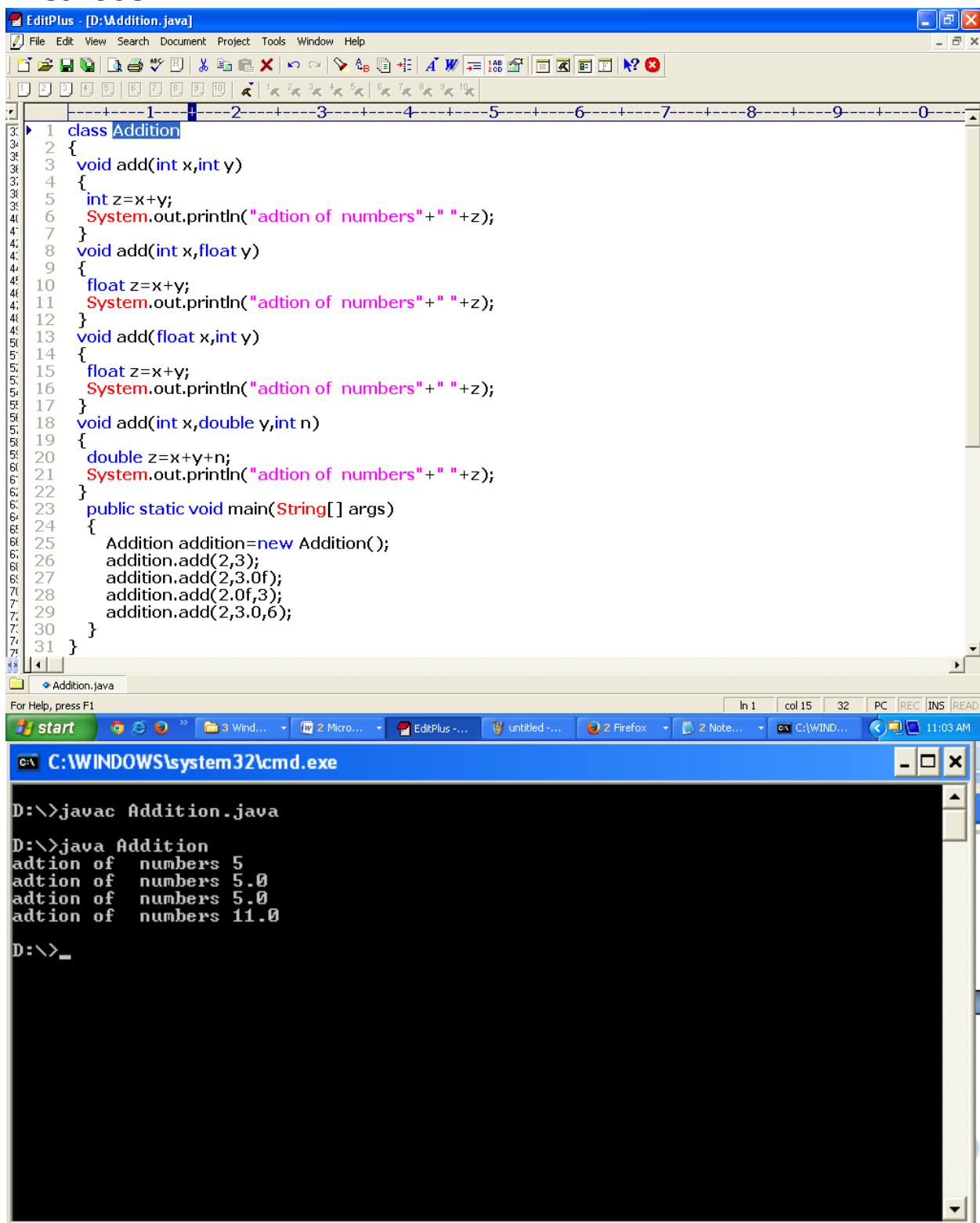


Lab-3 Assignments

Introducing Constructor, Overloading Constructors & Methods



```
1 class Addition
2 {
3     void add(int x,int y)
4     {
5         int z=x+y;
6         System.out.println("adition of numbers"+" "+z);
7     }
8     void add(int x,float y)
9     {
10        float z=x+y;
11        System.out.println("adition of numbers"+" "+z);
12    }
13    void add(float x,int y)
14    {
15        float z=x+y;
16        System.out.println("adition of numbers"+" "+z);
17    }
18    void add(int x,double y,int n)
19    {
20        double z=x+y+n;
21        System.out.println("adition of numbers"+" "+z);
22    }
23    public static void main(String[] args)
24    {
25        Addition addition=new Addition();
26        addition.add(2,3);
27        addition.add(2,3.0f);
28        addition.add(2.0f,3);
29        addition.add(2,3.0,6);
30    }
31 }
```

