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**Batch: RMCA B**

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**OBJECT ORIENTED PROGRAMMING LAB**

**Experiment No.: CO3:2**

**Aim**

Create an Arithmetic package that has classes and interfaces for the 4 basic arithmetic operations. Test the package by implementing all operations on two given numbers.

**Procedure**

arithamatic\_package.java

package Package\_A;

interface interface\_graphics{

public float add(int a, int b);

public float divide(int a, int b);

public float multiple(int a, int b);

public float substract(int a, int b);

public float remainder(int a, int b);

}

public class arithamatic\_package implements interface\_graphics {

public float add(int a, int b){

return a+b;

}

public float divide(int a, int b){

return a/b;

}

public float multiple(int a, int b){

return a\*b;

}

public float substract(int a, int b){

return a-b;

}

public float remainder(int a, int b){

return a%b;

}

}

main\_arithamatic.java

import Package\_A.\*;

class main\_arithamatic {

public static void main(String []args){

arithamatic\_package testObj = new arithamatic\_package();

System.out.println(testObj.add(1,2));

System.out.println(testObj.substract(1,2));

System.out.println(testObj.multiple(1,2));

System.out.println(testObj.divide(5,2));

System.out.println(testObj.remainder(11,2));

}

}

**OUTPUT**

