

1. Classes and Object

```
Class car {
```

```
    String color;
```

```
    int speed;
```

```
    void drive() {
```

```
        System.out.println("Car is driving...");
```

```
    }
```

```
Public class Main {
```

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

```
        Car mycar = new car(); // object creation
```

```
        mycar mycar =
```

```
        mycar.color = "Red";
```

```
        mycar.speed = 100;
```

```
        mycar.drive();
```

2. Access Modifiers

```
Class Person {
```

```
    Private String name;
```

```
    Public void setName (String newName) {
```

```
        name = newName;
```

```
Public String getName() {
```

```
    return name;
```

```
}
```

```
& Public class main {
```

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

```
        Person p
```

```
        Person p = new person();
```

```
        P set name p.setName("Alice");
```

```
        System.out.println ( p.getName());
```

3. Inheritance and Protected Access

```
Class Animal {
```

```
    Protected String type = "Animal".
```

```
    void display () {
```

```
        System.out.println ("This is an animal.");
```

```
    }
```

```
}
```

```
Class Dog extends Animal {
```

```
    void bark () {
```

```
        System.out.println (type + " Says woof!");
```

```
    }
```

```
}
```



```
Public class Main {
```

```
    Public Static void main( String[] args)
```

```
    {
```

```
        Dog d = new Dog ();
```

```
        d.display ();
```

```
        d.bank ();
```

```
    }
```

```
}
```

4. Encapsulation

```
Class BankAccount {
```

```
    Private double balance;
```

```
    Public void deposit (double amount) {
```

```
        if (amount > 0) balance += amount;
```

```
    }
```

```
    Public double getBalance () {
```

```
        return balance;
```

```
    }
```

```
Public Class main {
```

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

```
        BankAccount acc = new BankAccount ();
```

```
        acc.deposit (500);
```

```
system.out.println(acc.getBalance());
```

5. Abstract Classes

```
abstract class Animal {
    abstract void makeSound();
    void sleep() {
        system.out.println("Sleeping...");
    }
}
```

```
class Dog extends Animal {
    void makeSound() {
        system.out.println("Bark Bark");
    }
}
```

```
Public class main {
```

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

```
        Dog d = new Dog();
```

```
        d.makeSound();
```

```
        d.sleep();
    }
}
```

6. Interface:

```
interface Animal {
    void sound();
}
```

Class ~~cat~~ Cat implements Animal {

```
    public void sound () {
        System.out.println("Meow")
    }
}
```

Public class main {

```
    public static void main (String [] args) {
        Cat c = new Cat ();
        c.sound ();
    }
}
```

7. Multiple Inheritance using Interface

```
Interface Flyable {
    void fly ();
}
```

```
interface Swimmable {
    void swim ();
}
```


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break.

Case 3:

atmCheckBalance();

break;

case 4: system.exit(0);

Calculator:

import java.util.Scanner;

public class Calculator {

public static void main (String[] args) {

Scanner sc = new Scanner (System.in)

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

double num1 = sc.nextDouble();

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

double num2 = sc.nextDouble();

System.out.println ("Choose Operation (+, -, *, /);");

char op = sc.next().charAt(0);

double result = 0;

Switch (op) {

case '+': result = num1 + num2; break

case '-': result = num1 - num2; break

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Class Duck implements Flyable, swimmable

Public void fly()?

System.out.println("Duck is flying \"..\"");

}

Public void swim()?

System.out.println("Duck is swimming \"..\"");

}

Public class main?

Public static void main (String [] args) {

Duck d = new Duck();

d.fly();

d.swim();

}

8: ARM - Project (mini project idea)

import java.util.Scanner;

Public class ARM {

Private double balance = 1000.0;

Public void deposit (double amount) {

balance += amount; }

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else {

System.out.println("Insufficient balance");

}

Public void checkBalance() {

System.out.println("Current Balance : " + balance);

}

Public static void main(String[] args) {

ATM atm = new ATM();

Seamless = new Seamer(System.in);

while (true) {

System.out.println("1. Deposit 2. Withdraw 3. Balance.

4. Exit");

int choice = Se.nextInt();

Switch (choice) {

Case 1;

System.out.println("Enter amount: ");

atm.deposit(se.nextDouble());

break;

Case 2: System.out.println("Enter Amount: ");

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case 1/1:
if (num2 != 0)

Result = num1 / num2

(1) division of num1 by num2

else

System.out.println("cannot divide by zero");

break

default : System.out.println("Invalid");

System.out.println("Result : " + Result);

1. num1 = 10, num2 = 5

2. num1 = 10, num2 = 0

3. num1 = 10, num2 = -5

4. num1 = 10, num2 = 10

5. num1 = 10, num2 = 1

6. num1 = 10, num2 = 2

7. num1 = 10, num2 = 3

8. num1 = 10, num2 = 4

9. num1 = 10, num2 = 5

10. num1 = 10, num2 = 6

11. num1 = 10, num2 = 7

12. num1 = 10, num2 = 8

13. num1 = 10, num2 = 9