Lab program 1

Develop a Java program that prints all real solutions to the quadratic equation ax2 + bx + c = 0. Read in a, b, c and use the quadratic formula. If the discriminate b2-4ac is negative, display a message stating that there are no real solutions.

```
29/09/20
        Quaduatic equation
        import pra. citil . *;
        class quaderatic
         pullic static void main (String [Jaug)
         Scanner S = new Scanner ( System in)
         System out println (" Enter a, b, c of the
         equation ax12 +bx+c=0"),
        double a=S. next Double;
         double b = S. next Double;
         double C = S. next Double;
         double d=b*b-4.0*a*c;
         double roots 1, roots 2; system and print (d);
         if (d>00)
         roots 2 - (-b-Math . sgrt(d))/(2.0 +a);
         2006 2 = (-b+ Math. Part(a))/(2.0 xa);
        System out println (" Two real roots are:"+ rooks
                                            +11 "+ 700 182);
       else if (a ==0)
        System . out. perintln ("Rook are real and equal");
        nooks 1 = (-1xb)/(2xq);
        8008 2 = 800 H1;
        System . out . perintln(" Roots are "+ rook 2);
       else
      Lystem out periotton (" No real rook").
```

Output:

```
C:\Users\Hima\Desktop\java>javac Quadratic.java
C:\Users\Hima\Desktop\java>java Quadratic
Enter a,b,c of the equation ax^2+bx+c=0:
1 2 1
0.0
Roots are real and equal
root1: -1.0root2:-1.0
C:\Users\Hima\Desktop\java>javac Quadratic.java
C:\Users\Hima\Desktop\java>java Quadratic
Enter a,b,c of the equation ax^2+bx+c=0:
1 1 1
-3.0
roots are imaginary
C:\Users\Hima\Desktop\java>javac Quadratic.java
C:\Users\Hima\Desktop\java>java Quadratic
Enter a,b,c of the equation ax^2+bx+c=0:
1 -1 -6
25.0
roots are real and unequal
root1 :-2.0 root2:3.0
```

Lab Program 2

Develop a Java program to create a class Student with members usn, name, an array credits and an array marks. Include methods to accept and display details and a method to calculate SGPA of a student.

(5)	Classmate
6/10/5	Page
	Lale puogream &.
1.	
	class Student's
	Stuing Usn; Stuing name;
	puisale int or, audits [], mauks[], gp[];
	double sum, 8 gpa;
	sam, sypa,
	Student ()
	& The state of the
	name=" xy3");
- V	usn = " 0";
1	9
- 40	O Constatify with Revenue Elle
	void accept ()
115	9 00 + 1
	Scanner 81 = new Scanner (System. cn);
	System out puint (or Enter the USN and name");
1000	Usn = \$1. pert();
	Parse = 81. seset();
	System. out - periontion (d'Entre mo of subject");
	n= s1. next Int(); cuedits = new int[n+2];
	manks = men int[n+1];
	System out prient ("Enter the ceredits and
	maceks in each & cebject");
10000	for (int i=1; ix = n; i+1)
	3
TO SECOND	Scretum out periontly ("Enter the cecedits
	System out perintle ("Enter the creedits and marchs in subject "ti); coudits [i] = 82 nextEnt();
	cuaits [i] = 81 nextEnt();
	THE RESERVE OF THE PARTY OF THE

```
marks [i] = 81. nextnt ();
void calculate().
 9p = persent[n+1];
  int 0=0;
  for (int i=13ix=D; i++)
  if (marks [i]> =90)
   gp [i]=10;
    if (marks[i]) = 80 & & marks (] < 90)
    gp [i] =9;
     (mauks [i]) = 70 && roasel [i](80)
     9 P[i]= 8;
i) (mauks[i]) = 60 & moveks [i](70)
       (marks[i]>=50 && marks[i] (60)
      gp[i]=5;
     if (marks [i] (40).
      ap [i]=6;
     sum = (double) (suedis [i] + 9 p[i]) + 8 uro
     a=a+ audi & [i];
 .8gpa = sum/a;
roid display ()
  system out puintly ("cisn: +cisn+"name
  for (int i=1; i<=n; i+t)

System out points (" moups:" + markit

gerade points: "+9p[i]);
```

```
System out puintly ("sppa:" + sapa);

3

class Studert maio

public stabe void maio (string[] augs]

Studert sc=new student ();

sc. accept();

sc. calcude();

sc. dieplay();

g.
```

