ASSIGNMENT-1.

● Create a class Student in Student.java then add member variables studentName, collegeName of type String
● Add a member variable studentID of type int.
● Make all the member variables as private. ● Add a main method. And print a message “Successful”.
● Compile the class
● Run the class (Follow Coding convention)

SOURCE CODE :

```
public class Student {
   private String studentname ;
   private String collegename ;
   private int studentID ;

   public static void main(String[] args) {
      System.out.println("successfully Started !!");

   }
}
```

OUTPUT :

ASSIGNMENT-2.

● Create a new class Employee
● Add member variables: id and age of type int, name of type String and isPermanent of type boolean
● Now assign values 35.5 to age; See the error message. ● How can you avoid this error? Correct the error by casting.
● Make all the members protected ● Add a main method to it. Print message “Successfully started”.
● Compile the class.

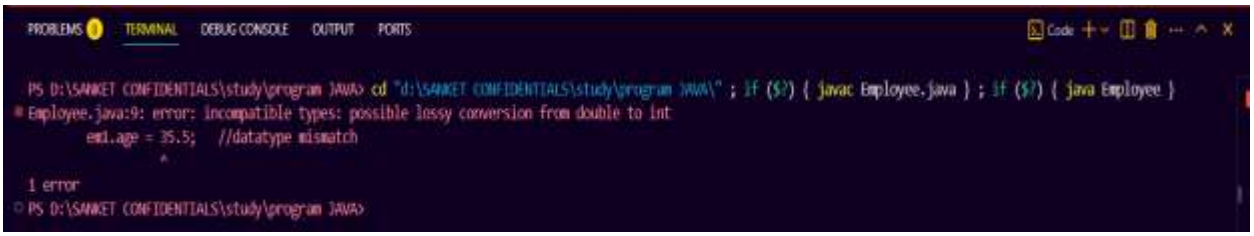
SOURCE CODE :

```
public class Employee {
   protected int id,age;
   protected String name;
   protected boolean ispermanent;

   public static void main(String[] args) {
      Employee em1 = new Employee();
      em1.id = 100;
       em1.age = 35.5;   //datatype mismatch
      em1.ispermanent = true;

      System.out.println("successfully started !!");
   }
}
```

OUTPUT : (ERROR – MISMATCH DATATYPE)

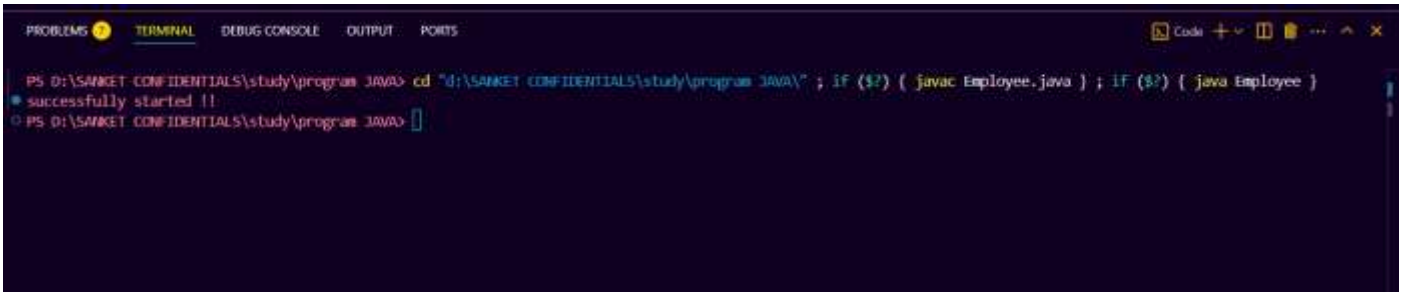


SOURCE CODE - CORRECTED

```
public class Employee {
   protected int id,age;
   protected String name;
   protected boolean ispermanent;

   public static void main(String[] args) {
      Employee em1 = new Employee();
      em1.id = 100;
      // em1.age = 35.5;   //datatype mismatch
      em1.age = (int)35.5;  //implicit type cast
      em1.ispermanent = true;

      System.out.println("successfully started !!");
   }
}
```



ASSIGNMENT-3.

- Create a class Person
- Add member variables name as String, age and salary as int
- Initialize the member variable along with declaration.
- Now put the previous Person class in a package com.anudip.learning
- Add a main method. Add a print message “Test Successful”.
- Run the class after compilation.
- Modify the classpaths to see the error messages on the console.

SOURCE CODE :

```
package com.anudip.learning;

public class Person {
   String name = "ganesh";
   int age = 25 ;
   int salary = 10000;

   public static void main(String[] args) {
      System.out.println("Test successfull !!");
   }
}
```

OUTPUT :