Practical 2(A)

Aim: Write a program in java to add two 3 * 3 matrices

Code:

```
import java.util.Scanner;
class pr5 {
  public static void main(String args[]){
    Scanner sc = new Scanner(System.in);
    int m1[][]=new int[3][3];
    int m2[][]=new int[3][3];
    int sum[][]=new int[3][3];
    System.out.println("Enter the Values:");
    for (int i = 0; i < 3; i++) {
       for (int j = 0; j < 3; j++) {
         System.out.println("Enter " + i + " : " + j);
         m1[i][j]=sc.nextInt();
       }}
    for (int i = 0; i < 3; i++) {
       for (int j = 0; j < 3; j++) {
         System.out.println("Enter " + i + " : " + j);
         m2[i][j]=sc.nextInt();
       } }
    for (int i = 0; i < 3; i++) {
       for (int j = 0; j < 3; j++) {
         sum[i][j]=m1[i][j]*m2[i][j];
    for (int i = 0; i < 3; i++) {
       for (int j = 0; j < 3; j++) {
         System.out.println(i+":"+j);
         System.out.println(m1[i][j] + " * " + m2[i][j] + " = " + sum[i][j]);
                    }}
       }
            }
```

Output:

```
java -cp /tmp/ZZTS1mG7L1 pr5
 Enter the Values :
 Enter 0 : 0
 Enter 0 : 1
 Enter 0 : 2
 Enter 1 : 0
 Enter 1 : 1
 12
 Enter 1 : 2
 23
 Enter 2 : 0
 34
 Enter 2 : 1
 45
 Enter 2 : 2
 Enter 0 : 0
 32
 Enter 0 : 1
 345
 Enter 0 : 2
 453
 Enter 1 : 0
 556
 Enter 1 : 1
 45
 Enter 1 : 2
 56
 Enter 2 : 0
 23
 Enter 2 : 1
 45
 Enter 2 : 2
 32
 0:0
 1 * 32 = 32
 0 : 1
2 * 345 = 690
 0 : 2
3 * 453 = 1359
 1 : 0
4 * 556 = 2224
 12 * 45 = 540
 1 : 2
23 * 56 = 1288
 2 : 0
34 * 23 = 782
 2 : 1
45 * 45 = 2025
 2 : 2
3 * 32 = 96
```

Practical 2(B)

Aim: write a program in java to generate first N prime numbers.

Code:

```
import java.util.Scanner;
class pr6 {
  public static void main(String args[]) {
    int i,j,count=0,n;
    Scanner sc = new Scanner(System.in);
    n = sc.nextInt();
    System.out.println("Prime number:");
    for (i = 2; i \le n; i++) {
       count=0;
       for (j = 1; j \le i; j++) {
         if (i % j == 0) {
           count++;
         }
                 }
       if(count==2){
         System.out.println(i+"\t");
       } } }
```

Output:

```
java -cp /tmp/ZZTSlmG7L1 pr6
5
Prime number :
2
3
5
```

Practical-3(A)

AIM:-Write a program in Java which has a class Student having two instance variables enrollment No and name. Create 3 objects of Student class in main method and display student's name.

```
Code:-
import java.util.Scanner;
// pr3a
class student d
  { int enrollment;
  String name;
  void getData(){
     Scanner sc = new Scanner(System.in);
     System.out.println("Enter student enrollment : ");
     enrollment = sc.nextInt();
     System.out.println("Enter student name: ");
     name = sc.next();
  void putData() {
     System.out.println("Student enrollment : " + enrollment);
     System.out.println("Student name : " + name);
  class student {
  public static void main(String args[])
     {student_d s = new student_d();
     student_d s1 = new student_d();
     student_d s2 = new student_d();
     s.getData();
     s1.getData();
     s2.getData();
     s1.putData();
     s2.putData();
     s3.putData();
```

Output:-

```
PS C:\Users\user\Desktop\parshv\A00P> c:; cd
workspaceStorage\1655f39b0604bd13eef95f5d20962ec
Enter student enrollment :
100
Enter student name :
abc
Enter student enrollment :
Enter student name :
def
Enter student enrollment :
300
Enter student name :
ghi
Student enrollment: 200
Student name : def
Student enrollment: 300
Student name : ghi
Student enrollment: 100
Student name : abc
PS C:\Users\user\Desktop\parshv\A00P>
```

Practical-3(B)

Aim:-Write a program in Java which has a class Rectangle having two instance variables height and weight. Initialize the class using constructor.

Code:-

```
import java.util.Scanner;
class Rectengle {
Rectengle() {
float h, w, area;
Scanner sc = new Scanner(System.in);
System.out.println("Constructor...");
System.out.println("Enter the Height=");
h = sc.nextFloat();
System.out.println("Enter the Weight=");
w = sc.nextFloat();
area = h * w;
System.out.println("Area=" + area);
Rectengle(float h, float w) {
float a = h * w;
System.out.println("Area="+a);
class prac3b {
public static void main(String args[]) {
float hi, wi;
Rectengle r1 = new Rectengle();
Scanner sc = new Scanner(System.in);
System.out.println("Constructor Overloading...");
System.out.println("Enter the Height1=");
hi = sc.nextFloat();
System.out.println("Enter the Weight2=");
wi = sc.nextFloat();
Rectengle r2 = new Rectengle(hi, wi);
```

Output:-

