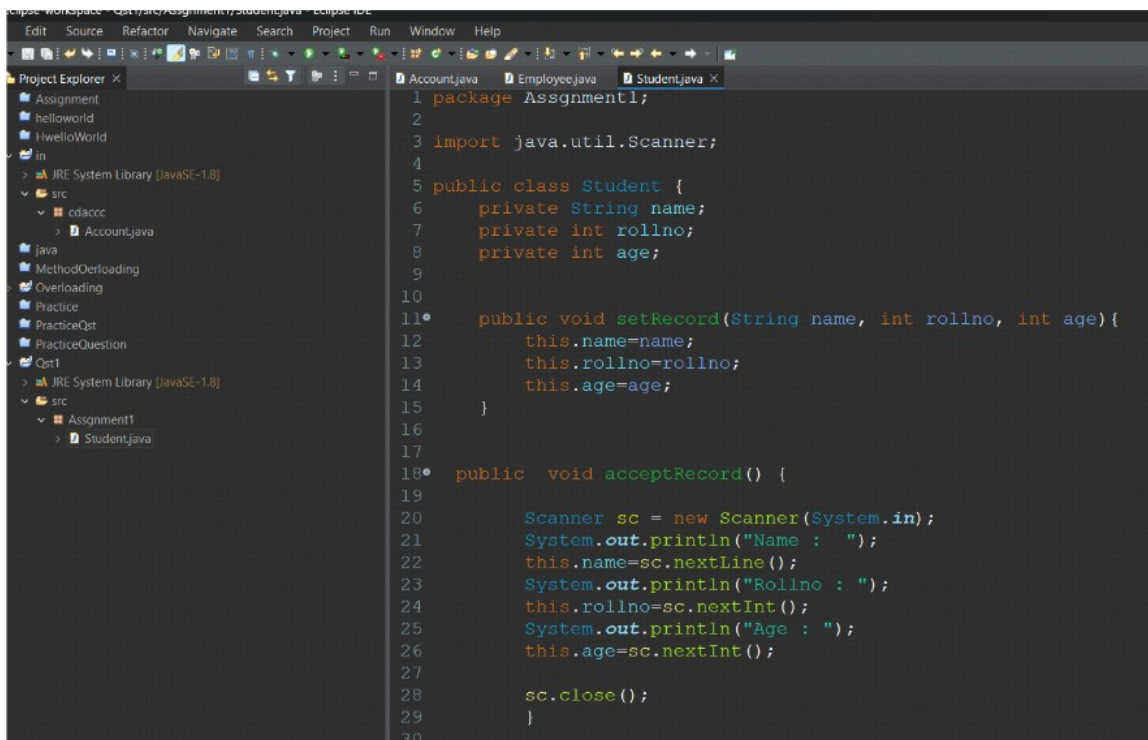
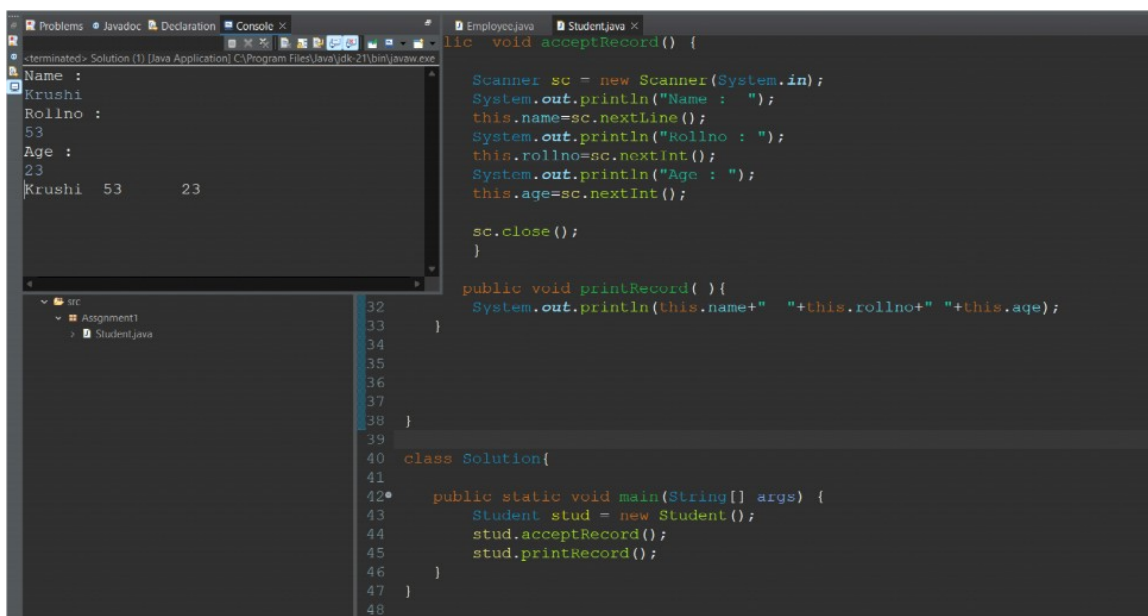


