

/* Java application to show the use of default constructor */

```
class Chair{  
  
    private double width, height;  
  
    private int legs, arms;  
  
    private String color;  
  
    Chair(){  
  
        System.out.println("Default Constructor called");  
  
        width=18.0;  
  
        height=24.0;  
  
        legs=4;  
  
        color="Brown";  
  
    }  
  
    void print(){  
  
        System.out.println("Dimension/Size of chair to be made ::");  
  
        System.out.println("Width="+width+"\n");  
  
        System.out.println("Height="+height+"\n");  
  
        System.out.println("No. of Legs="+legs);  
  
        System.out.println("No. of Arms="+arms);  
  
        System.out.println("Color="+color);  
  
    }  
}
```

//Close of class Chair

```
class OChair{  
  
    public static void main(String args[]){  
  
        Chair C1=new Chair();  
  
    }  
}
```

```
C1.print();
```

```
}//Close of main
```

```
}//Close of class OChair
```

//OUTPUT

Default Constructor called

Dimension/Size of chair to be made ::

Width=18.0"

Height=24.0"

No. of Legs=4

No. of Arms=0

Color=Brown

/* Java application to show the use of "default" and "parameterised" constructor */

```
import java.util.Scanner;
```

```
class Chair{
```

```
private double width=18.0, height=24.0;
```

```
private int legs=4, arms;
```

```
private String color="Black";
```

```
Chair(){}
```

```
Chair(int legs, int arms,String color){
```

```
this.legs=legs;
```

```
this.arms=arms;
```

```
this.color=color;

}

Chair(int legs, int arms){

this.legs=legs;

this.arms=arms;

}

Chair(double width,double height,int legs,int arms,String color){

this.width=width;

this.height=height;

this.legs=legs;

this.arms=arms;

this.color=color;

}

void accept(double width,double height,int legs,int arms,String color){

this.width=width;

this.height=height;

this.legs=legs;

this.arms=arms;

this.color=color;

}

void print(){

System.out.println("Dimension/Size of chair to be made ::");

System.out.println("Width="+width+"\n");

System.out.println("Height="+height+"\n");

System.out.println("No. of Legs="+legs);
```

```
System.out.println("No. of Arms="+arms);  
System.out.println("Color="+color);  
}
```

}//Close of class Chair

```
class OChair{  
    public static void main(String args[]){  
        Scanner s=new Scanner(System.in);  
        Chair C1=new Chair();  
        System.out.println();  
        C1.print();  
        System.out.print("Enter Legs, Arms and Color of Chair :");  
        int legs=s.nextInt();  
        //System.out.println(legs);  
        int arms=s.nextInt();  
        //System.out.println(arms);  
        s.nextLine();  
        String color=s.nextLine().toUpperCase();  
        //System.out.println(color);  
        Chair C2=new Chair(legs,arms,color);  
        C2.print();  
        System.out.print("Enter Legs and Arms of Chair :");  
        legs=s.nextInt();  
        //System.out.println(legs);  
        arms=s.nextInt();
```

```
//System.out.println(arms);

Chair C3=new Chair(legs,arms);

C3.print();

System.out.print("Enter Width, Height, Legs, Arms and Color of Chair :");

double width=s.nextDouble();

//System.out.println(width);

double height=s.nextDouble();

//System.out.println(height);

legs=s.nextInt();

//System.out.println(legs);

arms=s.nextInt();

//System.out.println(arms);

s.nextLine();

color=s.nextLine().toUpperCase();

//System.out.println(color);

Chair C4=new Chair(width,height,legs,arms,color);

C4.print();

System.out.print("Enter Width, Height, Legs, Arms and Color of Chair :");

width=s.nextDouble();

//System.out.println(width);

height=s.nextDouble();

//System.out.println(height);

legs=s.nextInt();

//System.out.println(legs);

arms=s.nextInt();
```

```
//System.out.println(arms);

s.nextLine();

color=s.nextLine().toUpperCase();

//System.out.println(color);

Chair C5=new Chair();

C5.accept(width,height,legs,arms,color);

C5.print();

}//Close of main

}//Close of class OChair
```

//OUTPUT

Dimension/Size of chair to be made ::

