Assignment No 4

Class & Objects Q1:-

}

Room Volume Calculation Design a class named Room with three data members: height, width, and breadth. Include a method volume() to compute and return the volume of the room. Create a separate class RoomDemo that creates instances of the Room class and displays the volume for each instance.

```
Code:-
import java.util.*;
class Room{
 int height;
 int width;
 int breadth;
 int volume;
 public Room(int height,int width,int breadth){
         this.height=height;
         this.width=width;
         this.breadth=breadth;
 }
        public void volume(){
        volume=height*width*breadth;
        System.out.println("volume of room is : "+volume);}
        public void display(){
        System.out.println("enter height of room : "+height);
        System.out.println("enter width of room : "+width);
        System.out.println("enter breadth of room : ");
        }
```

```
class RoomDemo{
       public static void main(String[] args){
       Scanner sc=new Scanner(System.in);
        System.out.println("enter height of room : ");
        int height=sc.nextInt();
       System.out.println("enter width of room : ");
        int width=sc.nextInt();
       System.out.println("enter bredth of room : ");
        int breadth=sc.nextInt();
        sc.close();
       Room room=new Room(height,width,breadth);
       room.display();
       room.volume();
       }
}
Output:- D:\cdac25\all assignment\java\assignment 4>java RoomDemo
enter height of room:
enter width of room:
enter bredth of room:
enter height of room: 7
enter width of room: 8
enter breadth of room:
volume of room is: 448
```

Q2. Student Marks and Average Create a class Student with the following members: • Name of the student • Marks in three subjects • A method to assign initial values • A method to compute the total and average marks • A method to display the student's name and total marks Write a main() method to demonstrate the functionality of the class.

Code:-

```
import java.util.*;
class Student{
       String name;
       int sum=0;
       int average;
       int marks[]=new int[3];
       public Student(String name,int marks[]){
       this.name=name;
       this.marks=marks;}
        public void display(){
        System.out.println("enter name of student: "+name);
        for(int i=0; i<3; i++){
               System.out.println("enter marks of student: "+ marks[i]);}
               System.out.println();
               System.out.println("sum of marks is: "+sum);
               System.out.println("Average of marks is : "+average);
        }
       public void calc(){
       for(int i=0; i<3; i++){
       sum+=marks[i];
       for(int i=0;i<3;i++){}
       average=sum/3;
       }
        }
```

```
}
class StudentDemo{
        public static void main(String[] arge){
Scanner sc= new Scanner(System.in);
System.out.println("enter name of student: ");
       String name=sc.nextLine();
        int marks[]=new int[3];
        for(int i=0; i<3; i++){
               System.out.println("enter marks of student: ");
               marks[i]=sc.nextInt();
               }
               sc.close();
        Student student=new Student(name,marks);
        student.calc();
        student.display();
        }
}
Output:- D:\cdac25\all assignment\java\assignment 4>java StudentDemo
enter name of student:
sakshi
enter marks of student:
enter marks of student:
enter marks of student:
enter name of student: sakshi
enter marks of student: 87
```

enter marks of student: 87 enter marks of student: 99

sum of marks is: 273

Average of marks is: 91

Q3. Box Area and Volume Write a class Box with three member variables: height, width, and breadth. Include appropriate constructors to initialize these variables. Also, implement two methods: • getVolume() to return the volume of the box • getArea() to return the surface area of the box Create two instances of the Box class and display their volumes and surface areas.

```
Code :-
```

```
import java.util.*;
class Box{
        int height;
        int width;
        int breadth;
        int volume;
        int area;
        public Box(int height, int width, int breadth ){
        this.height=height;
        this.width=width;
        this.breadth=breadth;
        }
        public void getVolume(){
        volume= height*width*breadth;
        public void getArea(){
        area= 2 *( height * width+ width * breadth+ height* breadth );
```

```
}
        public void display(){
        System.out.println("enter height of box : "+height);
System.out.println("enter width of box : " +width);
System.out.println("enter breadth of box: "+breadth);
System.out.println("volume of box : "+volume);
System.out.println("Area of box : "+area);
}
}
class BoxDemo{
public static void main(String[] args){
Scanner sc=new Scanner(System.in);
System.out.println("enter height of box1 : ");
int h1=sc.nextInt();
System.out.println("enter width of box 1: ");
int w1=sc.nextInt();
System.out.println("enter breadth of box 1: ");
int b1=sc.nextInt();
Box box1=new Box(h1,w1,b1);
box1.getVolume();
box1.getArea();
box1.display();
```

```
System.out.println("enter height of box 2: ");
int h2=sc.nextInt();
System.out.println("enter width of box 2: ");
int w2=sc.nextInt();
System.out.println("enter breadth of box 2: ");
int b2=sc.nextInt();
Box box2=new Box(h2,w2,b2);
box2.getVolume();
box2.getArea();
box2.display();
sc.close();
}
}
Output:- D:\cdac25\all assignment\java\assignment 4>java BoxDemo
enter height of box1:
3
enter width of box 1:
enter breadth of box 1:
enter height of box: 3
enter width of box: 4
enter breadth of box: 5
volume of box: 60
Area of box: 94
enter height of box 2:
3
```

```
enter width of box 2:
4
enter breadth of box 2:
5
enter height of box: 3
enter width of box: 4
enter breadth of box: 5
volume of box: 60
Area of box: 94
Q4. Complex Number Operations Create a class to represent complex numbers. Include the following
constructors: 1. A default constructor that sets both real and imaginary parts to 0 2. A constructor that
initializes the real part only 3. A constructor that initializes both real and imaginary parts Also, write
member functions to: • Add two complex numbers • Multiply two complex numbers In the main()
method: ● Create two complex numbers: 3 + 2i and 4 - 2i ● Display their sum and product.
Code:-
public class Complex {
  private double real;
  private double imag;
  // 1. Default constructor that sets both real and imaginary parts to 0
  public Complex() {
    real = 0;
    imag = 0;
  }
```

