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Div: CSE-B2

Create a class Person. Create at least three instances of the Person class with different data. Print out the details of each person using the class methods. Consider any class variables of your choice.

CODE

```
public class Person
{
    String name;
    int age;
    String gender;
    Person()
    {
        name="";
        age=0;
        gender="";
    }
    void details()
    {
        System.out.println(this.name);
        System.out.println(this.age);
        System.out.println(this.gender);
    }
    public static void main(String[]args)
    {
        Person ob=new Person();
        Person ob2=new Person();
        ob.name="Sushi";
        ob.age=14;
        ob.gender="female";
        ob2.name="Sushank";
        ob2.age=13;
        ob2.gender="male";
        ob.details();
        ob2.details();
    }
}
```

OUTPUT

```
PS D:\JAVA> java .\Person.java
Sushi
14
female
Sushank
13
male
```

Design a class structure for a simple library system. Consider entities like Book, Author, and Library.

CODE

```java
public class Library
{
    String book;
    String author;
    String library;
    Library()
    {
        book="";
        author="";
        library="";
    }
    void details()
    {
        System.out.println(this.book);
        System.out.println(this.author);
        System.out.println(this.library);
    }
    public static void main(String[]args)
    {
        Library ob=new Library();
        Library ob2=new Library();
        ob.book="Harry Potter";
        ob.author="J K Rowling";
        ob.library="SIT";
        ob2.book="Malgudi Days";
        ob2.author="Abdul";
        ob2.library="SSBS";
        ob.details();
        ob2.details();
    }
}
```

OUTPUT

```
PS D:\JAVA> java .\Library.java
Harry Potter
J K Rowling
SIT
Malgudi Days
Abdul
SSBS
```

Create a class structure for an online shopping system. Entities might include Product, Customer, and Order.

CODE

```java
public class Shop
{
    String product;
    String customer;
    int orderid;
    Shop()
    {
        product="";
        customer="";
        orderid=0;
    }
    void details()
    {
        System.out.println(this.product);
        System.out.println(this.customer);
        System.out.println(this.orderid);
    }
    public static void main(String[]args)
    {
        Shop ob=new Shop();
        Shop ob2=new Shop();
        ob.product="Facewash";
        ob.customer="Maynk";
        ob.orderid=4;
        ob2.product="Goodday";
        ob2.customer="Mradul";
        ob2.orderid=56;
        ob.details();
        ob2.details();
    }
}
```

OUTPUT

```
PS D:\JAVA> java .\Shop.java
Facewash
Maynk
4
Goodday
Mradul
56
```

Design a class structure for a basic banking system. Entities may include Account, Customer, and Transaction.

CODE

```java
public class Bank
{
    int account;
    String customer;
    int transaction;
    Bank()
    {
        account=0;
        customer="";
        transaction=0;
    }
    void details()
    {
        System.out.println(this.account);
        System.out.println(this.customer);
        System.out.println(this.transaction);
    }
    public static void main(String[]args)
    {
        Bank ob=new Bank();
        Bank ob2=new Bank();
        ob.account=434545334;
        ob.customer="J K Rowling";
        ob.transaction=4353423;
        ob2.account=3434224;
        ob2.customer="MRADUL";
        ob2.transaction=394873;
        ob.details();
        ob2.details();
    }
}
```

OUTPUT

```
PS D:\JAVA> java .\Bank.java
434545334
J K Rowling
4353423
3434224
MRADUL
394873
```

Create a class structure for a simplified social media platform. Consider entities like User, Post, and Comment.

CODE

```java
public class Insta
{
    String user;
    int post;
    int comment;
    Insta()
    {
        user="";
        post=0;
        comment=0;
    }
    void details()
    {
        System.out.println(this.user);
        System.out.println(this.post);
        System.out.println(this.comment);
    }
    public static void main(String[]args)
    {
        Insta ob=new Insta();
        Insta ob2=new Insta();
        ob.user="J K Rowling";
        ob.post=6;
        ob.comment=423;
        ob2.user="MRADUL";
        ob2.post=8;
        ob2.comment=33;
        ob.details();
        ob2.details();
    }
}
```

OUTPUT

```
PS D:\JAVA> java .\Insta.java
J K Rowling
6
423
MRADUL
8
33
```

Design a class structure for a student management system. Entities might include Student, Course, and Teacher.

CODE

```java
public class SMS
{
    String student;
    String course;
    String teacher;
    SMS()
    {
        student="";
        course="";
        teacher="";
    }
    void details()
    {
        System.out.println(this.student);
        System.out.println(this.course);
        System.out.println(this.teacher);
    }
    public static void main(String[]args)
    {
        SMS ob=new SMS();
        SMS ob2=new SMS();
        ob.student="Mayank";
        ob.course="EM-II";
        ob.teacher="B S Veena";
        ob2.student="Mradul";
        ob2.course="EM-III";
        ob2.teacher="Ram Kishun Lodhi";
        ob.details();
        ob2.details();
    }
}
```

OUTPUT

```
PS D:\JAVA> java .\SMS.java
Mayank
EM-II
B S Veena
Mradul
EM-III
Ram Kishun Lodhi
```