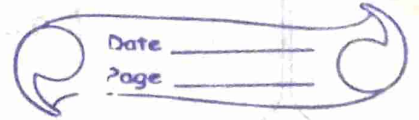


CEB2

OOPS - Assignment



Q-1)

Write a program to demonstrate the use of using
or Objects and Static Variables.

```

class Students {
    String sname;
    int rollno;
    static String HOD;

    static { HOD = "Prof. Mentu"; }

    public Students (String sname, int rollno)
    {
        this.sname = sname;
        this.rollno = rollno;
    }

    public String toString()
    {
        return "Student name: " + sname +
            " | Roll number: " + rollno + " | HOD: " + HOD;
    }
}

```

```

public class RunObjects {

```

```

    public static void main (String[] args) {
        Students s1 = new Students ("Purani", 1);
        Students s2 = new Students ("B", 2);
    }
}

```

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```
Students s3 = new Students("C", 3);
```

```
Students s4 = new Students("D", 4);
```

```
Students[] Stud = new Students[4];
```

```
Stud[0] = s1;
```

```
Stud[1] = s2;
```

```
Stud[2] = s3;
```

```
Stud[3] = s4;
```

```
for (Students s : Stud)
```

```
{    System.out.println(s); }
```

```
}
```

```
}
```

```
}
```

- ② Create a Class with two overloaded Constructors. The first constructor is used for initializing, the name of the account holder, the account holder, the account number, and the initial amount in the account. The second constructor is used for initializing the name of the account and the current balance. The account class is having the method deposit(), withdraw and get balance().

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```
class Account {
```

```
    private String Account_Hol;
```

```
    private int Account_num;
```

```
    private int Initial_Amt;
```

```
    private int Current_Bal;
```

```
    public Account ()
```

```
    {
```

```
        Account_Hol = "Anony";
```

```
        Account_num = 314001;
```

```
        Initial_Amt = 100;
```

```
    }
```

```
    public Account (String name & Account)
```

```
    {
```

```
        Account_Hol = name & Account;
```

```
    }
```

```
    public void Deposit (int Amount)
```

```
    {
```

```
        Current_Bal = Current_Bal + Amount;
```

```
    }
```

```
    public void Withdraw (int Amount)
```

```
    {
```

```
        if (Current_Bal < Amount)
```

```
            System.out.println ("Your balance is low");
```


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else

Current-Bal = amount;

public int get-Balance()

{

return Current-Bal;

}

public class Q:-Bank {

public static void main (String[] args) {

Scanner sc = new Scanner (System.in);

System.out.print ("Enter Name:");

String AccountHolder = new String (input.nextLine());

Account A1 = new Account (AccountHolder);

System.out.println ("Name: " + A1.Account_Hol);

System.out.println ("Current Balance " + A1.get-Bal);

System.out.println ("Enter amount to deposit");

int deposit = input.nextInt();

A1.deposit (= deposit);

System.out.println ("Current Balance: " + A1.get-Bal);

```
System.out.println ("Enter amount to withdraw");
int WD = input.nextInt();
```

```
A1.withdraw (WD);
```

```
System.out.println ("Current Balance:" + A.
getBalance());
```

```
}
```

```
}
```

- ③ The Airplane class has three subclasses named B747, B757 and B767. Each plane type can transport diff. no. of passengers. Each airplane object has a unique serial no. write an application that declares this class hierarchy. Initiate several types of airplanes and display them. Override toString() method of the object to return a string with the type, serial number and capacity.

```
abstract class Airplane
```

```
{
```

```
    public String serial-No;
```

```
    public int passengers-capacity;
```

```
    public String model;
```

```
    @Override
```

```
    public abstract String toString();
```

```
}
```

```
class B747 extends Airplane {  
    public B747() {
```

```
        serialNo = "B747";
```

```
        passengers - capacity = 500;
```

```
        model = "Boeing - B747";
```

```
    }
```

© override

```
    public String toString() {
```

```
        return "serial no:" + serialNo + " passengers  
        capacity:" + passengers - capacity +  
        "model:" + model;
```

```
    }
```

```
}
```

```
class B757 extends Airplane {
```

```
    public B757() {
```

```
        this.serialNo = "B757";
```

```
        this.passengers - capacity = 100;
```

```
        this.model = "Boeing B757";
```

```
    }
```


④ override

```
public String toString() {
    return "serial no:" + serial no + "Passengers
    capacity:" + Passengers - capacity + "Model:" +
    model;
}
}
```

```
Class B767 extends Airplane {
    public B767() {
        this.serial no = "B767";
        this.Passengers - capacity = 50;
        this.Model = "Boeing B767";
    }
}
```

```
Public class 03-Airplane {
    public static void main (String[] args)
```

```
Airplane plane-1 = new B747();
Airplane plane-2 = new B767();
Airplane plane-3 = new B757();
```

```
System.out.println ("Plane 1:" + plane-1.toString());
System.out.println ("Plane 2:" + plane-2.toString());
System.out.println ("Plane 3:" + plane-3.toString());
}
```

- ④ Write a program that illustrates interfaces. Interface P is extended by P1 and P2. Interface P12 inherits from both P1 and P2. Each interface declares two constants and one method. Class C implements P12. Instantiate C and invoke each of its methods. Each method displays one of the constants.

