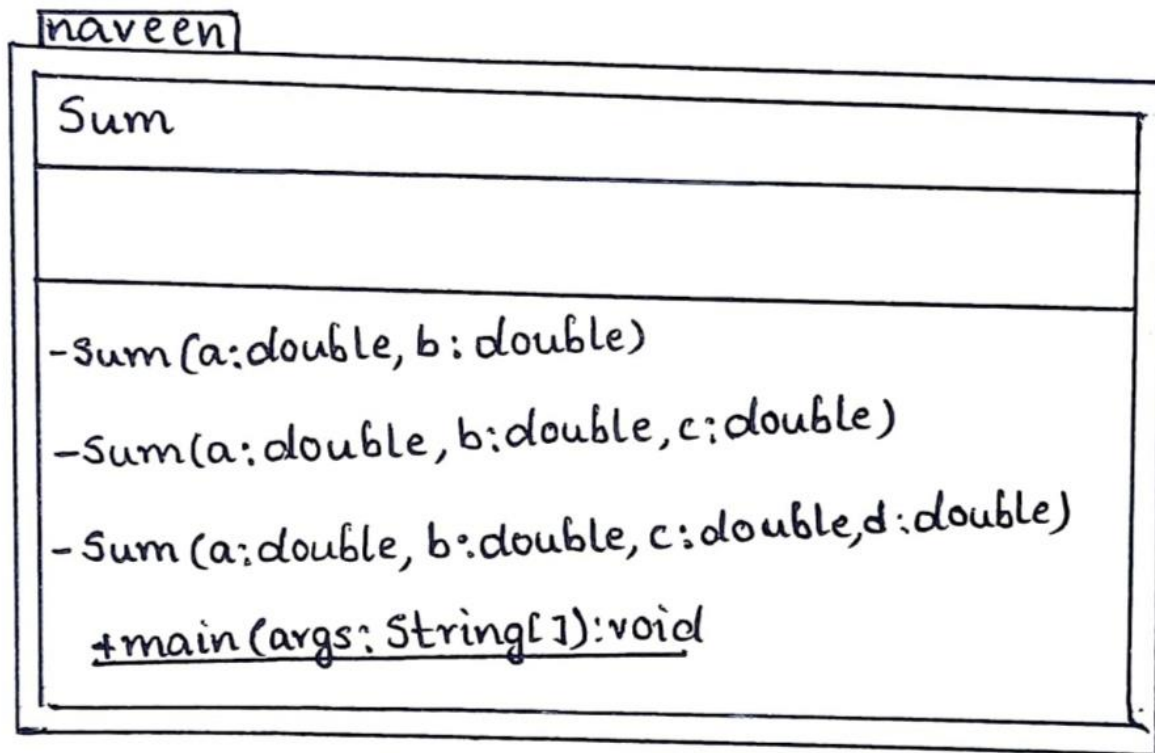


## SKILLING EXERCISE-2

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### CLASS DIAGRAM:



### Constructor:

It is a block of codes similar to the method. It is called when an instance of the class is created. It is a special type of method which is used to initialize the object.

There are two types of constructors, They are:

1. No-arg constructor
2. Parameterized constructor.

### Rules for creating Constructor:

1. Constructor name must be the same as its class name.
2. A Constructor must have no explicit return type
3. A constructor cannot be abstract, static, final and synchronized.

### Note:

If no constructor is available in the class, then java Compiler provides a default constructor by default

