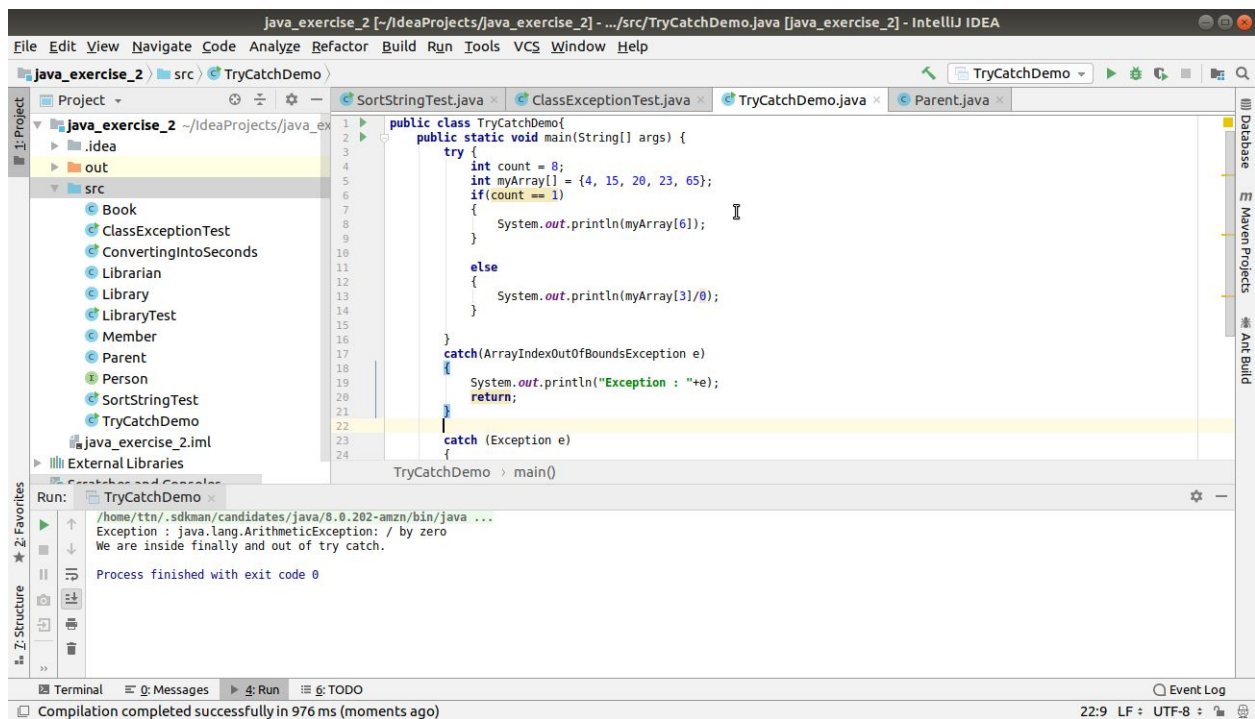


#### 5. WAP to show object cloning in java using cloneable and copy constructor both.





## 6. WAP showing try, multi-catch and finally blocks.



The screenshot shows the IntelliJ IDEA interface with the `TryCatchDemo.java` file open. The code defines a `TryCatchDemo` class with a `main` method that demonstrates try, multi-catch, and finally blocks. The code is as follows:

```
public class TryCatchDemo {
    public static void main(String[] args) {
        try {
            int count = 8;
            int myArray[] = {4, 15, 20, 23, 65};
            if(count == 1)
            {
                System.out.println(myArray[6]);
            }

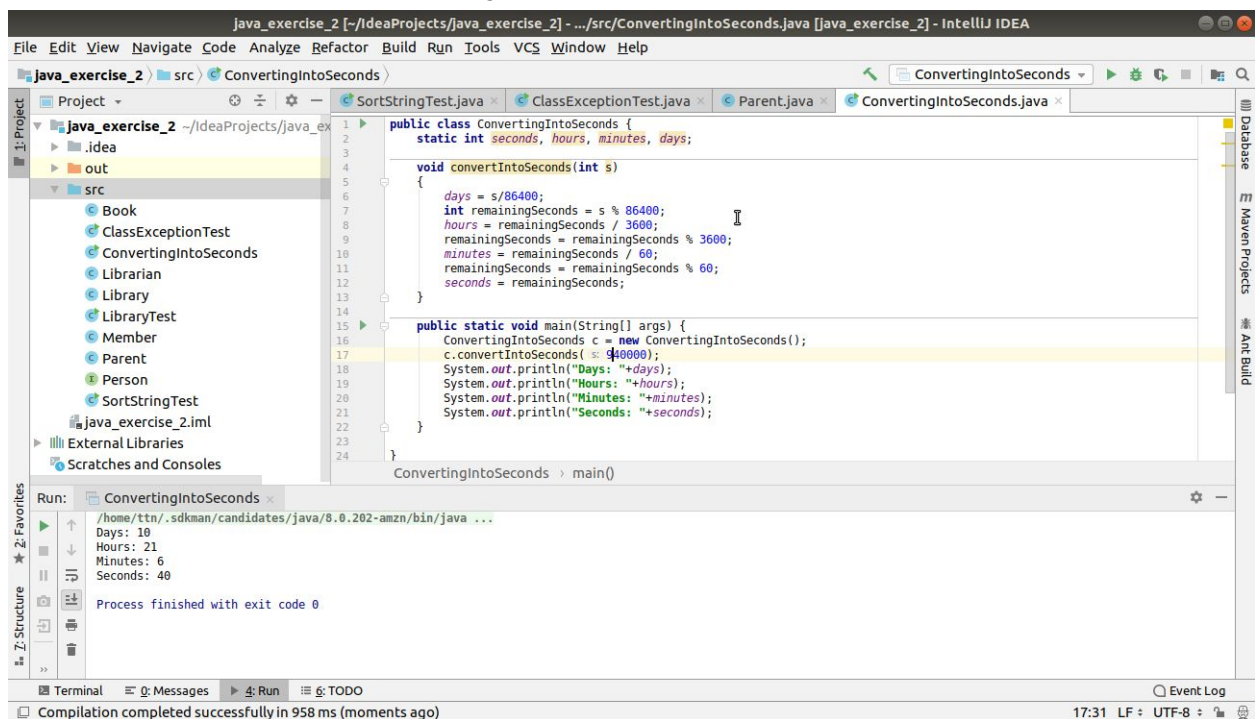
            else
            {
                System.out.println(myArray[3]/0);
            }
        }
        catch(ArrayIndexOutOfBoundsException e)
        {
            System.out.println("Exception : "+e);
            return;
        }
        catch (Exception e)
        {
        }
    }
}
```

The Run window shows the output of the program:

```
Exception : java.lang.ArithmeticException: / by zero
We are inside finally and out of try catch.
Process finished with exit code 0
```

The status bar at the bottom indicates "Compilation completed successfully in 976 ms (moments ago)".

## 7. WAP to convert seconds into days, hours, minutes and seconds.



The screenshot shows the IntelliJ IDEA interface with the `ConvertingIntoSeconds.java` file open. The code defines a `ConvertingIntoSeconds` class with a `convertIntoSeconds` method and a `main` method. The code is as follows:

```
public class ConvertingIntoSeconds {
    static int seconds, hours, minutes, days;

    void convertIntoSeconds(int s)
    {
        days = s/86400;
        int remainingSeconds = s % 86400;
        hours = remainingSeconds / 3600;
        remainingSeconds = remainingSeconds % 3600;
        minutes = remainingSeconds / 60;
        remainingSeconds = remainingSeconds % 60;
        seconds = remainingSeconds;
    }

    public static void main(String[] args) {
        ConvertingIntoSeconds c = new ConvertingIntoSeconds();
        c.convertIntoSeconds(864000);
        System.out.println("Days: "+days);
        System.out.println("Hours: "+hours);
        System.out.println("Minutes: "+minutes);
        System.out.println("Seconds: "+seconds);
    }
}
```

