

**OBJECT ORIENTED PROGRAMMING LAB**

**Experiment No: 21**

**Aim**

Create an Arithmetic package that has classes and interfaces for the 4 basic arithmetic operations. Test the package by implementing all operations on two given numbers

**Procedure**

**arithamatic\_package.java**

package arithamatic\_package;

interface interface\_graphics{

public float add(int a, int b);

public float divide(int a, int b);

public float multiple(int a, int b);

public float substract(int a, int b);

public float remainder(int a, int b);

}

public class arithamatic\_package implements interface\_graphics {

public float add(int a, int b){

return a+b;

}

public float divide(int a, int b){

return a/b;

}

public float multiple(int a, int b){

return a\*b;

}

public float substract(int a, int b){

return a-b;

}

public float remainder(int a, int b){

return a%b;

}

}

**main\_arithamatic.java**

import arithamatic\_package.\*;

import java.util.\*;

class main\_arithamatic {

public static void main(String []args){

arithamatic\_package testObj = new arithamatic\_package();

int a,b;

Scanner s=new Scanner(System.in);

System.out.println("Enter the first value:");

a=s.nextInt();

System.out.println("Enteer the second value:");

b=s.nextInt();

System.out.println(testObj.add(a,b));

System.out.println(testObj.substract(a,b));

System.out.println(testObj.multiple(a,b));

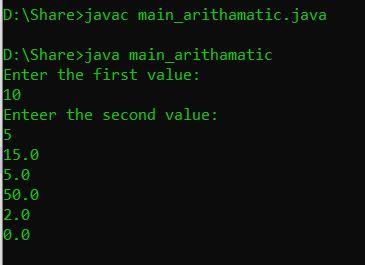
System.out.println(testObj.divide(a,b));

System.out.println(testObj.remainder(a,b));

}

}

**Output Screenshot**

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