

# **Dilwali revision assignment opps**

## **concept in java**

Topic: Data Types, Wrapper Classes, Operators, and Type Casting

### 1 Data Type Basics

 Question:

Write a Java program to declare variables of all primitive data types and print their default and assigned values.

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### 2 Type Casting (Widening)

 Question:

Convert an int value to double and print both values before and after conversion.

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### 3 Type Casting (Narrowing)

 Question:

Take a double value and convert it into int. Print the result and explain what happens to the decimal part.

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#### 4 Wrapper Class Conversion

👉 Question:

Convert a primitive int to Integer (autoboxing) and again convert it back to int (unboxing). Print both results.

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#### 5 String to Wrapper Conversion

👉 Question:

Take a String s = "123"; and convert it into an Integer. Then add 10 to it and print the final result.

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#### 6 Arithmetic Operators

👉 Question:

Write a Java program to perform all arithmetic operations (+, -, \*, /, %)

between two integers and print the result of each.

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## 7 Relational&Logical Operators

 Question:

Write a program that checks whether a given number is between 10 and 50 using relational and logical operators.

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## 8 Increment&Decrement

 Question:

Demonstrate the difference between ++i and i++ using a small example.

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## 9 Compound Assignment Operator

 Question:

Write a program using compound assignment operators (+=, -=, \*=, /=) to manipulate a number and show the final result.

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## 10 Mixed Type Expression

👉 Question:

Take an int, float, and double variable, perform an arithmetic operation between them, and observe the final result type. Explain why Java gives that result type.

Topic:

if-else, switch, loops, arrays, 2D array ✓✓✓✓✓✓

1 Write a program to check whether a given number is even or odd using if-else.

2 Write a program to find the largest of two numbers using if-else.

3 Write a program to check whether a year is leap year or not.

4 Write a program to print 1 to 10 using a for loop.

5 Write a program to calculate the sum of first N natural numbers using a loop.

6 Write a program to print the multiplication table of any number entered by the user.

7 Write a program to count the number of digits in a given integer using a while loop.

8 Write a program that checks whether a character is vowel or consonant using a switch statement.

9 Write a program to find the factorial of a number using a loop.

10 Write a program to reverse an integer number using a while loop.

1 1 Write a program to find the sum of elements of an array.

1 2 Write a program to find the maximum and minimum element in an array.

1 3 Write a program to search a number in an array (Linear Search).

1 4 Write a program to sort an array in ascending order (using any loop).



1 5 Write a program to count even and odd elements in an array.



1 6 Write a program to copy all elements of one array into another











array.

1  7  Write a program to add two matrices (2D arrays).

1  8  Write a program to find the transpose of a matrix.

1  9  Write a program to find the sum of diagonal elements in a square matrix.

2  0  Write a program to find the element-wise product (multiplication) of two 2D arrays.

Topics: Class, Object, Constructor, Inheritance, Polymorphism, Encapsulation, Abstraction, Interface)          

1  Create a simple class and object

Write a Java class Student with name and age fields, and create an object to display student details.

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2  Constructor example

Create a class Car with a parameterized constructor to initialize

company name and model.

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### 3 Default Constructor

Create a class Book that uses a default constructor to print “Book object created” .

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### 4 Method inside class

Create a class Calculator having methods add(), sub(), mul(), div() and call them using an object.

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### 5 Object reference example

Create two references pointing to the same object and show how changing data in one reference affects the other.

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### 6 Using this keyword

Create a class Employee with variables name and salary, and initialize

them using this keyword.

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## 7 Inheritance - Single Level

Create a class Animal and a subclass Dog which extends Animal. Print message using method overriding.

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## 8 Multilevel Inheritance

Create a class hierarchy: Vehicle → Car → ElectricCar and demonstrate method inheritance.

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## 9 Method Overloading

Create a class MathOperation having multiple add() methods with different parameters.

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## 10 Method Overriding

Create a base class Shape and a subclass Circle which overrides area()



method.

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## 1 1 Encapsulation Example

Create a class BankAccount with private data members and public getter and setter methods.

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## 1 2 Abstraction Using Abstract Class

Create an abstract class Shape with an abstract method draw() and subclasses Circle and Rectangle implementing it.

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## 1 3 Interface Implementation

Create an interface Playable with method play(). Implement it in classes Guitar and Piano.

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## 1 4 Multiple Interface Implementation

Create two interfaces Printable and Showable and a class Document

that implements both.

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### 1 5 Upcasting Example

Create classes A and B (B extends A), and show how A obj = new B();  
calls overridden methods.

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## B. MEDIUM LEVEL (15 QUESTIONS)

### 1 6 Downcasting Example

Demonstrate safe downcasting using instanceof in inheritance  
hierarchy.

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### 1 7 Hierarchical Inheritance

Create classes Employee, Manager, and Developer where both inherit  
from Employee. Print their info.

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## 1 8 Constructor Chaining

Show constructor chaining using `super()` keyword in parent-child classes.

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## 1 9 Polymorphism Example

Write a program to demonstrate runtime polymorphism using parent reference and child object.

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## 2 0 Dynamic Method Dispatch

Demonstrate how Java decides which method to call during runtime (using overridden methods).

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## 2 1 Abstract Class + Concrete Class Combo

Create an abstract class `Account` with method `calculateInterest()`, implemented by subclasses `Savings` and `Current`.

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## 2 2 Encapsulation with Validation

In class User, set private password and validate it using a setter method (must be >8 chars).

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## 2 3 Interface with Multiple Implementations

Create interface Payment and implement in CreditCard and UPI classes. Call common method using interface reference.

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## 2 4 Real-World Inheritance Example

Create class Person, subclass Teacher, and another subclass Student. Print their roles using inheritance.

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## 2 5 Aggregation Example

Create classes Address and Student. Use Address object inside Student class to demonstrate aggregation.

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## 2 6 Composition Example

Create class Engine used inside class Car where car cannot exist without engine (tight dependency).

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## 2 7 Interface Inheritance

Create two interfaces A and B, and another interface C extending both. Implement C in a class.

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## 2 8 Polymorphism with Abstract + Interface

Create an abstract class Animal and an interface Pet. Class Dog extends Animal and implements Pet.

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## 2 9 Final Keyword Example

Create a class with final variable, final method, and final class to demonstrate restrictions.

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### 3.0 Real-Time Abstraction Example

Design abstract class Database with abstract methods connect() and disconnect(). Implement it for MySQLDatabase and OracleDatabase.