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**Roll No:24**

**Batch:B**

**Date:31/05/22**

**OBJECT ORIENTED PROGRAMMING LAB**

**Experiment No.: 1**

**Aim**

Create a Graphics package that has classes and interfaces for figures Rectangle, Triangle,Square and Circle. Test the package by finding the area of these figures.

**PROCEDURE**

**Arithmeticoperation.java**

package Arithmetic;

import java.util.Scanner;

interface cal

{

void add();

void sub();

void mul();

void div();

}

public class Arithmeticoperation implements cal

{

Scanner sc=new Scanner(System.in);

public void add()

{

System.out.println("Enter first number:");

int a=sc.nextInt();

System.out.println("Enter second number:");

int b=sc.nextInt();

System.out.println("Sum="+(a+b));

}

public void sub()

{

System.out.println("Enter first number:");

int a=sc.nextInt();

System.out.println("Enter second number:");

int b=sc.nextInt();

System.out.println("Difference="+(a-b));

}

public void mul()

{

System.out.println("Enter first number:");

int a=sc.nextInt();

System.out.println("Enter second number:");

int b=sc.nextInt();

System.out.println("Product="+(a\*b));

}

public void div()

{

System.out.println("Enter first number:");

int a=sc.nextInt();

System.out.println("Enter second number:");

int b=sc.nextInt();

System.out.println("Quotient="+(a/b));

}

}

**operation.java**

import Arithmetic.Arithmeticoperation;

public class Operation {

public static void main(String args[])

{

Arithmeticoperation obj=new Arithmeticoperation();

System.out.println("ARITHMETIC OPERATIONS"+"\n"+"---------------------------");

System.out.println("\nAddition"+"\n"+"-------------");

obj.add();

System.out.println("\nSubtraction"+"\n"+"-------------");

obj.sub();

System.out.println("\nMultiplication"+"\n"+"-------------");

obj.mul();

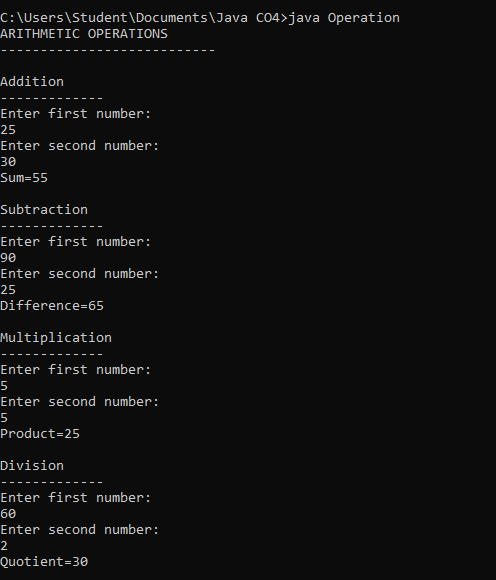
System.out.println("\nDivision"+"\n"+"-------------");

obj.div();

}

}

**OUTPUT**

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