ASSIGNMENT NO : 4

Q1. Build a class Student which contains details about the Student and compile and run its instance.



```
1 package Assgiment1;
2
3 import java.util.Scanner;
4
5 public class Student {
6     private String name;
7     private int rollno;
8     private int age;
9
10
11     public void setRecord(String name, int rollno, int age){
12         this.name=name;
13         this.rollno=rollno;
14         this.age=age;
15     }
16
17
18     public void acceptRecord() {
19
20         Scanner sc = new Scanner(System.in);
21         System.out.println("Name : ");
22         this.name=sc.nextLine();
23         System.out.println("Rollno : ");
24         this.rollno=sc.nextInt();
25         System.out.println("Age : ");
26         this.age=sc.nextInt();
27
28         sc.close();
29     }
30 }
```



```
31
32
33
34
35
36
37
38
39
40 class Solution{
41
42     public static void main(String[] args) {
43         Student stud = new Student();
44         stud.acceptRecord();
45         stud.printRecord();
46     }
47 }
48
```

Console Output:

```
Name :
Krushvi
Rollno :
53
Age :
23
Krushvi 53 23
```

Q2. Write a Vehicle class with overloaded methods that have a different number of parameters. Demonstrate calling these overloaded methods with various numbers of arguments.

The screenshot shows an IDE with the `Vehicle.java` file open. The code defines a `Vehicle` class with two overloaded `accelerate` methods and a `main` method. The console output shows the results of the `main` method calls.

```
1 package cdac.in.acts;
2
3 public class Vehicle {
4
5
6
7     public static void accelerate(int speed) {
8
9         System.out.println("Accelerator speed is " + speed);
10    }
11
12    public static void accelerate(int speed, boolean brake) {
13        System.out.println("Accelerator speed is " + speed);
14        System.out.println("Accelerator brake is " + brake);
15    }
16
17    public static void main(String[] args) {
18        Vehicle.accelerate(100);
19        Vehicle.accelerate(300, true);
20    }
21
22
23 }
24
25 }
26
```

Console Output:

```
Accelerator speed is 100
Accelerator speed is 300
Accelerator brake is true
```

Q3. Create a class `Employee` with multiple overloaded methods that have different parameter types (e.g., `int`, `double`, `String`). Demonstrate calling each overloaded method with appropriate arguments

The screenshot shows an IDE with the `Employee.java` file open. The code defines an `Employee` class with three overloaded `displayList` methods and a `main` method. The console output shows the results of the `main` method calls.

```
1 package cdac;
2
3 public class Employee {
4
5
6
7     public static void displayList(String name) {
8         System.out.println("Employee name is " + name);
9     }
10    public static void displayList(int empid) {
11
12        System.out.println("Employee id is " + empid);
13    }
14
15    public static void displayList(double salary) {
16        System.out.println("Employee salary is " + salary);
17    }
18
19    public static void main(String[] args) {
20        Employee.displayList("Krushika");
21        Employee.displayList(123);
22        Employee.displayList(4500.45);
23    }
24
25
26 }
27
28 }
29
```

Console Output:

```
Employee name is Krushi
Employee id is 123
Employee salary is 4500.45
```