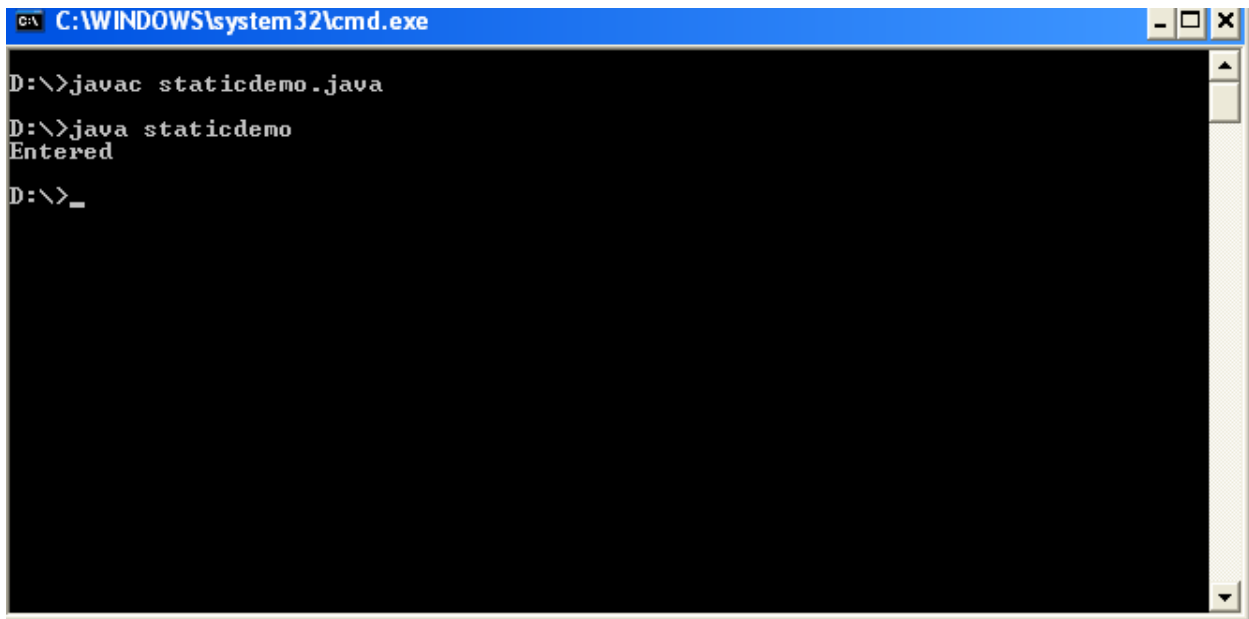
```
D:\>javac Addition.java
D:\>java Addition
adition of numbers 5
adition of numbers 5.0
adition of numbers 5.0
adition of numbers 11.0
D:\>_
```

```
EditPlus - [D:\Addition.java]
File Edit View Search Document Project Tools Window Help
[Icons]
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100
1 class Addition
2 {
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4     {
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6         System.out.println("adion of numbers"+" "+z);
7     }
8     void add(int x,float y)
9     {
10        float z=x+y;
11        System.out.println("adion of numbers"+" "+z);
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13    void add(float x,int y)
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16        System.out.println("adion of numbers"+" "+z);
17    }
18    void add(int x,double y,int n)
19    {
20        double z=x+y+n;
21        System.out.println("adion of numbers"+" "+z);
22    }
23    public static void main(String[] args)
24    {
25        Addition addition=new Addition();
26        addition.add(2,3);
27        addition.add(2,3.0f);
28        addition.add(2.0f,3);
29        addition.add(2,3.0,6);
30    }
31 }
```

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```
EditPlus - [D:\staticdemo.java]
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[Icons]
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100
1 class xyz
2 {
3     static xyz x;
4
5     private xyz()
6     {
7
8     }
9
10    static
11    {
12        x = new xyz();
13    }
14
15    static xyz getObject()
16    {
17        System.out.println("Entered");
18        return x;
19    }
20 }
21 class staticdemo
22 {
23     public static void main(String args[])
24     {
25         xyz p = xyz.getObject();
26     }
27 }
```

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```
C:\WINDOWS\system32\cmd.exe
D:\>javac staticdemo.java
D:\>java staticdemo
Entered
D:\>_
```

Assignments To Solve

1. Write an Account class with default constructor, parameterised constructor and methods toString(), deposit(int amt), withdraw(int amt). withdraw method should take care of insufficient balance. Accept the values from the user..Display the details of various Accounts
2. Write a class Addition2 with add method (overloading) using varargs and enhanced for loop
3. Declare three array of integer types ,Accept values for two array.Perform arithmetic operation on both array values and store corresponding values in third array.
E,,g, : $c[0]=a[0]+b[0]$
4. Write a class stack. Use methods push and pop to store and retrieve elements from stack(hint: create an array of int to store the elements)
5. Write a singleton class(Singleton class is is a class which has only one object)