Name: Shaikh Salif Aminuddin

**CLASS:** S2 **ROLL NO:** 2201094

### **EXPERIMENT NO: 5**

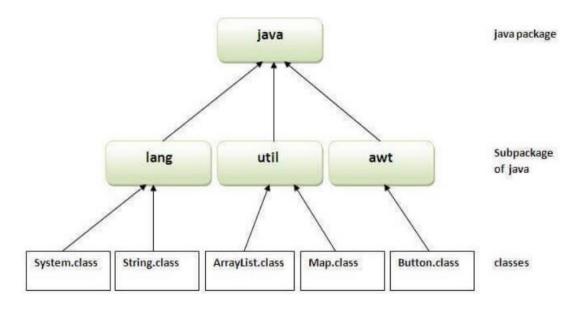
**AIM:** Programs on packages.

### THEORY:

A java package is a group of similar types of classes, interfaces and sub-packages. Package in java can be categorized in two form, built-in package and user-defined package. There are many built-in packages such as java, lang, awt, javax, swing, net, io, util, sql etc.

## Advantage of Java Package:

- Java package is used to categorize the classes and interfaces so that they can be easily maintained.
- Java package provides access protection.
- Java package removes naming collision.



There are three ways to access the package from outside the package.

- import package.\*;
- 2. import package.classname;
- 3. fully qualified name

#### **CODE:**

```
import calculator.*;
class main
public static void main(String args[])
  System.out.println("Name: Shaikh Salif \t Roll No.: 94");
Add obj1=new Add();
System.out.println("Two numbers are 15, 30");
System.out.println("Addition is: " + obj1.add(15,30));
Subtract minus=new Subtract();
System.out.println("Subtraction is: " + minus.subtract(30,15));
Divide div=new Divide();
System.out.println("Division is: " + div.divide(30,15));
Multiply mult = new Multiply();
System.out.println("Multiplication is: " + mult.multiply(15,30));
//new file
package calculator;
```

```
public class Add{
public int add(int a,int b){
return (a+b);
//new file
package calculator;
public class Divide
public int divide(int a,int b)
return (a/b);
//new file
package calculator;
public class Multiply
public int multiply(int a,int b)
return (a*b);
```

# //new file

```
package calculator;
public class Subtract
{
public int subtract(int a,int b)
{
return (a-b);
}
}
```

# **OUTPUT:**

```
C:\Users\shaik\JAVA\calculator>java main
Name: Shaikh Salif Roll No.: 94
Two numbers are 15, 30
Addition is: 45
Subtraction is: 15
Division is: 2
Multiplication is: 450
```

**CONCLUSION:** In conclusion, packages in Java play a crucial role in organizing and managing classes and interfaces within a project.