SKILLING EXERCISE-2

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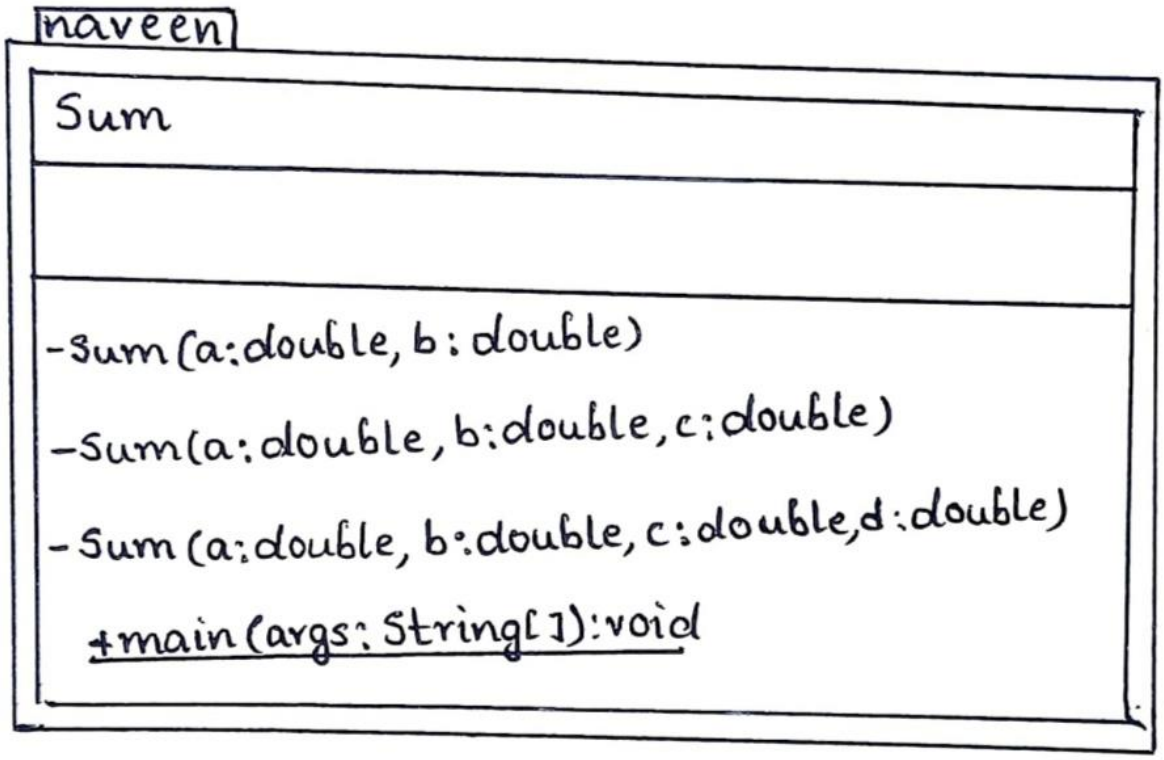
CLASS DIAGRAM:



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

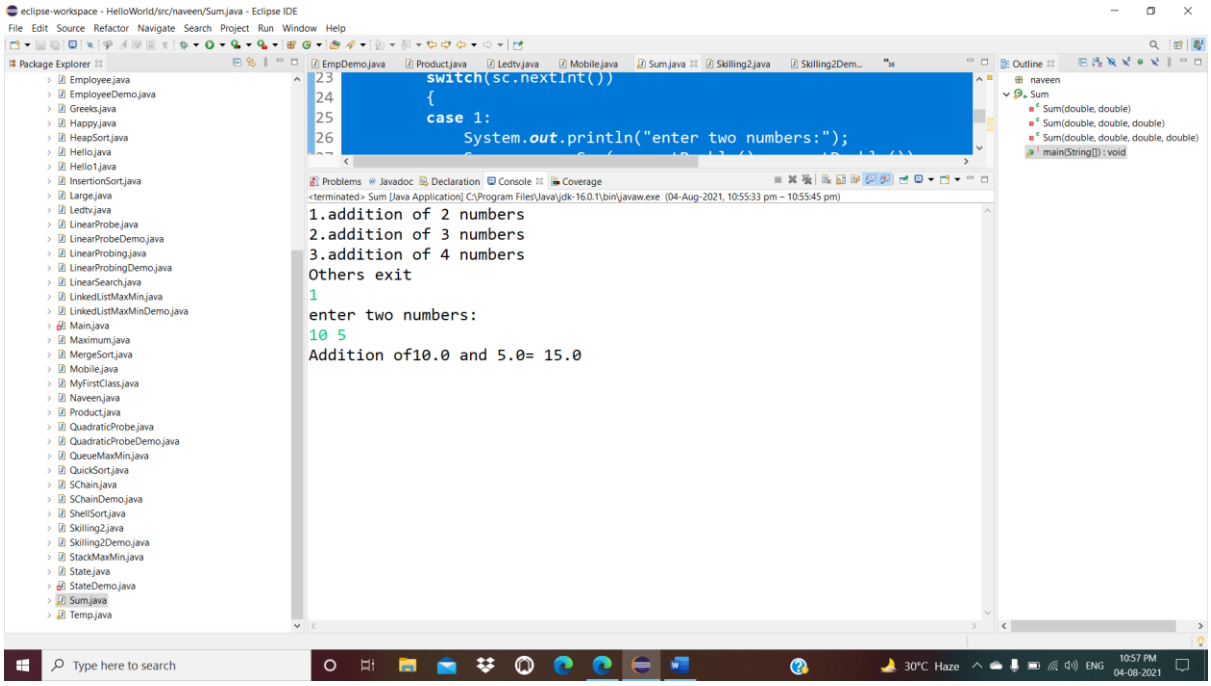
Code:

```
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());
```