Output:

```
C:\Users\Hima\Desktop\java>javac Studentmain.java

C:\Users\Hima\Desktop\java>java Studentmain
Enter the usn and name

1bm1234 serena
Enter number of subjects

3
Enter the credits and marks in each subject
Enter the credits and marks in subject 1

3 56
Enter the credits and marks in subject 2

5 79
Enter the credits and marks in subject 3

4 99
usn:1bm1234 name:serena
marks:56 grade points:5
marks:79 grade points:8
marks:99 grade points:10
sgpa:7.9166666666666667
```

Lab Program 3

Create a class Book which contains four members: name, author, price, num_pages. Include a constructor to set the values for the members. Include methods to set and get the details of the objects. Include a toString() method that could display the complete details of the book. Develop a Java program to create n book objects.

```
10/00.
      Lale perogram 3.
       impaut java . util . *;
       class Book;
        stering name, authors;
        float puice;
        int num_nages;
        Book ()
         author = " ";
         puice = 0.00;
          num-nages = 0;
       noid get ()
        System. out. quintles (" Enter the cetails of the book").
Scanner : xx = new Scanner ( System. in);
         mame = xx. next();
         author = xx. nesit ();
         puice = xx. nesit Float();
         nume pages =xx. nextInt();
      public steing to steing ()
        eutius (" Book: \n"+name + " Author: \n"+authort
                     " perice: \n" + perice + " No. of pgs: \n"num poor
```

class Bookmain

pullic static noid main (strung augs[7)

int m;

Scanner RC = new Scanner (System im);

System out puntle ("Entry the number of objects"),

n=80 next (nt);

Book x[7 = new Book[7];

for (int i=0; i<n; i+t)

x[i]-new Book();

x[i]-new Book();

x[i]-get();

feul int i=0; i< n; i+t)

8

System out perintly ("Details of book" + (i+i)+"."

System oud printly (x[i]);

3.

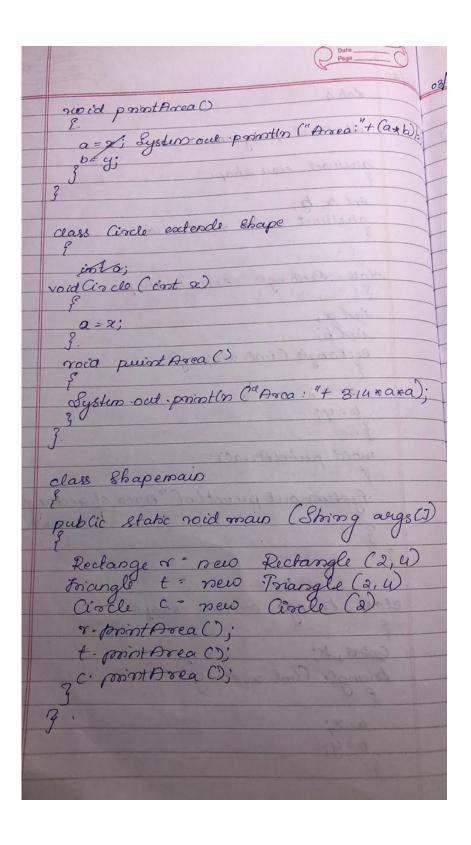
Output:

```
C:\Users\Hima\Desktop\java>javac Bookmain.java
C:\Users\Hima\Desktop\java>java Bookmain
Enter the nubmer of objects:
Enter the details of the book
twincke dan 450 1200
Enter the details of the book
Dwen Rossie 345 560
Enter the details of the book
life Ambrose 100 234
details of book1:
Book:twincke
Author:dan
Price:450.0
Number of pages:1200
details of book2:
Book:Dwen
Author:Rossie
Price:345.0
Number of pages:560
details of book3:
Book:life
Author:Ambrose
Price:100.0
Number of pages:234
```