→ interface P

```
{
    int P=0;
    void display P();
}
```

```
interface P1 extends P {
    int P1=1;
    void display - P1();
}
```

```
interface P2 extends P {
    int P2=2;
    void display - P2();
}
```

```
Interface P12 extends P1, P2 {
    int P12=12;
    void display - P12();
}
```


class Q implements P12 {

④ override

```
public void display - P() {
    System.out.println (" Value of Interface P: " + P); }
```

④ override

```
public void display - P1() {
    System.out.println (" Value of Interface P1: " + P1);
}
```

④ override

```
public void display - P2() {
    System.out.println (" Value of Interface P2: " + P2); }
```

④ override

```
public void display - P12() {
    System.out.println (" Value of Interface P12: " + P12);
}
```

}

public class Cn - P12 {

```
public static void main (String[] args) {
```

```
    Q obj = new Q();
```

```
    obj.display - P ();
```

```
    obj.display - P1 ();
```

```
    obj.display - P2 ();
```

```
    obj.display - P12 ();
```

}

- ⑤ Write a program to implement an Abstract Class Shape which contains Abstract method Area(), write two other classes circle and square which overrides the method Area() as find the area of rectangle and square in respective class. Write demo class.

```
Abstract class shape {
    public class void calculate Area();
}
```

```
class circle extends shape {
    public double a;
    public circle () { this.a = a; }
    public circle (double a)
    { this.a = a; }
```

```
    public void calculate Area () {
```

```
        System.out.println ("Area of circle: " +
                               Math.PI * a * a);
```

```
    }
```

```
}
```

```
class square extends shape {
    public double a;
    public square () { this.a = a; }
```

```
public square (double a)
{ this.a = a; }
```

① override

```
public void calculateArea() {
    System.out.println ("Area of square : " + a*a);
}
```

class NegativeValueException extends Exception {

① override

```
public String getMessage () {
    return "Can not be negative : ";
}
```

② override

```
public String toString () {
    return super.toString ();
}
```

}

```
public class OS-Shape {
    public static void main (String[] args) throws
        negative-value-Exception {
```

```
Scanner input = new Scanner (System.in);
System.out.print ("Enter radius of circle");
double radius = input.nextInt ();
```


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```
System.out.print("Enter side for square:");  
double side = input.nextInt();
```

```
System.out.println("");
```

```
try {
```

```
    if (radius < 0)
```

```
        throw new NegativeValueException();
```

```
    Shape s1 = new Circle(radius);
```

```
    s1.calculateArea();
```

```
}
```

```
catch (NegativeValueException e)
```

```
{
```

```
    System.out.println("Radius" + getMessage());
```

```
}
```

```
try {
```

```
    if (side < 0)
```

```
        throw new NegativeValueException();
```

```
    Shape s2 = new Square(side);
```

```
    s2.calculateArea();
```

```
}
```

```
Catch (NegativeValueException e) :
```

```
{
```

```
    System.out.println ("sides" + e.getMessage());
```

```
}
```

```
}
```

```
}
```

- ⑥ Write an application that illustrates how a method can invoke a superclass method. Class T_1 is extended by T_2 . Class T_2 is extended by T_3 . Each of these classes defines a `getDescription()` method that returns a string. That string includes a description of the class plus description of each super class. Initiate each object of these classes and invoke the `getDescription()` method.

```
Class k2 {
```

```
    String sc;
```

```
    Public String getDescription () {
```

```
        return "I'm from k2 class in super class" +
```

```
        sc; }
```

```
}
```

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```
class I2 extends K2 {  
    public I2 () { this.sc = "K2"; }  
}
```

```
class T2 extends I2 {  
    public T2 () { this.sc = "I2"; }  
    public String getDescription () {  
        return "I'm from I2 class \n super class:  
        + sc; }  
}
```

```
public class CG2 Super {  
    public static void main (String [] args)
```

```
    K2 obj1 = new K2();
```

```
    I2 obj2 = new I2();
```

```
    T2 obj3 = new T2();
```

```
    System.out.println (obj1. getDescription () + " ");
```

```
    System.out.println (obj2. getDescription () );
```

```
    System.out.println (obj3. getDescription () );
```

```
}
```

```
}
```


- 7) Write a program to demonstrate the use of multithreading.

```
public class multithreading {  
    public static void (String[] args)  
    {  
        Thread t3 = new Thread() -  
        {  
            for (int i=0; i<=5; i++) {  
                System.out.println ("H: :");  
            }  
            try {  
                Thread.sleep(500);  
            }  
            catch (InterruptedException e)  
            {  
                e.printStackTrace();  
            }  
        }  
    }  
};
```

```
Thread t4 = new Thread() -  
{  
    for (int i=0; i<=5; i++)  
    {  
        System.out.println ("Hello. ");  
    }  
}
```

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try {

Thread.sleep(500);

}

catch (InterruptedException e)

{

e.printStackTrace();

}

}

};

t3.start();

try Thread.sleep(10);

catch (exception e) {};

tn.start();

}

}

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⑥ Write a Program to demonstrate the use of exceptional handling

```
public class Exceptional-Handling-1 {
```

```
    public static void main (String[] args)
```

```
    {
```

```
        try {
```

```
            int num = 100/0;
```

```
        }
```

```
        catch (ArithmeticException ex)
```

```
        {
```

```
            System.out.println(ex)
```

```
        }
```

```
        catch (Exception e)
```

```
        {
```

```
            System.out.println(e);
```

```
        }
```

```
        System.out.println ("Continue Exception :");
```

```
    }
```

```
}
```