

1. Method Overloading: Write a class Calculator with overloaded methods add(). Implement add() methods that take:

- Two integers
- Two double values
- Three integers
- A variable number of integers

Code:-

```
package MyPackage;
//creating a class calculator
Public class Calculator
{
    //add method takes two integer
    Public int add(int a, int b) {
        Return a + b;
    }

    //add method takes two double
    Public double add(double a, double b) {
        Return a + b;
    }

    //add method takes three integer
    Public int add(int a, int b, int c) {
        Return a + b + c;
    }

    // Method to add a variable number of integers
    Public int add(int ... numbers) {
        Int sum=0;
        For (int number : numbers) {
            Sum += number;
        }
        Return sum;
    }

    Public static void main(String[] args)
    {
        //creating the object of calculator class
        Calculator c = new Calculator();

        //Testing the add methods
        System.out.println("Add two integer value (2 + 3) : " + c.add(2, 3));
        System.out.println("Add two double value (2.5 + 3.5) : " + c.add(2.5,
3.5));
        System.out.println("Add three integer value (2 + 3 + 4) : " + c.add(2,
3, 4));
        System.out.println("Add variable number of integers (1, 2, 3, 4, 5): "
+ c.add(1, 2, 3, 4, 5));
    }
}
```

Output:-

```
Add two integer value (2 + 3) : 5
Add two double value (2.5 + 3.5) : 6.0
Add three integer value (2 + 3 + 4) : 9
Add variable number of integers (1, 2, 3,
    4, 5): 15
```

2.Super Keyword: Create a class Person with a constructor that accepts and sets name and age.

- Create a subclass Student that adds a grade property and initializes name and age using the super keyword in its constructor.
- Demonstrate the creation of Student objects and the usage of super to call the parent class constructor.

Code:-

```
package MyPackage;
//creating a super class Parent
Class Person
{
    String name;
    Int age;

    //super class constructor
    Public Person(String name, int age) {
        This.name=name;
        This.age=age;
        System.out.println("Person class constructor called.");
    }

    //super class method
    Public void getDetails() {
        System.out.println("Name : " + name);
        System.out.println("Age : " + age);
    }
}

//subclass Student extend super class Parent
Class Student extends Person
{
    Char grade;

    //subclass constructor
    Public Student(String name, int age, char grade) {
        Super(name, age);
        This.grade=grade;
        System.out.println("Student class constructor called.");
    }

    @Override //subclass override parent class method
```

```

    public void getDetails() {
        System.out.println("Name : " + name);
        System.out.println("Age : " + age);
        System.out.println("Grade : " + grade);
    }
}

public class SuperKeywordDemo
{
    public static void main (String[] args)
    {
        //creating object of subclass Student
        Student obj=new Student("Pawan", 21, 'B');

        //calling subclass method
        Obj.getDetails();
    }
}

```

Output:-

```

Person class constructor called.
Student class constructor called.
Name : Pawan
Age : 21
Grade : B

```

3. Super Keyword: Create a base class Shape with a method draw() that prints "Drawing Shape".

- Create a subclass Circle that overrides draw() to print "Drawing Circle".
- Inside the draw() method of Circle, call the draw() method of the Shape class using super.draw().
- Write a main method to demonstrate calling draw() on a Circle object.

Code:-

```

package MyPackage;
//creating a super class Shape
class Shape
{
    //super class method
    public void draw() {
        System.out.println("Drawing Shape");
    }
}

//subclass Circle extend super class Shape
class Circle extends Shape
{
    @Override //subclass method override super class method

```

```

    public void draw() {
        Super.draw(); //calling super class method
        System.out.println("Drawing Circle");
    }
}

public class SuperKeywordDemo
{
    public static void main(String[] args)
    {
        //creating object of subclass Circle
        Circle c=new Circle();

        c.draw(); //calling subclass method
    }
}

```

Output:-

```

Drawing Shape
Drawing Circle

```

4. Write a Java Program to count the number of words in a String without using the Predefined method?

Code:-

```

package MyPackage;
public class CountWords
{
    public static void main(String[] args)
    {
        //string to count words
        String str = "Hello welcome to the world of Java";

        //split method is applied on string to split string into multiple
        string and length method provide the number of strings
        int wordCount = str.split("\\s").length;

        //print the number of words in a string
        System.out.println("Number of words in a string is: " + wordCount);
    }
}

