Assignment-1. Write a Java program that uses a method to calculate the area of a rectangle and compare them using Relational Operator Steps: ● Create a class Rectangle. ● The Rectangle class should have two attributes length and width of type int. ● Create a constructor that accepts length and width as parameters. ● Area should be calculated as length\*area. ● Instantiate two Rectangle classes with random values. ● Compare the areas of the two rectangles using the Relational Operator. ● If the first one is bigger than the second one, print “Rectangle1 > Rectangle2”. ● If the first one is smaller print “Rectangle1 < Rectangle2”. ● Otherwise print “They are equal”.

class Rectangle {

    // Attributes

    private int length;

    private int width;

    // Constructor

    public Rectangle(int length, int width) {

        this.length = length;

        this.width = width;

    }

    // Method to calculate the area of the rectangle

    public int calculateArea() {

        return length \* width;

    }

    public static void main(String[] args) {

        // Instantiate two Rectangle objects with random values

        Rectangle rectangle1 = new Rectangle(10, 5);

        Rectangle rectangle2 = new Rectangle(7, 8);

        // Calculate the areas of the rectangles

        int area1 = rectangle1.calculateArea();

        int area2 = rectangle2.calculateArea();

        // Compare the areas using relational operators and print the result

        if (area1 > area2) {

            System.out.println("Rectangle1 > Rectangle2");

        } else if (area1 < area2) {

            System.out.println("Rectangle1 < Rectangle2");

        } else {

            System.out.println("They are equal");

        }

    }

}

Assignment-1. ● Write a Java program named Car ● The Car class should have the following attributes: make (String), model (String) , year (short) , and price(int) . ● The car class should have a constructor that takes all the attributes. ● Add a main method to instantiate car objects. ● The program should allow the user to create and display objects of each Car Class.

public class Car {

    String make ;

    String model ;

    short year;

    int price;

    public Car(String make, String model, short year, int price) {

        super();

        this.make = make;

        this.model = model;

        this.year = year;

        this.price = price;

    }

    public static void main(String[] args) {

        Car car1 = new Car ("Tata", "Indica", (short) 2015, 500000);

        System.out.println(car1.make + " " + car1.model+ " " + car1.year

                + " Price :Rs " +  car1.price  );

    }

}