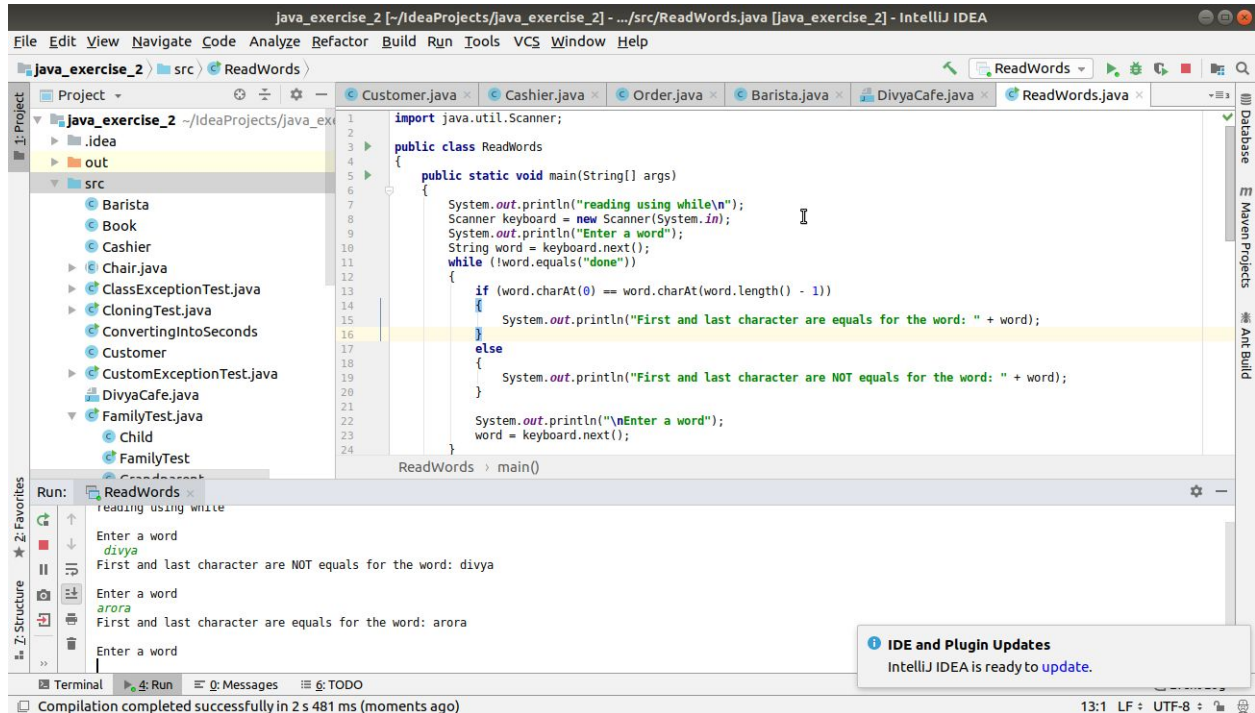
The Run window shows the output of the program:

```
Days: 10
Hours: 21
Minutes: 6
Seconds: 40
Process finished with exit code 0
```

The status bar at the bottom indicates "Compilation completed successfully in 958 ms (moments ago)".

8. WAP to read words from the keyboard until the word done is entered. For each word except done, report whether its first character is equal to its last character. For the required loop, use a

- while statement
- do-while statement



The screenshot displays the IntelliJ IDEA IDE with the `ReadWords.java` file open. The code uses a `while` loop to read words from the keyboard until the word "done" is entered. For each word, it checks if the first character is equal to the last character and prints the result.