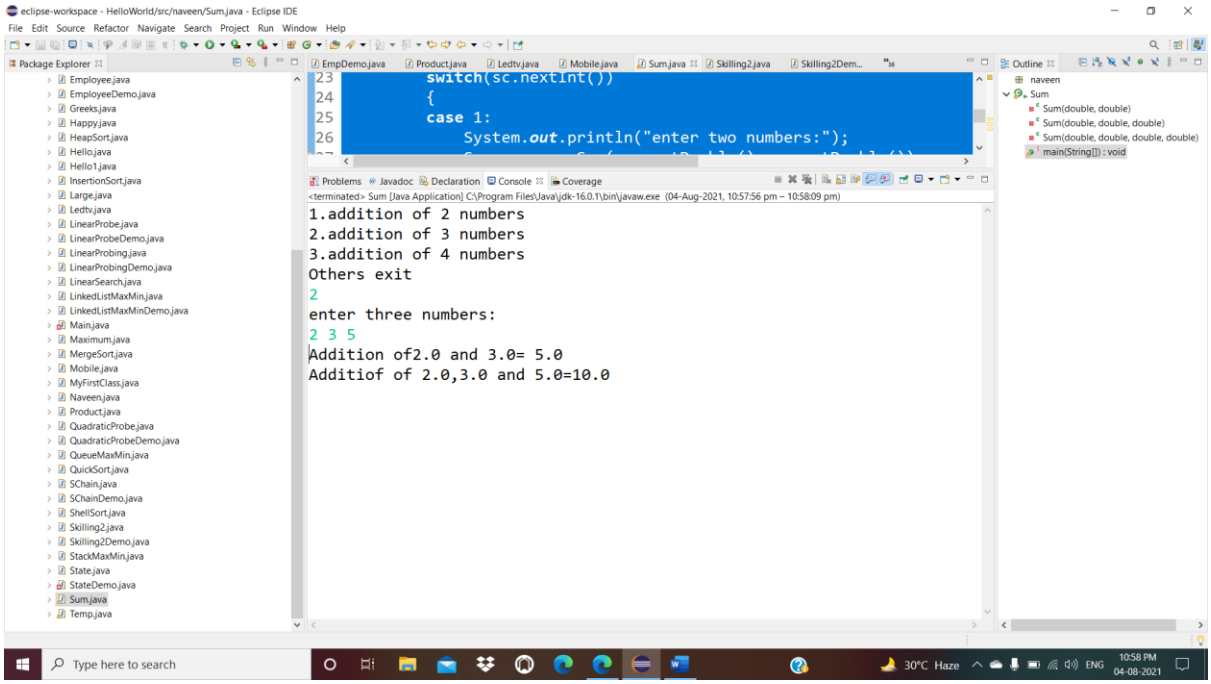
```
                    break;
                case 3:
                    System.out.println("enter four numbers");
                    Sum z = new
Sum(sc.nextDouble(),sc.nextDouble(),sc.nextDouble(),sc.nextDouble
());
                    break;
                    default:
                        System.out.println("enter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

        sc.close();
 }
}
```

ScreenShots:

Addition of two numbers:



Addition of three numbers:



Addition of four numbers: