### Problem: 01

```
package Problem1;
public class Animal {
  int id;
  String name;
  int age;
}
public class Mammal extends Animal{
  Mammal(int id, String name, int age){
     this.id=id;
     this.name=name;
     this.age=age;
  void display(){
     System.out.println("Mammal id: "+id);
     System.out.println("Mammal Name:"+name);
     System.out.println("Mammal age: "+age+" Years");
  }
  boolean givesBirth(int n){
     if(n \le 2)
       return true;
     }
     else
       return false;
  }
}
public class BirdReptil extends Animal{
  BirdReptil(int id, String name, int age){
     this.id=id;
     this.name=name;
     this.age=age;
  void display(){
     System.out.println("BirdReptil id: "+id);
     System.out.println("BirdRepital Name: "+name);
     System.out.println("BirdRepital age: "+age);
  }
```

```
boolean laysEggs(int age){
     if(age \le 2){
       return true;
     else
       return false;
  }
public class Main {
  public static void main(String[] args) {
     Mammal m=new Mammal(221,"Tiya",2);
     m.display();
     if(m.givesBirth(1)==false){
       System.out.println("Not young");
     }
     else{
       System.out.println("Young");
     }
     BirdReptil b=new BirdReptil(12,"Love bird",1);
     b.display();
     if(b.laysEggs(2)==true){
       System.out.println("Egg");
     else{
       System.out.println("Not egg.");
     }
  }
}
```

Output for problem: 01

```
cd /home/gub/NetBeansProjects/LabFinal; JAVA HOME=
 Scanning for projects...
 ∃ Building LabFinal 1.0-SNAPSHOT
   from pom.xml
            -----[ jar ]------
 --- resources:3.3.0:resources (default-resources)

    skip non existing resourceDirectory /home/gub/NetB

🗦 --- compiler:3.10.1:compile (default-compile) @ La
- Nothing to compile - all classes are up to date
--- exec:3.1.0:exec (default-cli) @ LabFinal ---
 Mammal id: 221
 Mammal Name:Tiya
 Mammal age: 2 Years
 Young
 BirdReptil id: 12
 BirdRepital Name: Love bird
 BirdRepital age: 1
 Egg
 BUILD SUCCESS
```

#### Problem: 02

```
package Problem2;
import java.util.logging.Level;
import java.util.logging.Logger;

public class MaxScoreReachedException extends Exception{
   MaxScoreReachedException(String s){
      super(s);
   }
}

public class Player {
```

```
int n;
  int m;
  synchronized void incrementScore1(){
 }
  synchronized void incrementScore(){
    m++;
 }
 void A() throws MaxScoreReachedException{
    if(50 < n){
      throw new MaxScoreReachedException("This is MaxScoreReachedException");
    }
    else
    {
      System.out.println(" don't cross limit");
    }
 }
}
public class Main {
  public static void main(String[] args) {
     Player p=new Player();
    Thread t=new Thread(){
      public void run(){
     for(int i=1;i<=40;i++){
      p.incrementScore1();
    }
      }
    };
    t.start();
      try {
       t.join();
     } catch (InterruptedException ex) {
       Logger.getLogger(Main.class.getName()).log(Level.SEVERE, null, ex);
      System.out.println("Player 1 Total score: "+p.n);
      try {
       p.A();
     } catch (MaxScoreReachedException ex) {
       Logger.getLogger(Main.class.getName()).log(Level.SEVERE, null, ex);
```

```
}
     Thread t1=new Thread(){
        public void run(){
     for(int i=1;i<=50;i++){
      p.incrementScore();
    }}
    };
     t1.start();
     try {
       t1.join();
     } catch (InterruptedException ex) {
       Logger.getLogger(Main.class.getName()).log(Level.SEVERE, null, ex);
     }
     System.out.println("Player 2 Total score: "+p.n);
     try {
       p.A();
     } catch (MaxScoreReachedException ex) {
       Logger.getLogger(Main.class.getName()).log(Level.SEVERE, null, ex);
  }
}
```

# **Output for problem: 02**

```
--- compiler:3.10.1:compile (default-compile)
Nothing to compile - all classes are up to dat

--- exec:3.1.0:exec (default-cli) @ LabFinal -
Player 1 Total score: 40
don't cross limit
Player 2 Total score: 40
don't cross limit

BUILD SUCCESS

Total time: 0.443 s
```

#### Problem: 03

```
package Problem3;
public interface AudioPlayer {
  void play();
  void pause();
  void stop();
}
public class MP3Player implements AudioPlayer{
  public void play(){
     System.out.println("MP3player music playing...");
  }
  public void pause(){
     System.out.println("MP3player music pause.");
  }
  public void stop(){
     System.out.println("Mp3player music stoping..");
  }
public class WAV_Player implements AudioPlayer{
  public void play(){
     System.out.println("Wave player music playing...");
  public void pause(){
     System.out.println("wave player music pasuing..");
  public void stop(){
     System.out.println("wave player music stoping..");
  }
public class Main {
  public static void main(String[] args) {
     AudioPlayer a;
     a=new MP3Player();
     a.play();
     a.pause();
     a.stop();
     System.out.println("");
```

```
a=new WAV_Player();
    a.play();
    a.pause();
    a.stop();
  }
}
Output for Problem: 03
--- compiler:3.10.1:compile (default
Nothing to compile - all classes are
--- exec:3.1.0:exec (default-cli) @
MP3player music playing...
MP3player music pause.
Mp3player music stoping..
Wave player music playing...
wave player music pasuing..
wave player music stoping..
BUILD SUCCESS
Problem: 04
package Problem4;
public class A {
  static void sum(){
    System.out.println("No parameter.");
  }
  static void sum(int a,int b){
    System.out.println("sum: "+(a+b));
  }
  static void sum(double a,double b){
    System.out.println("Sum: "+(a+b));
  }
  static void sum(int a,int b,int c){
```

System.out.println("Sum: "+(a+b+c));

```
}
}
public class Main {
    public static void main(String[] args) {
        A.sum();
        A.sum(10,20);
        A.sum(10.5,5.5);
        A.sum(5,10,20);
}
```

## **Output for Problem: 04**

```
E --- resources:3.3.0:resources skip non existing resources

E --- compiler:3.10.1:compile  
Nothing to compile - all cl

No parameter. sum: 30  
Sum: 16.0  
Sum: 35  
BUILD SUCCESS
```