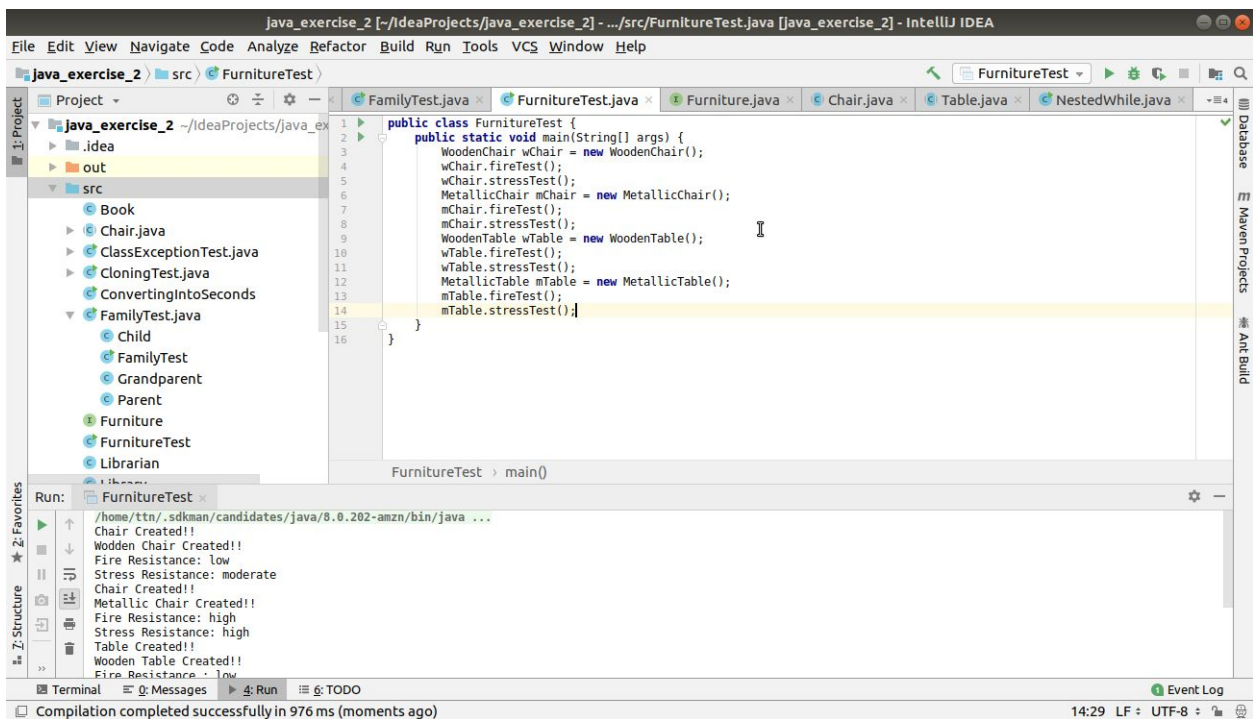
```
1 import java.util.Scanner;
2
3 public class ReadWords
4 {
5     public static void main(String[] args)
6     {
7         System.out.println("reading using while\n");
8         Scanner keyboard = new Scanner(System.in);
9         System.out.println("Enter a word");
10        String word = keyboard.next();
11        while (!word.equals("done"))
12        {
13            if (word.charAt(0) == word.charAt(word.length() - 1))
14            {
15                System.out.println("First and last character are equals for the word: " + word);
16            }
17            else
18            {
19                System.out.println("First and last character are NOT equals for the word: " + word);
20            }
21
22            System.out.println("\nEnter a word");
23            word = keyboard.next();
24        }
25    }
26 }
```

The Run window shows the execution output:

```
reading using while
Enter a word
divya
First and last character are NOT equals for the word: divya
Enter a word
arora
First and last character are equals for the word: arora
Enter a word
```

The status bar at the bottom indicates "Compilation completed successfully in 2 s 481 ms (moments ago)".

## 9. Design classes having attributes for furniture where there are wooden chairs and tables, metal chairs and tables. There are stress and fire tests for each products