Width=18.0"

Height=24.0"

No. of Legs=4

No. of Arms=0

Color=Black

Enter Legs, Arms and Color of Chair :5

2

BROWN

Dimension/Size of chair to be made ::

Width=18.0"

Height=24.0"

No. of Legs=5

No. of Arms=2

Color=BROWN

Enter Legs and Arms of Chair :4

2

Dimension/Size of chair to be made ::

Width=18.0"

Height=24.0"

No. of Legs=4

No. of Arms=2

Color=Black

Enter Width, Height, Legs, Arms and Color of Chair :20.0

24.0

5

0

METALLIC STEEL

Dimension/Size of chair to be made ::

Width=20.0"

Height=24.0"

No. of Legs=5

No. of Arms=0

Color=METALLIC STEEL

Enter Width, Height, Legs, Arms and Color of Chair :22.0

26.0

3

2

GREY

Dimension/Size of chair to be made ::

Width=22.0"

Height=26.0"

No. of Legs=3

No. of Arms=2

Color=GREY

/* Java application to show the use of "default" and "parameterised" constructor */

```
import java.util.Scanner;
```

```
class BookShelf{
```

```
    private double width=36.0, height=60.0;
```

```
    private int shelf=4;
```

```
    BookShelf(){}
```

```
    BookShelf(int shelf){
```

```
        this.shelf=shelf;
```

```
    }
```

```
    BookShelf(double width,double height){
```

```
        this.width=width;
```

```
        this.height=height;
```

```
    }
```

```
    BookShelf(double width,double height,int shelf){
```

```
        this.width=width;
```



```
this.height=height;

this.shelf=shelf;

}

void input(double width,double height,int shelf){

this.width=width;

this.height=height;

this.shelf=shelf;

}

void show(){

System.out.println("Dimension/Size of BookShelf to be made ::");

System.out.println("Width="+width+"\n");

System.out.println("Height="+height+"\n");

System.out.println("No. of Shelf="+shelf);

}

}//Close of class BookShelf

class OBookShelf{

public static void main(String args[]){

Scanner s=new Scanner(System.in);

BookShelf B1=new BookShelf();

System.out.println();

B1.show();

System.out.print("Enter No. of Shelf of BookShelf :");

int shelf=s.nextInt();

//System.out.println(shelf);
```

```
BookShelf B2=new BookShelf(shelf);

B2.show();

System.out.print("Enter Width and Height of BookShelf :");

double width=s.nextDouble();

//System.out.println(width);

double height=s.nextDouble();

//System.out.println(height);

BookShelf B3=new BookShelf(width,height);

B3.show();

System.out.print("Enter Width, Height, and Shelf of BookShelf :");

width=s.nextDouble();

//System.out.println(width);

height=s.nextDouble();

//System.out.println(height);

shelf=s.nextInt();

//System.out.println(shelf);

BookShelf B4=new BookShelf(width,height,shelf);

B4.show();

System.out.print("Enter Width, Height, and Shelf of BookShelf :");

width=s.nextDouble();

//System.out.println(width);

height=s.nextDouble();

//System.out.println(height);

shelf=s.nextInt();

//System.out.println(shelf);
```

```
BookShelf B5=new BookShelf();
```

```
B5.input(width,height,shelf);
```

```
B5.show();
```

```
}//Close of main
```

```
}//Close of class OChair
```

//OUTPUT

Dimension/Size of BookShelf to be made ::

Width=36.0"

Height=60.0"

No. of Shelf=4

Enter No. of Shelf of BookShelf :5

Dimension/Size of BookShelf to be made ::

Width=36.0"

Height=60.0"

No. of Shelf=5

Enter Width and Height of BookShelf :30.0

48.0

Dimension/Size of BookShelf to be made ::

Width=30.0"

Height=48.0"

No. of Shelf=4

Enter Width, Height, and Shelf of BookShelf :36.0

90.0

5

Dimension/Size of BookShelf to be made ::

Width=36.0"

Height=90.0"

No. of Shelf=5

Enter Width, Height, and Shelf of BookShelf :30.0

72.0

4

Dimension/Size of BookShelf to be made ::

Width=30.0"

Height=72.0"

No. of Shelf=4