LAB # 06 Evaluation

Exercise No 01: Write a java program consisting of two static methods. The first method will add 2 integer numbers. The second method will add 3 integer numbers.

Code:

Main:

package lab06;

public class Lab06 {

    public static void main(String[] args) {

        Calculator S1 =new Calculator();

         S1.add(2,4);

         S1.add(4,5,8);

    }

}

Calculator:

package lab06;

public class Calculator {

    int sum;

    public void add(int a, int b) {

        sum = a + b;

        System.out.println(sum);

    }

    public void add(int a, int b, int c) {

        sum = a + b + c;

        System.out.println(sum);

    }

}

Output:



Task No 05: Implement the Rectangle class to overload the + operator so that you can add two Rectangle objects. Adding two Rectangle objects should give another Rectangle object whose length the sum of the lengths of the two Rectangle objects and whose breadth is the sum of the breadths of the two Rectangle objects.

Code:

Main:

package lab06;

public class Lab06 {

    public static void main(String[] args) {

         Rectangle r1 = new Rectangle(4, 5);

         Rectangle r2 = new Rectangle(3, 6);

         Rectangle r3 = r1.operatorPlus(r2);

         System.out.println("Length of rectangle 1: " + r1.getLength() + ", Breadth of rectangle 1: " + r1.getBreadth());

         System.out.println("Length of rectangle 2: " + r2.getLength() + ", Breadth of rectangle 2: " + r2.getBreadth());

         System.out.println("Length of rectangle 3: " + r3.getLength() + ", Breadth of rectangle 3: " + r3.getBreadth());

    }

}

Rectangle:

package lab06;

public class Rectangle {

    private double length;

    private double breadth;

    public Rectangle(double length, double breadth) {

        this.length = length;

        this.breadth = breadth;

    }

    public double getLength() {

        return length;

    }

    public double getBreadth() {

        return breadth;

    }

    public Rectangle operatorPlus(Rectangle other) {

        double newLength = this.length + other.getLength();

        double newBreadth = this.breadth + other.getBreadth();

        return new Rectangle(newLength, newBreadth);

    }

}

Output:

