LAB 1

1.) Write a program in Java to print "Hello World". class First {
 public static void main (String args[]){
 System.out.println("Hello World");
 }
 }
}

2.) Write a program in Java to print these patterns:

```
(i)
 public class PyramidPattern
public static void main(String args[])
int i, j, row = 6;
for (i=0; i<row; i++)
for (j=row-i; j>1; j--)
System.out.print(" ");
for (j=0; j<=i; j++)
System.out.print("* ");
System.out.println();
import java.io.*;
class Pattern {
   public static void main(String[] args){
```

(ii)

```
int number = 7;
int i = number, j;
while (i > 0) {
    j = 0;
    while (j++ < number - i) {
        System.out.print(" ");
    }
    j = 0;
    while (j++ < (i * 2) - 1) {
        System.out.print("*");
    }
    System.out.println();
    i--;
}</pre>
```

3.) Write a program in Java to print the table of a number received through command.

```
import java.util.Scanner;
public class TableExample
{
  public static void main(String args[])
  {
    Scanner sc = new Scanner(System.in);
    System.out.print("Enter number: ");
    int num=sc.nextInt();
    for(int i=1; i <= 10; i++)
    {
        System.out.printIn(num+" * "+i+" = "+num*i);
    }
    }
}</pre>
```

1.) Test For Inheritance class Teacher { String designation = "Teacher"; String collegeName = "Beginnersbook"; void does(){ System.out.println("Teaching"); } class PhysicsTeacher extends Teacher{ String mainSubject = "Physics"; public static void main(String args[]){ PhysicsTeacher obj = new PhysicsTeacher(); System.out.println(obj.collegeName); System.out.println(obj.designation); System.out.println(obj.mainSubject); obj.does(); }

2.) Test For Overriding

```
class Vehicle{
  void run(){System.out.println("Vehicle is running");}
}
class Bike extends Vehicle{
  public static void main(String args[]){
  Bike obj = new Bike();
  obj.run();
  }
}
```

3.) Test For Polymorphism

```
class Polygon {
 public void render() {
  System.out.println("Rendering Polygon...");
 }
class Square extends Polygon {
 public void render() {
  System.out.println("Rendering Square...");
class Circle extends Polygon {
 public void render() {
  System.out.println("Rendering Circle...");
class Main {
 public static void main(String[] args) {
  Square s1 = new Square();
  s1.render();
  Circle c1 = new Circle();
  c1.render();
}
```

4.) Parameterized Constructors

```
class Example{
    Example(){
        System.out.println("Default constructor");
    }
    Example(int i, int j){
        System.out.println("constructor with Two parameters");
}
```

```
Example(int i, int j, int k){
    System.out.println("constructor with Three parameters");
}
Example(int i, String name){
    System.out.println("constructor with int and String param");
}
public static void main(String args[]){
    Example obj = new Example();
    Example obj2 = new Example(12, 12);
    Example obj3 = new Example(1, 2, 13);
    Example obj4 = new Example(1, "BeginnersBook");
}
```