1.

Create a class named 'Student' with String variable 'name' and integer variable 'roll\_no'. Assign the value of roll\_no as '2' and that of name as "John" by creating an object of the class Student.

class Student{

String Name;

int roll\_no;

public static void main(String [] args){

Student s1=new Student();

s1.Name = "John";

s1.roll\_no = 2;

System.out.println(s1.Name);

System.out.println(s1.roll\_no);

}

}

2.

Assign and print the roll number, phone number and address of two students having names "Sam" and "John" respectively by creating two objects of class 'Student'.

class Student{

String name;

int roll\_no;

String phone\_number;

String address;

public static void main(String [] args){

Student s1=new Student();

s1.name = "John";

s1.roll\_no = 2;

s1.phone\_number="8234567890";

s1.address="XYZ";

System.out.println("Name "+s1.name);

System.out.println("Roll NO "+s1.roll\_no);

System.out.println("Phone "+s1.phone\_number);

System.out.println("Address "+s1.address);

Student s2=new Student();

s2.name = "sam";

s2.roll\_no = 2;

s2.phone\_number="7087654321";

s2.address="ABC";

System.out.println("Name "+s2.name);

System.out.println("Roll NO "+s2.roll\_no);

System.out.println("Phone "+s2.phone\_number);

System.out.println("Address "+s2.address);

}

}

3.

Write a program to print the area and perimeter of a triangle having sides of 3, 4 and 5 units by creating a class named 'Triangle' without any parameter in its constructor.

class Triangle

{

int s1=3;

int s2=4;

int s3=5;

public static void main(String[] args)

{

Triangle t1=new Triangle();

int peri=(t1.s1+t1.s2+t1.s3);

System.out.println("perimeter is:"+peri);

int sp=(peri/2);

int ar=((((sp\*(sp-t1.s1))\*(sp-t1.s2))\*(sp-t1.s3)));

int area=(int)Math.sqrt(ar);

System.out.println("Area is:"+area);

}

}

Q.4.Write a program to print the area and perimeter of a triangle having sides of 3, 4 and 5 units by creating a class named 'Triangle' with constructor having the three sides as its parameters.

class Triangle\_qfour

{

int s1;

int s2;

int s3;

public Triangle\_qfour(int side1,int side2,int side3)

{

s1=side1;

s2=side2;

s3=side3;

}

public static void main(String[] args)

{

Triangle\_qfour t1=new Triangle\_qfour(3,4,5);

int peri=(t1.s1+t1.s2+t1.s3);

System.out.println("perimeter is:"+peri);

int sp=(peri/2);

int ar=((((sp\*(sp-t1.s1))\*(sp-t1.s2))\*(sp-t1.s3)));

int area=(int)Math.sqrt(ar);

System.out.println("Area is:"+area);

}

}

Q.5.Write a program to print the area of two rectangles having sides (4,5) and (5,8) respectively by creating a class named 'Rectangle' with a method named 'Area' which returns the area and length and breadth passed as parameters to its constructor.

class Rectangle

{

int l1=4,b1=5,l2=5,b2=8;

public static void main(String[] args)

{

Rectangle rect=new Rectangle();

System.out.println("Area of rectangle 1 is :"+rect.Area(rect.l1,rect.b1));

System.out.println("Area of rectangle 2 is :"+rect.Area(rect.l2,rect.b2));

}

public int Area(int length,int breadth)

{

return length\*breadth;

}

}

6.

Write a program to print the area of a rectangle by creating a class named 'Area' having two methods. First method named as 'setDim' takes length and breadth of rectangle as parameters and the second method named as 'getArea' returns the area of the rectangle. Length and breadth of rectangle are entered through keyboard.

Q.7. Write a program to print the area of a rectangle by creating a class named 'Area' taking the values of its length and breadth as parameters of its constructor and having a method named 'returnArea' which returns the area of the rectangle. Length and breadth of rectangle are entered through keyboard

import java.util.Scanner;

class Area

{

int length,breadth;

public Area(int l,int b)

{

length=l;

breadth=b;

}

public int getArea()

{

return length\*breadth;

}

public static void main(String[] args)

{

int l,b;

Scanner s=new Scanner(System.in);

System.out.println("Enter length");

l=s.nextInt();

System.out.println("Enter breadth");

b=s.nextInt();

Area a=new Area(l,b);

System.out.println("Area is :"+a.getArea());

}

}

Q.11.Add two distances in inch-feet by creating a class named 'AddDistance'.

import java.util.Scanner;

class Adddistance

{

int feet,r;

public void Convert(int a,int b,int c,int d)

{

int count=0;

r=a+b;

while(r>12)

{

r=r-12;

count++;

}

feet=c+d+count;

}

public int feet()

{

return feet;

}

public int inches()

{

return r;

}

public static void main(String[] args)

{

int f1,i1,f2,i2;

Scanner s=new Scanner(System.in);

Adddistance dis=new Adddistance();

System.out.println("Enter distance1 in feet");

f1=s.nextInt();

System.out.println("Enter distance1in inches");

i1=s.nextInt();

System.out.println("Enter distance2 in feet");

f2=s.nextInt();

System.out.println("Enter distance2 in inches");

i2=s.nextInt();

dis.Convert(i1,i2,f1,f2);

System.out.println("Distance in feet is"+dis.feet());

System.out.println("Distance in inches is"+dis.inches());

}

}