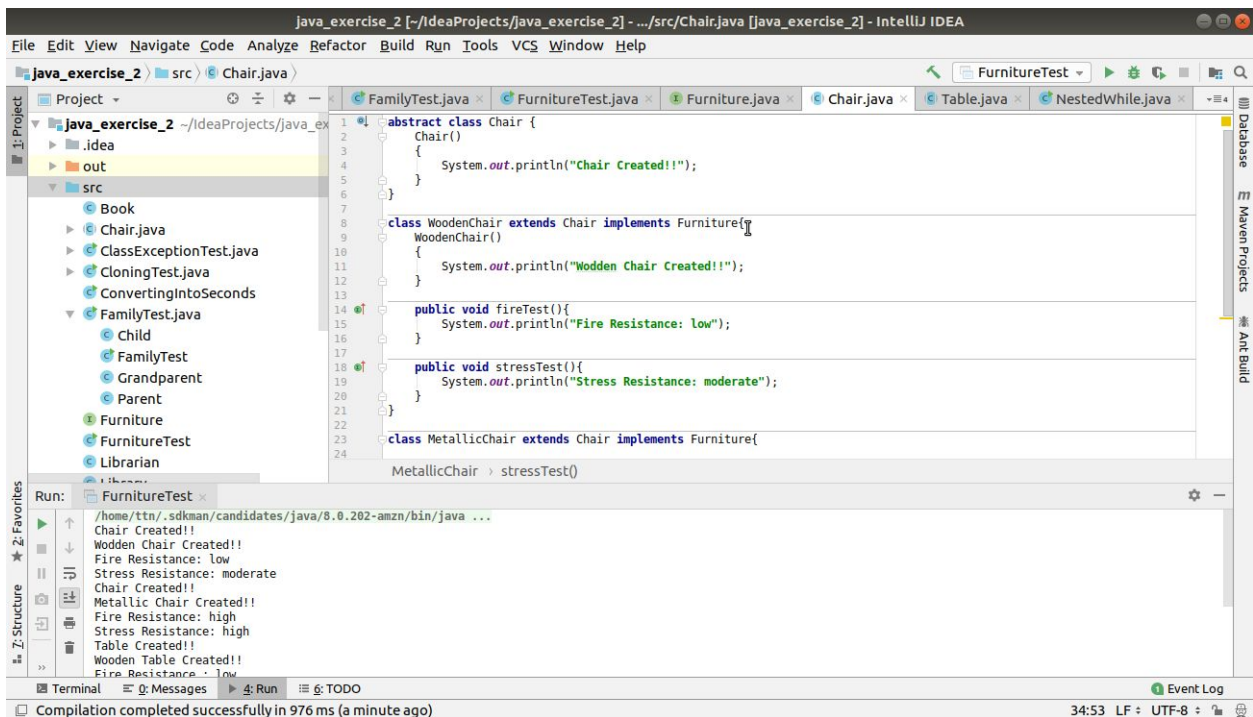


```
1 public class FurnitureTest {
2     public static void main(String[] args) {
3         WoodenChair wChair = new WoodenChair();
4         wChair.fireTest();
5         wChair.stressTest();
6         MetallicChair mChair = new MetallicChair();
7         mChair.fireTest();
8         mChair.stressTest();
9         WoodenTable wTable = new WoodenTable();
10        wTable.fireTest();
11        wTable.stressTest();
12        MetallicTable mTable = new MetallicTable();
13        mTable.fireTest();
14        mTable.stressTest();
15    }
16 }
```

Run: FurnitureTest

```
/home/ttn/.sdkman/candidates/java/8.0.202-amzn/bin/java ...
Chair Created!!
Wooden Chair Created!!
Fire Resistance: low
Stress Resistance: moderate
Chair Created!!
Metallic Chair Created!!
Fire Resistance: high
Stress Resistance: high
Table Created!!
Wooden Table Created!!
Fire Resistance: low
```

Compilation completed successfully in 976 ms (moments ago)



```
1 abstract class Chair {
2     Chair() {
3         System.out.println("Chair Created!!");
4     }
5 }
6
7 class WoodenChair extends Chair implements Furniture {
8     WoodenChair() {
9         System.out.println("Wooden Chair Created!!");
10    }
11
12    public void fireTest() {
13        System.out.println("Fire Resistance: low");
14    }
15
16    public void stressTest() {
17        System.out.println("Stress Resistance: moderate");
18    }
19 }
20
21 class MetallicChair extends Chair implements Furniture {
22     MetallicChair() {
23         System.out.println("Metallic Chair Created!!");
24     }
25
26    public void fireTest() {
27        System.out.println("Fire Resistance: high");
28    }
29
30    public void stressTest() {
31        System.out.println("Stress Resistance: high");
32    }
33 }
```

Run: FurnitureTest

```
/home/ttn/.sdkman/candidates/java/8.0.202-amzn/bin/java ...
Chair Created!!
Wooden Chair Created!!
Fire Resistance: low
Stress Resistance: moderate
Chair Created!!
Metallic Chair Created!!
Fire Resistance: high
Stress Resistance: high
Table Created!!
Wooden Table Created!!
Fire Resistance: low
```

Compilation completed successfully in 976 ms (a minute ago)

**10. Design classes having attributes and method(only skeleton) for a coffee shop. There are three different actors in our scenario and i have listed the different actions they do also below**

**\* Customer**

- Pays the cash to the cashier and places his order, get a token number back
- Waits for the intimation that order for his token is ready
- Upon intimation/notification he collects the coffee and enjoys his drink

( Assumption: Customer waits till the coffee is done, he wont timeout and cancel the order. Customer always likes the drink served. Exceptions like he not liking his coffee, he getting wrong coffee are not considered to keep the design simple.)