### Code:

```
package naveen;
import java.util.Scanner;
public class Sum {
    private Sum(double a,double b)
    {
        System.out.println("Addition of "+a+" and "+b+"=" +(a+b));
    }
    private Sum(double a,double b,double c)
    {
        this(a,b);
        System.out.println("Additiof of "+a+", "+b+" and
"+c+"=" +(a+b+c));
    }
    private Sum(double a,double b,double c,double d)
    {
        this(a,b,c);
        System.out.println("Addition of "+a+", "+b+", "+c+" and "+d+"
=" +(a+b+c+d));
    }
    public static void main(String[] args)
    {
        Scanner sc = new Scanner(System.in);

        System.out.println("1.addition of 2 numbers\n2.addition
of 3 numbers\n3.addition of 4 numbers\nOthers exit");
        switch(sc.nextInt())
        {
            case 1:
                System.out.println("enter two numbers:");
                Sum x = new
Sum(sc.nextDouble(),sc.nextDouble());
                break;
            case 2:
                System.out.println("enter three numbers:");
                Sum y= new
Sum(sc.nextDouble(),sc.nextDouble(),sc.nextDouble());
```

```

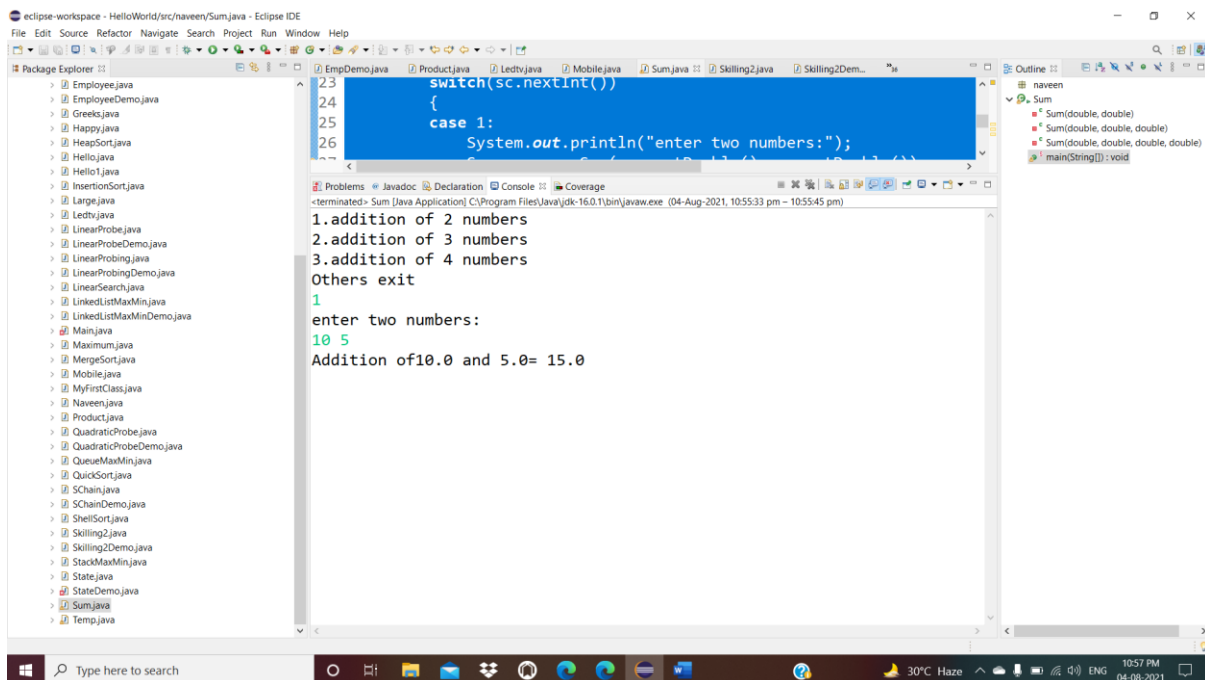
        break;
    case 3:
        System.out.println("enter four numbers");
        Sum z = new
Sum(sc.nextDouble(),sc.nextDouble(),sc.nextDouble(),sc.nextDouble
());
        break;
    default:
        System.out.println("enter correct input\n");
    }

    sc.close();
}
}

```

## ScreenShots:

### Addition of two numbers:



## Addition of three numbers:

The screenshot shows the Eclipse IDE with the following components:

- Package Explorer:** Lists various Java files including Employee.java, Greets.java, Happy.java, HeapSort.java, Hello.java, InsertionSort.java, LinearProbe.java, LinearProbingDemo.java, LinearProbing.java, LinearSearch.java, LinkedListMaxMin.java, Main.java, Maximum.java, MergeSort.java, Mobile.java, MyFirstClass.java, Naveen.java, Product.java, QuadraticProbeDemo.java, QuadraticProbe.java, QueueMaxMin.java, QuickSort.java, SChain.java, SChainDemo.java, ShellSort.java, Skilling2.java, Skilling2Demo.java, StackMaxMin.java, State.java, StateDemo.java, Sum.java, and Temp.java.
- Editor:** Displays the code for Sum.java, which includes a switch statement for menu options. The current selection is case 1: `System.out.println("enter two numbers:");`.
- Console:** Shows the program's output:

```
<terminated> Sum [Java Application] C:\Program Files\Java\jdk-16.0.1\bin\javaw.exe (04-Aug-2021, 10:57:56 pm - 10:58:09 pm)
1.addition of 2 numbers
2.addition of 3 numbers
3.addition of 4 numbers
Others exit
2
enter three numbers:
2 3 5
Addition of 2.0 and 3.0= 5.0
Addition of 2.0,3.0 and 5.0=10.0
```
- Outline:** Shows the class structure with methods like `Sum(double, double)` and `main(String[]) : void`.

## Addition of four numbers:

The screenshot shows the Eclipse IDE with the following components:

- Package Explorer:** Lists various Java files including Employee.java, Greets.java, Happy.java, HeapSort.java, Hello.java, InsertionSort.java, LinearProbe.java, LinearProbingDemo.java, LinearProbing.java, LinearSearch.java, LinkedListMaxMin.java, Main.java, Maximum.java, MergeSort.java, Mobile.java, MyFirstClass.java, Naveen.java, Product.java, QuadraticProbeDemo.java, QuadraticProbe.java, QueueMaxMin.java, QuickSort.java, SChain.java, SChainDemo.java, ShellSort.java, Skilling2.java, Skilling2Demo.java, StackMaxMin.java, State.java, StateDemo.java, Sum.java, and Temp.java.
- Editor:** Displays the code for Sum.java, which includes a switch statement for menu options. The current selection is case 1: `System.out.println("enter two numbers:");`.
- Console:** Shows the program's output:

```
<terminated> Sum [Java Application] C:\Program Files\Java\jdk-16.0.1\bin\javaw.exe (04-Aug-2021, 10:58:48 pm - 10:58:55 pm)
1.addition of 2 numbers
2.addition of 3 numbers
3.addition of 4 numbers
Others exit
3
enter four numbers
1 2 3 4
Addition of 1.0 and 2.0= 3.0
Addition of 1.0,2.0 and 3.0=6.0
Addition of 1.0,2.0,3.0 and 4.0 =10.0
```
- Outline:** Shows the class structure with methods like `Sum(double, double)` and `main(String[]) : void`.