public class CharAtCount

{

public static void main(String[] args) {

String str = "Welcome to DJsanjvi";

int count = 0;

for (int i=0; i<=str.length()-1; i++)

{

if(str.charAt(i) == 'e') {

count++;

}

}

System.out.println("Frequency of e is: "+count);

}

}

**Frequency of e is: 2**

public class CountUpperLower

{

public static void main(String[] args)

{

String str1 = "GoodMorning";

int upperCase = 0;

int lowerCase = 0;

char[] ch = str1.toCharArray();

for(char chh : ch)

{

if(chh >='A' && chh <='Z')

{

upperCase++;

}

else if (chh >= 'a' && chh <= 'z')

{

lowerCase++;

} else

{

continue;

}

}

System.out.println("Count of Uppercase letter" + upperCase + " and of Lowercase letter " + lowerCase);

}

}

**Count of Uppercase letter2 and of Lowercase letter 9**

**import java.util.Scanner;**

**public class CharacterFrequency**

**{**

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

**{**

**Scanner sc = new Scanner(System.in);**

**System.out.print("Enter a string: ");**

**String str = sc.nextLine();**

**System.out.print("Enter a character: ");**

**char ch = sc.next().charAt(0);**

**sc.close();**

**int count = 0;**

**for (int i = 0; i < str.length(); i++)**

**{**

**if (str.charAt(i) == ch)**

**{**

**count++;**

**}**

**}**

**System.out.println("Frequency of character " + ch + " in the string is: " + count);**

**}**

**}**

**//**

**mport java.util.Scanner;**

**public class PalindromeChecker {**

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

**{**

**Scanner sc = new Scanner(System.in);**

**System.out.print("Enter a string: ");**

**String str = sc.nextLine();**

**sc.close();**

**// Reverse the string using StringBuilder**

**String reverseStr = new StringBuilder(str).reverse().toString();**

**// Compare the original and reversed strings**

**if (str.equals(reverseStr))**

**{**

**System.out.println("The string is a palindrome.");**

**} else**

**{**

**System.out.println("The string is not a palindrome.");**

**}**

**}**

**}**

**import java.util.Scanner;**

**import java.util.Vector;**

**public class VectorStrings {**

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

**{**

**Scanner sc = new Scanner(System.in);**

**Vector<String> vec = new Vector<String>();**

**System.out.print("Enter the number of strings to add to the vector: ");**

**int n = sc.nextInt();**

**for (int i = 0; i < n; i++)**

**{**

**System.out.print("Enter a string to add: ");**

**vec.add(sc.next());**

**}**

**System.out.print("Enter a new string to check: ");**

**String newString = sc.next();**

**if (vec.contains(newString))**

**{**

**vec.remove(newString);**

**System.out.println("String found and removed from vector");**

**} else**

**{**

**vec.add(newString);**

**System.out.println("String not found and added to vector");**

**}**

**System.out.println("Current vector contents:");**

**for (String str : vec)**

**{**

**System.out.println(str);**

**}**

**sc.close();**

**}**

**/d. WAP to count the number of objects made of a particular class using static variable and static method to display the same.**

**class ObjectCounter {**

**private static int count = 0;**

**public ObjectCounter() {**

**count++; // Increment the count when an object is created**

**}**

**public static void displayCount() {**

**System.out.println("Number of objects created: " + count);**

**}**

**}**

**public class ObjectCount {**

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

**ObjectCounter obj1 = new ObjectCounter();**

**ObjectCounter obj2 = new ObjectCounter();**

**ObjectCounter obj3 = new ObjectCounter();**

**ObjectCounter.displayCount();**

**}**

**}**

**/WAP to display area of square and rectangle using the concept of overloaded constructor (use**

**//parameterized, non-parameterized and copy constructor).**

**class Shape {**

**protected int length;**

**protected int breadth;**

**public Shape() {**

**// Non-parameterized constructor**

**length = 0;**

**breadth = 0;**

**}**

**public Shape(int side) {**

**// Parameterized constructor for square**

**length = side;**

**breadth = side;**

**}**

**public Shape(int length, int breadth) {**

**// Parameterized constructor for rectangle**

**this.length = length;**

**this.breadth = breadth;**

**}**

**public Shape(Shape obj)**

**{**

**// Copy constructor**

**length = obj.length;**

**breadth = obj.breadth;**

**}**

**public int calculateArea()**

**{**

**return length \* breadth;**

**}**

**}**

**public class Main {**

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

**{**

**Shape square = new Shape(5);**

**System.out.println("Area of Square: " + square.calculateArea());**

**Shape rectangle = new Shape(4, 6);**

**System.out.println("Area of Rectangle: " + rectangle.calculateArea());**

**Shape squareCopy = new Shape(square);**

**System.out.println("Area of Copied Square: " + squareCopy.calculateArea());**

**}**

**}**