**\* Cashier**

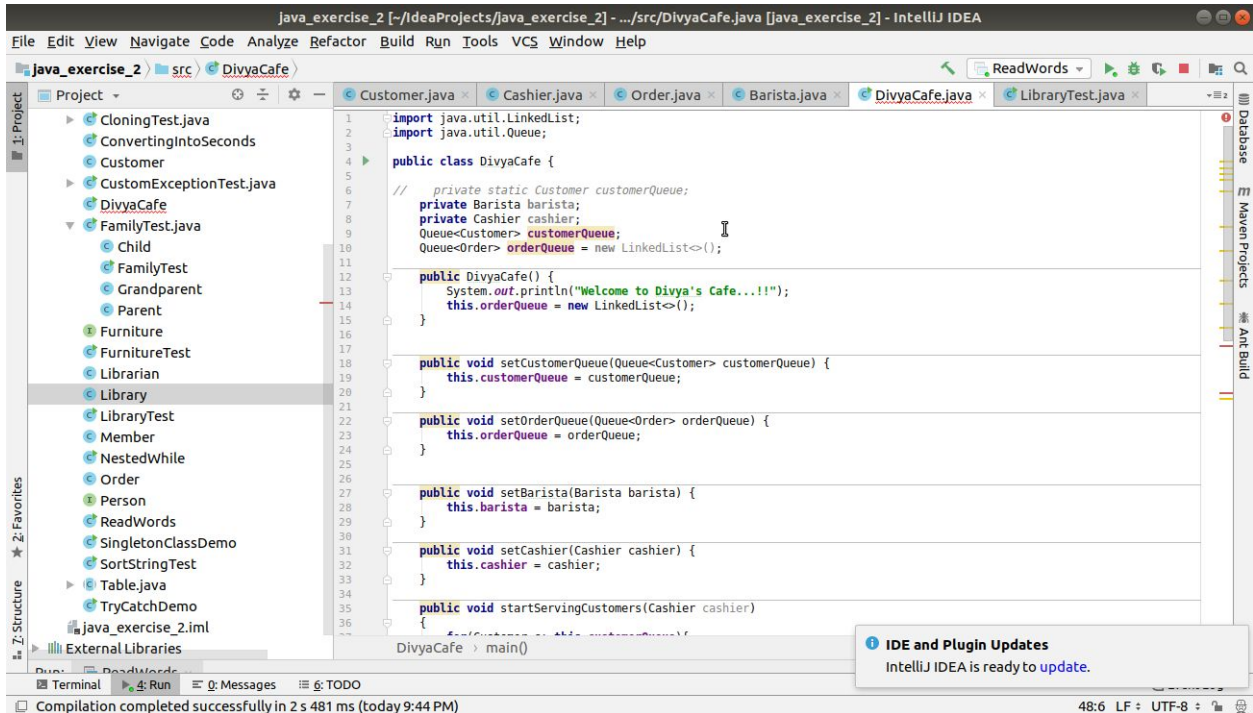
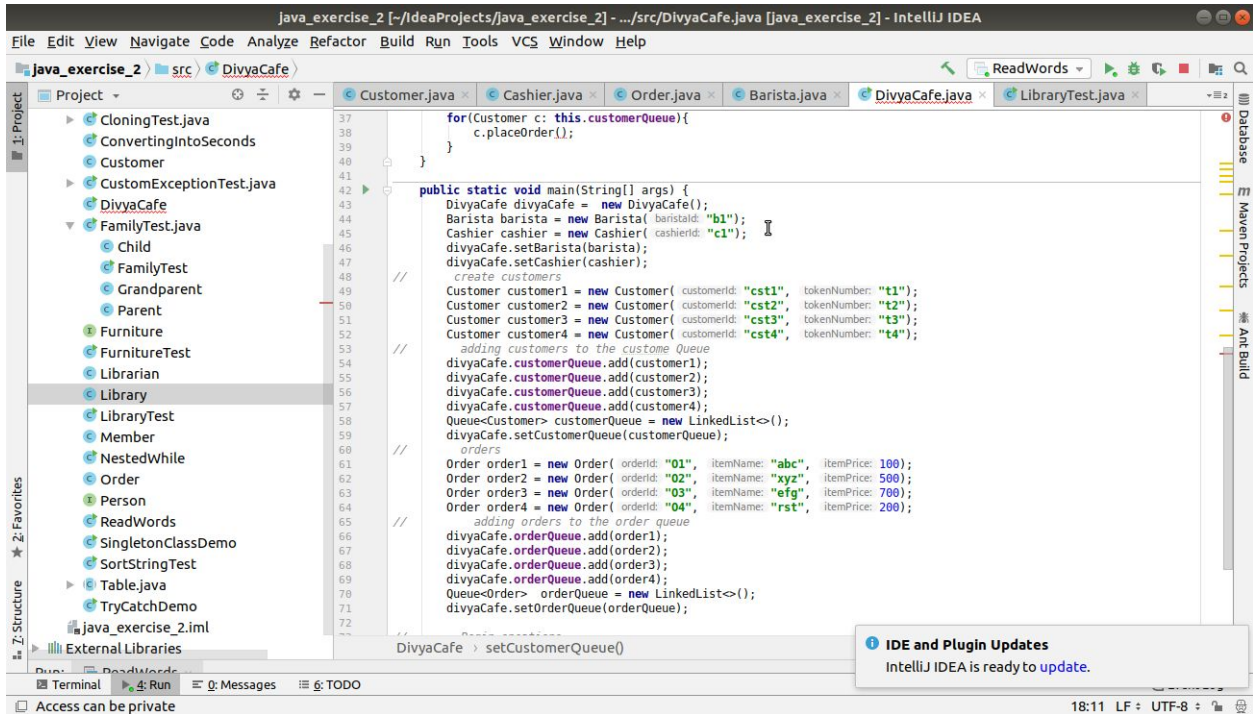
- Takes an order and payment from the customer
- Upon payment, creates an order and places it into the order queue
- Intimates the customer that he has to wait for his token and gives him his token