// 3. Constructor that initializes both real and imaginary parts

// 2. Constructor that initializes the real part only

public Complex(double r) {

real = r;

imag = 0;

}

```
public Complex(double r, double i) {
  real = r;
  imag = i;
}
// Method to add two complex numbers
public Complex add(Complex other) {
  double newReal = this.real + other.real;
  double newImag = this.imag + other.imag;
  return new Complex(newReal, newImag);
}
// Method to multiply two complex numbers
public Complex multiply(Complex other) {
  double newReal = (this.real * other.real) - (this.imag * other.imag);
  double newImag = (this.real * other.imag) + (this.imag * other.real);
  return new Complex(newReal, newImag);
}
// Method to display the complex number
public void display() {
  if (imag >= 0) {
     System.out.println(real + " + " + imag + "i");
  } else {
     System.out.println(real + " - " + (-imag) + "i");
  }
}
// Main method to test everything
public static void main(String[] args) {
  // Create two complex numbers: 3 + 2i and 4 - 2i
  Complex c1 = new Complex(3, 2);
```

```
Complex c2 = new Complex(4, -2);
    // Add the two complex numbers
    Complex sum = c1.add(c2);
    // Multiply the two complex numbers
    Complex product = c1.multiply(c2);
    // Display results
    System.out.print("First Complex Number: ");
    c1.display();
    System.out.print("Second Complex Number: ");
    c2.display();
    System.out.print("Sum: ");
    sum.display();
    System.out.print("Product: ");
    product.display();
  }
}
Output:-
D:\cdac25\all assignment\java\assignment 4>java Complex
First Complex Number: 3.0 + 2.0i
Second Complex Number: 4.0 - 2.0i
Sum: 7.0 + 0.0i
Product: 16.0 + 2.0i
```

Q5. BMI Calculator Design a Java program to implement a BMI (Body Mass Index) calculator. The program should consist of a class named BMICalculator with the following specifications:

```
class BMICalculator{
       double height;
        double weight;
        double BMI;
        public BMICalculator() {
    height = 0.0;
    weight = 0.0;
  }
        //parameterized constructor
        public BMICalculator(double height,double weight){
        this.height=height;
        this.weight=weight;
         // Getter for height
         public double getHeight(){
         return height;}
         //setter
         public void setHeight(double height){
         this.height=height;
         }
         //getter
         public double getWeight(){
         return weight;}
         //setter
         public void setWeight(double weight){
         this.weight=weight;
```

```
}
         public double calculateBMI(){
                 BMI=weight/(height*height);
                        return BMI;
         }
         public void display(){
                  System.out.printf("BMI is: %.2f\n", BMI);
         }
}
class BMICalculatorDemo{
        public static void main(String[] args){
        BMICalculator bmi=new BMICalculator();
        bmi.setHeight(1.70);
        bmi.setWeight(65);
        System.out.println("Enter height (in meter):- " +bmi.getHeight() + " meter");
                System.out.println("Enter weight (in kg):- " +bmi.getWeight() + " kg");
        bmi.calculateBMI();
       bmi.display();
        }
}
Output:-
D:\cdac25\all assignment\java\assignment 4>java BMICalculatorDemo
Enter height (in meter):- 1.7 meter
Enter weight (in kg):- 65.0 kg
BMI is: 22.49
```

Q6. Electricity Bill Calculation –

Java Program Design a Java program to calculate the electricity bill for a customer based on the number of units consumed. Implement a class named ElectricityBill with the following specifications:

```
import java.lang.*;
import java.util.*;
class ElectricityBill{
        String customerName;
        double unitsConsumed;
        double billAmount;
                void calculateBillAmount() {
     if (unitsConsumed <= 100) {
       billAmount = unitsConsumed * 5; // Rs. 5 per unit for first 100 units
     } else if (unitsConsumed <= 300) {
       billAmount = 100 * 5 + (unitsConsumed - 100) * 7; // Rs. 7 per unit for 101 to 300 units
     } else {
       billAmount = 100 * 5 + 200 * 7 + (unitsConsumed - 300) * 10; // Rs. 10 per unit above 300
units
     }
        }
        public ElectricityBill(String customerName, double unitsConsumed ){
        this.customerName=customerName;
this.unitsConsumed=unitsConsumed;
     calculateBillAmount(); // Automatically calculate bill after object creation
}
```

```
void printBill(){
               System.out.println("enter customer name : " +customerName);
                               System.out.println("enter unitsConsumed: "+unitsConsumed);
                       System.out.println("Bill amount is: "+billAmount);
       }
       public static void main(String[] args){
               Scanner sc= new Scanner(System.in);
               System.out.println("enter customer name : ");
               String customerName=sc.nextLine();
               System.out.println("enter unitsConsumed : ");
               double unitsConsumed=sc.nextDouble();
         // Create ElectricityBill object
       ElectricityBill bill = new ElectricityBill(customerName, unitsConsumed);
      // Print the bill details
       bill.printBill();
Output:-
D:\cdac25\all assignment\java\assignment 4>java ElectricityBill
enter customer name:
sakshi
enter unitsConsumed:
enter customer name: sakshi
```

}

}

87

enter unitsConsumed: 87.0

Bill amount is: 435.0