

1.

```

import java.io.*;
import java.util.Scanner;
public class FileNumberSum {
    public static void main (String args[])
        throws exception {
        Scanner sc = new Scanner (new File ("input.txt"));
        sc.useDelimiter(",");
        while (sc.hasNextInt ()) {
            int n = sc.nextInt ();
            long sum = (long) n * (n + 1) / 2;
            pw.print (sum);
            if (sc.hasNext ()) pw.print (" ");
        }
        sc.close ();
        pw.close ();
    }
}

```

2. Difference between static and final:

| Static | final |
|----------------------------|---|
| 1. Static belongs to class | 1. final belongs to variable/ Method/Class |
| 2. Value change allowed | 2. Value change not allowed |
| 3. Override | 3. No override |
| 4. Memory single copy | 4. Depend. |

```
class Test {
```

```
    static int x = 10; } // class variable
```

```
Test t = new Test(); // it will work but not recommended.
```

```
System.out.println(t.x); // it will work but not recommended.
```

```
System.out.println(Test.x); // correct.
```

3. Factorian Number Program:

```
import java.util.Scanner;
public class Factorian {
    static int fact(int n) {
        int f = 1;
        for (int i = 1; i <= n; i++)
            f = f * i;
        return f;
    }
}
```

```
static boolean isFactorian(int n) {
```

```
    int sum = 0, temp = n;
```

```
    while (temp > 0)
```

```
        sum += fact(temp % 10);
```

```
        temp /= 10;
```

```
    return sum == n;
```

```
}
```

```

public static void main(String[] args) {
    Scanner sc = new Scanner(System.in);
    int low = sc.nextInt();
    int high = sc.nextInt();
    for (int i = 1; i <= high; i++) {
        if (isFactorian(i)) {
            System.out.println(i + " ");
        }
    }
}

```

Output: 1 2 145 40585

4. Distinguish the differences among class, local and instance variables;

| Class | Local | Instance |
|---|--|---|
| 1. It declared inside class and outside method. | 1. It declared inside class and outside methods. | I. It declared inside a method, block or constructor. |
| 2. Static keyword | 2. No keyword | 2. No keyword. |
| 3. Memory stored in class area | 3. Memory stored in heap | 3. Memory stored in stack. |
| 4. Scope accessible by all objects. | 4. Unique to each object. | 4. Only within method / block |

5. Sum of Array Elements in static coding

```
public class ArraySum {
    static int sum(int[] arr) {
        int s=0;
        for (int x:arr)
            s+=x;
        return s;
    }
    public static void main (String [] args) {
        int [] a = {1,2,3,4};
        System.out.println (sum(a));
    }
}
```

6. An access modifier in Java is a keyword

that controls the visibility and accessibility of classes, methods, variables and constructors.

It determines from where and by whom a class member can be accessed.

• Types of access modifier in JAVA:

1. Public → Same class, same package, subclass.

2. Private → Same class, different package.

3. Protected → Same class, same package, ~~No~~ subclass.

4. Private →

4. Default → Same class, same package, No subclass.

7. Quadratic Equation:

import java.util.Scanner;

```
public class Quadratic {
```

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

```
        Scanner sc = new Scanner(System.in);
```

```
        int a = sc.nextInt();
```

```
        int b = sc.nextInt();
```

```
        int c = sc.nextInt();
```

```
        double d = b * b - 4 * a * c;
```

```
        if (d < 0) {
```

```
            System.out.println("No real roots");
```

```
            return;
```

```
        double r1 = (-b + Math.sqrt(d)) / (2 * a);
```

```
        double r2 = (-b - Math.sqrt(d)) / (2 * a);
```

```
        double min = Math.min(r1, r2);
```

```
        if (min > 0)
```

```
            System.out.println("The smallest positive root is:", min);
```

```
        else
```

```
            System.out.println("No positive roots");
```

```
}
```

} } } }

```
} }
```

```
} }
```

```
} }
```

```
} }
```

```
} }
```

 CamScanner

8. Letter, Digit, Whitespace check:

```
char c = 'A';
System.out.println(Character.isLetter(c));
System.out.println(Character.isDigit(c));
System.out.println(Character.isWhitespace(c));
```

• Passing array to function:

```
static void print(int[] a) { }
```

9. Method overriding occurs when a subclass provides its own implementation of a method that already exists in its superclass using same method name, same parameter list, same or covariant return type. It supports runtime polymorphism.

```
class Parent {
    void show() {
        System.out.println("Parent method");
    }
}
class Child extends Parent {
    void show() {
        System.out.println("Child method");
    }
}
public class Test {
    public static void main(String[] args) {
        Parent obj = new Child();
        obj.show();
    }
}
```