```

Output:-

```

Number of words in a string is: 7

```

5. Write a Java Program to remove all white spaces from a String?

Code:-

```
package MyPackage;
public class WhiteSpaceRemover
{
    Public static void main(String[] args)
    {
        //string with white spaces
        String str = "H e ll o   W or l d  .";

        //applying replaceAll method to string and replace white spaces
        String newStr = str.replaceAll("\\s", "");

        //printing both the strings
        System.out.println("String with white spaces : " + str);
        System.out.println("String without white spaces : " + newStr);
    }
}
```

Output:-

```
String with white spaces : H e ll o   W or
    l d  .
String without white spaces : HelloWorld.
```

6. WAP to find occurrence of given in the given string.

Code:-

```
package MyPackage;
import java.util.Scanner;
public class SubstringChecker
{
    Public static void main(String[] args)
    {
        // Creating a Scanner object
        Scanner sc = new Scanner(System.in);

        // taking main string input from user
        System.out.print("Enter the main string: ");
        String mainString = sc.nextLine();

        // taking substring input from user
        System.out.print("Enter the substring to check: ");
        String substring = sc.nextLine();
```

```

// check substring occurs in main string or not
If (mainString.contains(substring))
{
    System.out.println("The substring occurs in the main string.");
} else {
    System.out.println("The substring does not occurs in the main
string.");
}
}
}

```

Output:-

```

Enter the main string: Hello, how are you?
Enter the substring to check: are
The substring occurs in the main string.

```

7. Write a java class to implement any 10 string methods:

- replace • contains • replaceAll • indexOf • substring • Equals • lastIndexOf • startsWith • endsWith • EqualsIgnoreCase • toLowerCase • toUpperCase • isEmpty • Length • split

Code:-

```

package MyPackage;
public class StringMethods
{
    Public static void main (String[] args)
    {
        String str="Hello";

        System.out.println("Replacing characters of string with replace method
: " + str.replace("lo", "p"));

        System.out.println("Demonstrating contains method : " +
str.contains("e"));

        System.out.println("Replacing all the similar character with replaceAll
method : " + str.replaceAll("l", "r"));

        System.out.println("Finding index of a character with indexOf method :
" + str.indexOf("o"));

        System.out.println("Making substring from string with substring method
: " + str.substring(0, 4));
    }
}

```

```

        System.out.println("Cheking string is equal with equal method : " +
str.equals("Hello"));

        System.out.println("Using lastIndexOf method to find index : " +
str.lastIndexOf("l"));

        System.out.println("Checking string starting character with startsWith
method : " + str.startsWith("H"));

        System.out.println("Checking string ending character with endsWith
method : " + str.endsWith("o"));

        System.out.println("Using equalsIgnoreCase method : " +
str.equalsIgnoreCase("Hello"));

        System.out.println("LowerCase method : " + str.toLowerCase());

        System.out.println("UpperCase method : " + str.toUpperCase());

        System.out.println("Checking string is empty : " + str.isEmpty());

        System.out.println("Printing the length of string : " + str.length());

    }
}

```

Output:-

```

Replacing characters of string with replace method :
Help
Demonstrating contains method : true
Replacing all the similar character with replaceAll
method : Herro
Finding index of a character with indexOf method : 4
Making substring from string with substring method :
Hell
Cheking string is equal with equal method : true
Using lastIndexOf method to find index : 3
Checking string starting character with startsWith
method : true
Checking string ending character with endsWith method
: true
Using equalsIgnoreCase method : true
LowerCase method : hello
UpperCase method : HELLO
Checking string is empty : false
Printing the length of string : 5

```

8. Write a java program to implement string tokenizer.

Code:-

```
package MyPackage;
// importing StringTokenizer
import java.util.StringTokenizer;
public class StringTokenizerDemo
{
    public static void main(String[] args)
    {
        //creating object of StringTokenizer
        StringTokenizer st = new StringTokenizer("Hello Welcome to the world of
        Java", " ");

        System.out.println("Tokens in the given string are : ");

        //print the tokens
        while (st.hasMoreTokens()) {
            System.out.println(st.nextToken());
        }
    }
}
```

Output:-

```
Tokens in the given string are :
Hello
Welcome
to
the
world|
of
Java
```