

Window Help Q 🖆 🐯 □ □ □ □ Outline × □ 13 × × 9 × 8 □ □ ☑ Showroom.java × person 49 // Calculate the amount after discount 50 amount = cost - (cost \* dis / 100); name : String 51 △ mobno:long 52 53 a cost: double 54 55⊖ 56 57 58 59 60 // Method to display customer details and amount to be paid after discount △ dis: double public void display() { △ amount: double System.out.println("\nCustomer Details:"); • c Showroom() System.out.println("Name: " + name); System.out.println("Mobile Number: " + mobno); input(): void System.out.println("Amount to be paid after discount: Rs. " + amount); calculate(): void display(): void } 61 s main(Stringfl): void 62 // Main method to test the ShowRoom class public static void main(String[] args) { 64 // Create an object of the ShowRoom class 65 Showroom customer = new Showroom(); 66 67 // Input customer details 68 customer.input(); 69 70 // Calculate discount and amount to be paid 71 customer.calculate(); 72 // Display the customer details and amount after discount 73 74 customer.display(); 75 76 } 77 78 79 \$ ■ X X | B II P F F | - □ - □ - □ - □ @ Javadoc 

☐ Declaration ☐ Console × <terminated> Showroom [Java Application] C:\Users\josej\Downloads\spring-tool-suite-4-4.26.0.RELEASE-e4.33.0-win32.x86\_64\sts-4.26.0.RELEASE\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86\_64 Enter the cost of items purchased: Rs. 15000 Customer Details: Name: josefin Mobile Number: 6985472365 Amount to be paid after discount: Rs. 13500.0 22:05 25-11-2024 **E ENG** ^ 💪 💍 Q Search **令 切 ■** 

howroom.java - Spring Tool Suite 4

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☑ Perimeter.java ×
 1 package person;
                                                                                                                                  # person
                                                                                                                                class Perimeter {

    calculatePerimeter1(double): double

 4

    calculatePerimeter(double, double): double

 5
             // Method to calculate the perimeter of a square

    calculatePerimeter(double) : double

 6⊖
            public double calculatePerimeter1(double side) {
                                                                                                                                    • s main(String[]): void
                 return 4 * side; // Perimeter of square = 4 * side
 8
 9
10
            // Method to calculate the perimeter of a rectangle
            public double calculatePerimeter(double length, double breadth) {
   return 2 * (length + breadth); // Perimeter of rectangle = 2 * (length + breadth)
11⊜
12
13
14
            // Method to calculate the perimeter of a circle (using Math.PI for better precision)
15
            public double calculatePerimeter(double radius) {
   return 2 * Math.PI * radius; // Perimeter of circle = 2 * π * radius
16⊖
17
18
19
20
            // Main method to test the function overloading
21⊜
            public static void main(String[] args) {
22
                 // Create an object of Perimeter class
23
                 Perimeter perimeterCalculator = new Perimeter();
                // Calculate and display the perimeter of a square with side 5
26
                 double squarePerimeter = perimeterCalculator.calculatePerimeter1(5.0);
                System.out.println("Perimeter of the square: " + squarePerimeter);
29
                 // Calculate and display the perimeter of a rectangle with length 6 and breadth 4
30
                 double rectanglePerimeter = perimeterCalculator.calculatePerimeter(6.0, 4.0);
                 System.out.println("Perimeter of the rectangle: " + rectanglePerimeter);
                                                                                                                            @ Javadoc 

□ Declaration □ Console ×
<terminated> Perimeter [Java Application] C:\Users\josej\Downloads\spring-tool-suite-4-4.26.0.RELEASE-e4.33.0-win32.win32x86_64\sts-4.26.0.RELEASE\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32x86_64_z
Perimeter of the square: 20.0
Perimeter of the rectangle: 20.0
Perimeter of the circle: 28.0
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