Lab Program 4

Develop a Java program to create an abstract class named Shape that contains two integers and an empty method named printArea(). Provide three classes named Rectangle, Triangle and Circle such that each one of the classes extends the class Shape. Each one of the classes contain only the method printArea() that prints the area of the given shape.

	\C ruge
3/11/20.	
	Lab 4
	1 3
1.	Alesteract nerogeran.
	alesteract class shape
•	int a, b;
	alestract noid neventarial)
	9
	Land Comment of District College
	class Rictangle extends shape.
	3
	ight d;
	int 6;
	Rictangle Cint a, inty).
	3
THE KALL	a= x:
	h = c/.
	2
	J
	noid perint Preal
	§
	System out preintln ("Area of rectangle:" + 2x b);
10000	+ 20 * 6);
	3
Ch	8. The second se
	The same of the sa
	a to de autorda Chance
(class triangle exceeds shape
	3
	inta bi
	torangle (int x, inty)
	e de la companya de l
	- {
	a= x;
	b=9;
	7.
-	



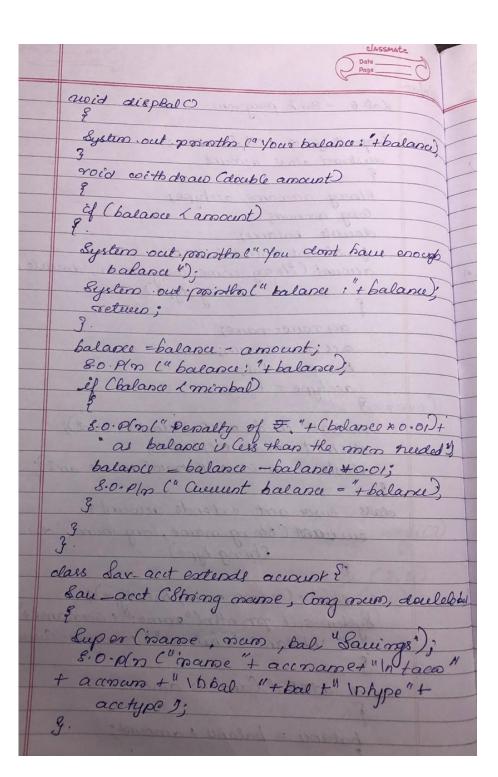
<u>Output</u>

```
C:\Users\Hima\Desktop\java>javac shapemain.java
C:\Users\Hima\Desktop\java>java shapemain
area of rectangle:8
area of triangle:4
area of circle:12.56
```