( Assumption: Token returned to the customer is the order id. Order queue is unlimited. With a simple modification, we can design for a limited queue size)

**\* Barista**

- Gets the next order from the queue
- Prepares the coffee
- Places the coffee in the completed order queue
- Places a notification that order for token is ready

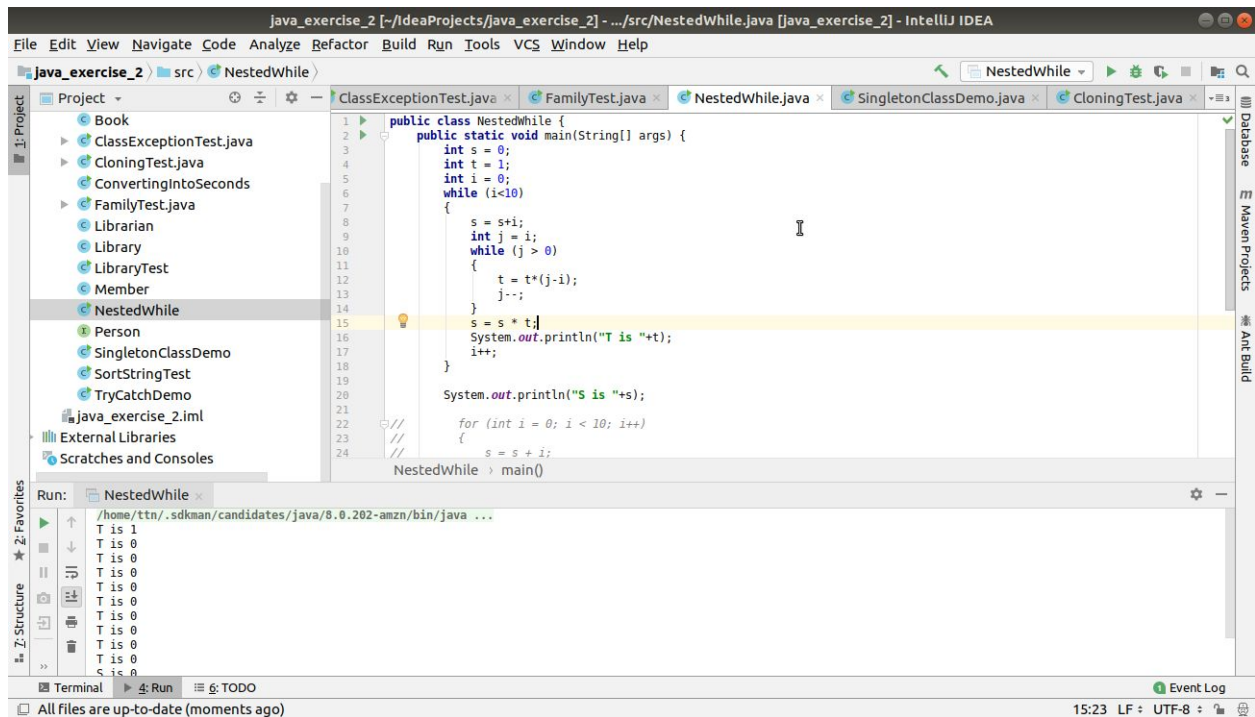




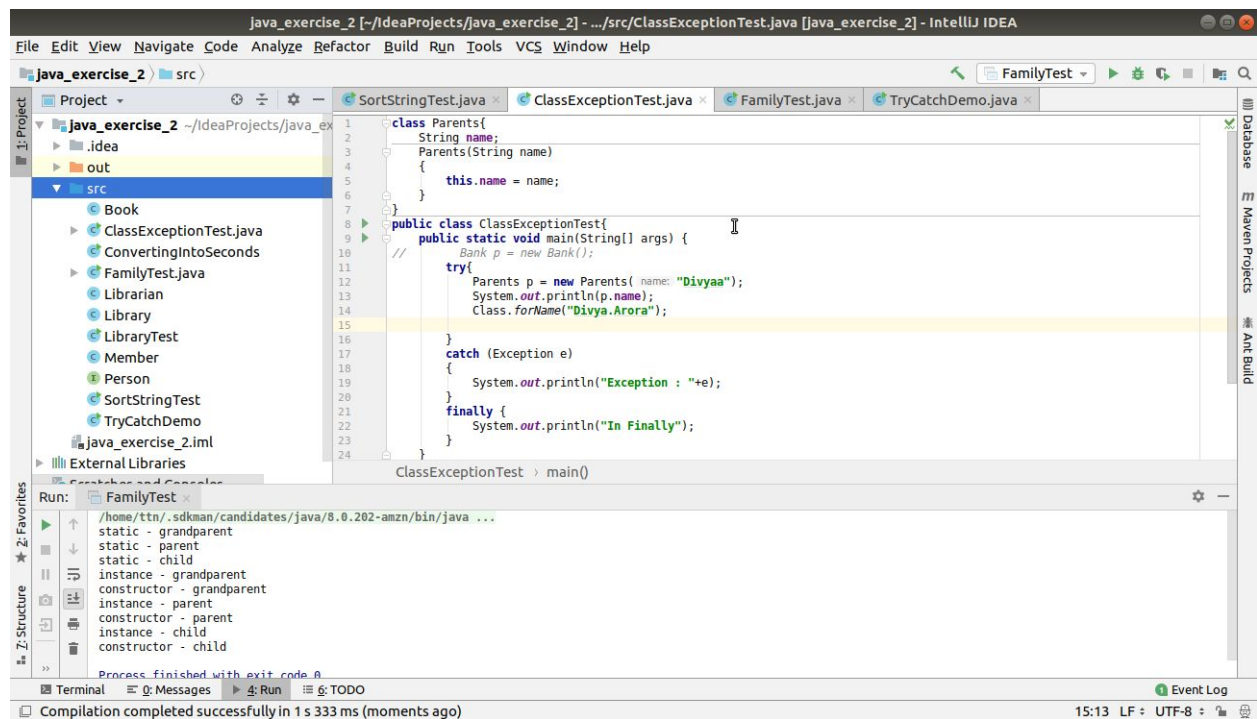


11. Convert the following code so that it uses nested while statements instead of for statements:

```
int s = 0;
int t = 1;
for (int i = 0; i < 10; i++)
{
    s = s + i;
    for (int j = i; j > 0; j--)
    {
        t = t * (j - i);
    }
    s = s * t;
    System.out.println("T is " + t);
}
System.out.println("S is " + s);
```



## 12. What will be the output on new Child(); ?



## Q13. Create a custom exception that do not have any stack trace.