10. Differences between static and non-static members

| Features. | Static member | Non-static member |
|--------------|---------------------|---------------------------|
| Keyword | <code>static</code> | No keyword |
| Belongs to | class | Object. |
| Memory | One shared copy | Separate copy per object. |
| Access | Using class name | Using object. |
| Polymorphism | No | Yes. |

Static: Class Demo

```
static int x=10;
static void show() {
    System.out.println(x);
}
```

Access: Demo.show();

Non-Static: Class Demo

```
int y=20;
void display() {
    System.out.println(y);
}
```

Access: Demo obj = new Demo();
 obj.display();

Palindrome Check:

```

import java.util.Scanner;
public class PalindromeCheck {
    static boolean isNumberPalindrome(int num) {
        int original = num, rev = 0;
        while (num > 0) {
            rev = rev * 10 + num % 10;
            num /= 10;
        }
        return original == rev;
    }
    static boolean isStringPalindrome (String str) {
        String rev = new StringBuilder(str).reverse().toString();
        return str.equalsIgnoreCase(rev);
    }
    public static void main (String [] args) {
        Scanner sc = new Scanner (System.in);
        System.out.println ("Enter number or string : ");
        String input = sc.next();
        if (Character.isDigit (input.charAt(0))) {
            int num = Integer.parseInt (input);
            System.out.println (isNumberPalindrome (num) ?
                "Palindrome Number" : "Not palindrome");
        } else {
            System.out.println (isStringPalindrome (input) ?
                "Palindrome String" : "Not palindrome");
        }
        sc.close();
    }
}

```

ii. Abstraction means hiding implementation details and showing only essential features to the user.

Example:

```
abstract class Shape {
    abstract void draw();
}

class Circle extends Shape {
    void draw() {
        System.out.println("Drawing Circle");
    }
}
```

Encapsulation means binding data and methods together and protecting data using access modifiers.

Example:

```
class Student {
    private int id;
    public void setId(int id) {
        if (id > 0) {
            this.id = id;
        }
    }
    public int getId() {
        return id;
    }
}
```

- Difference between abstract class and interface:

| Feature | Abstract class | Interface |
|--------------|---------------------|----------------------------|
| Methods | Abstract + concrete | Abstract (default allowed) |
| Variables | Instance variables | Public static final. |
| Inheritance | Single | Multiple |
| Constructors | Yes | No |
| Keywords | extends | implements |

12. Inheritance Based Numerical Operations:

```

⇒ class BaseClass {
    void printResult(String msg) {
        System.out.println(msg);
    }
}

class SumClass extends BaseClass {
    void calculateSum() {
        double sum = 0.0;
        for (double i = 1.0; i >= 0.1; i -= 0.1) {
            sum += i;
        }
        printResult("Sum = " + sum);
    }
}

class DivisionMultipleClass extends BaseClass {
    int gcd(int a, int b) {
        return b == 0 ? a : gcd(b, a % b);
    }

    void findGcdLcm(int a, int b) {
        int g = gcd(a, b);
        int l = Lcm(a, b) * (a * b) / g;
        printResult("GCD = " + g + ", LCM = " + l);
    }
}

```

```

Class NumberConversionClass extends BaseClass {
    void convert (int num) {
        printResult ("Binary : " + Integer.toBinaryString (num));
        printResult ("Octal : " + Integer.toOctalString (num));
        printResult ("Hex : " + Integer.toHexString (num));
    }
}

Class CustomPrintClass extends BaseClass {
    void pr (String msg) {
        printResult (">>" + msg);
    }
}

public class MainClass {
    public static void main (String [] args) {
        new SumClass ().calculateSum ();
        new DivisionMultipleClass ().find Gcd Lcm (12, 18);
        new NumberConversionClass ().convert (25);
        new CustomPrintClass ().pr ("All operations done");
    }
}

```

14. Significance of BigInteger;

⇒ Handles very large integers.

⇒ No size limit

⇒ Used in cryptography, factorials, scientific computing.

Factorial using BigInteger:

```
import java.math.BigInteger;
```

```
class Factorial {
```

```
    static BigInteger factorial (int n) {
```

```
        BigInteger f = BigInteger.ONE;
```

```
        for (int i = 1; i <= n; i++) {
```

```
            f = f.multiply(BigInteger.valueOf(i));
```

```
        }
```

```
        return f;
```

```
    }
```

```
}
```

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

```
    System.out.println ("Factorial = " + factorial (50));
```

```
}
```

```
}
```