Lab program 5

Develop a Java program to create a class Bank that maintains two kinds of account for its customers, one called savings account and the other current account. The savings account provides compound interest and withdrawal facilities but no cheque book facility. The current account provides cheque book facility but no interest. Current account holders should also maintain a minimum balance and if the balance falls below this level, a service charge is imposed. Create a class Account that stores customer name, account number and type of account. From this derive the classes Curr-acct and Sav-acct to make them more specific to their requirements. Include the necessary methods in order to achieve the following tasks: • Accept deposit from customer and update the balance. • Display the balance. • Compute and deposit interest • Permit withdrawal and update the balance • Check for the minimum balance, impose penalty if necessary and update the balance

```
03/11/20.
      Lale 5. - Bask program
      import jana cutil & carner;
       austract class account
        String accorane, acchype;
         Cong acencin;
        doceble balance;
         final int mimbal = 1000;
        account (String name, long num, double bal, 8 tring type)
           aci name - name;
           accoun = num;
           balance = bal;
         acctype = type;
        alestract good addBal (double ant);
         alistract roid dispBal ();
        alestrat roid withdraw (double ant);
      class curer-acet extends account ?
         cuesant (Etning name, long num, doubleby,
        System-out promothel "name:" + accounter " name + " nbalance: "+ balance" \ nacchype: aucuent"),
      roid addBal (double amount)
          balance = balance + amount;
```



```
good addBal (double amount)
   balance = balance + amount;
  interest ();
  noid interest()
     int t=2
    balance = balance * Math. pow (1+ (0.0), t);
 roid dispBalco
     S. O. Pho ("Balance: "+balance);
 roid withdraw (double amount)
   balance - balance - amount;
   8.0 Pln (" Balance: "+ balance).
public class bank.
public state roid mais (String SSI)
    Scapper & = new Scapper (Systems.in);
aussaut e = new cure act ("Toy", 12345)
           8000.0, " Cerement"
double amount;
  cont flag=0;
cupile (flag==0)
     8.0. Place 1. Add Ball. a: display.
3-toithdraw 4. Checkbook 8 saving
```

```
int cb = sc. nextant();
  switch (cb)
 case 7: 8.0. Plon (" Entre amount to be added in)
  amount = 80. next Double ()
   c. add Bal Camount),
   break;
 case D: c. disp Ball);
   beeak;
 case 3: 8.0. Plan (" Enter amount to be withdrawn"
   amount = 80. nextDouble ();
    c. coethdraw (amount);
 case 4: 8.0. Phol " Enter detals: Name of the
    eccieux ");
    Esing necame = 80. nexthine()
        Toe came = 8c. mextlimel);
     8.0. p(m(° Enter amount tobe sent")
     double a = 80. next Double ();
    Ef (ax c. balance)
     8.0. Plan ( " You don't have enough balance );
    else
    S. O. Ply ("Enfer passoord")
    String p = 80 mext line();
    p = 80. mextLine(); "+ decome. + "amount
           Sentil "ta);
   c. balance = C. balance - a;
 8.0. Plh (" balance = "+ c. balance),
beleak?
```

default: Sau act s = sous Sav act (" Pop"; Add Bal 2: Display 3: Withdraw 4: quit "); 8 witch (ch) case 1: System out porintly ("Enter amount to be added 4); amount = 80. mext Double (), 8. addBal Camount); bereak; case 2: 8. dispBall; beeak; case 3: System out post to ("Estee amount to be amount = 8c. next Double(), 8. with draw (amount);

Output

```
C:\Users\Hima\Desktop\java>javac bank.java
C:\Users\Hima\Desktop\java>java bank
name: jay
accnum: 123456
balance: 3000.0
acctype: Current
1:AddBal
2:displayBal
3:withdraw
4:checkbook
5:saving account
enter amount to be added:
1200
1:AddBal
2:displayBal
3:withdraw
4:checkbook
5:saving account
Your balance is: 4200.0
1:AddBal
2:displayBal
3:withdraw
4:checkbook
5:saving account
enter amount to be withdrawn:
1200
balance = 3000.0
1:AddBal
2:displayBal
3:withdraw
4:checkbook
5:saving account
enter details
enter name of the reciever:
```

```
enter details
enter name of the reciever:
 tanvi
enter the amount to be sent:
1000
Enter password
enter password
xxxxx
reciever : tanvi
amount sent is 1000.0
balance = 2000.0
1:AddBal
2:displayBal
3:withdraw
4:checkbook
5:saving account
name: jennie
1:AddBal
2:displayBal
3:withdraw
                         accno: 500676 bal: 7000.0
                                                                              type: Savings
 4:quit
enter amt to be added:
1000
1:AddBal
2:displayBal
3:withdraw
4:quit
Your balance is: 11520.0
1:AddBal
2:displayBal
3:withdraw
4:quit
enter amt to be withdrawn:
200
balance = 11320.0
1:AddBal
2:displayBal
3:withdraw
4:quit
```