

## Laboratory -1: Java Basic




### Task - 1:

1. create a java file hello.java
2. save it to local drive c within a folder
3. access this path : C:\Program Files\Java\jdk-22\bin
4. open cmd there
5. access this path now ( that folder you've created earlier )
  1. command : cd C:\tori
  2. command : dir ( to watch how many files there )
6. now execute this command : javac [hello.java](#) ( your program file )
7. and finally to run a java program execute this command : java hello ( according to filename ) and then boom!!

### Task - 2:

1. Open Jcreator
2. Running the programs with Jcreator.

### Task - 3:

1. Open Jcreator 
2. Configure Jcreator first 
3. Did open the program with Jcreator [ SquareRoot.java ] text-editor 

### Task - 4:

1. Build this program
2. Run this program

- a. Damn!! I got an error:

```
SquareRoot.java:15: error: ';' expected
```

```
Y=Math.sqrt(x)
```

- b. so , the error is all about semicolons (;)  
c. After executing second time i got another error:

```
SquareRoot.java:16: error: cannot find symbol
```

```
System.out.println("Y= "+ y);
```

^

symbol: variable y

- d. So the problem is with the variable name is in lower Case (y) where the original variable is in upperCase (Y)  
e. This time the program is working just fine. 😄

3. import java.lang.Math; Why do you need this line?

In order to use Math functionalities I need this line to import  
java.lang.Math.

On the other hand If I do not import **java.lang.Math** still the program will run smoothly. It's because the **java.lang** package is imported by default.

### Lab Test - 1 :

- a. Explain the necessity of the following line:

```
import javax.swing.JOptionPane;
```

#### Answer:

The **import javax.swing.JOptionPane** is essential for using the JOptionPane class in our java code.

This package is in java swing library, which provides a set of GUI components for creating Graphical user interfaces

JOptionPane is designed for creating standard dialog boxes, such as message boxes, input dialogs, and confirmation dialogs.

Task 5: [ didn't find the program ] 🔍

Task 6: Write a program to compute the area of the circle.

```
task_6.java
1  import java.util.Scanner;
2
3  public class task_6 {
4      public static void main(String[] args) {
5          Scanner input = new Scanner(System.in);
6          System.out.print("Enter a number for radius: ");
7
8          double radius = input.nextDouble();
9          double area = radius * radius * 3.14;
10
11         System.out.println("Area of the circle is: " + area);
12     }
13 }
```

Task 7: Compute and Run “ComputeLoan.java” program. ✓

```
ComputeLoan.java x task_6.java ComputeLoan.class
ComputeLoan.java
1
2 import java.util.Scanner;
3
4 public class ComputeLoan{
5     public static void main(String arg[]){
6
7
8         Scanner input= new Scanner (System.in);
9
10        System.out.println("Scan AnnualInterest Rate:");
11        double anualInterestRate=input.nextDouble();
12
13        double monthlyInterestRate=anualInterestRate/1200;
14
15        System.out.println("Scan Number of Year");
16        double numberOfYears=input.nextDouble();
17
18        System.out.println("Scan Total Loan Amount:");
19        double loanAmount=input.nextDouble();
20
21        double monthlyPayment= (loanAmount * monthlyInterestRate) / (1- 1 / Math.pow(1 + monthlyInterestRate, numberOfYears * 12));
22
23        double totalYearlyPayment= monthlyPayment * numberOfYears * 12;
24
25        System.out.println("The monthly payment is "+(int)((monthlyPayment*100)/100.0));
26        System.out.println("The total payment is  "+ (int)((totalYearlyPayment*100)/100.0));
27
28    }
29
30 }
```

Why do we need type casting in the following line of code?

Ans :

Type Casting to ' int ' effectively rounds down the value, avoiding any fractional part.