Practical-05

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Exercise-01

```
public interface MyFirstInterface
{
  int x = 10; // Integer type variable
  void display(); // Abstract method declaration
}
1) Declaring the variable without public static final keywords:
public interface MyFirstInterface
int n= 10;
   • ) Declaring the variable with public static final keywords:
public interface MyFirstInterface
{
public static final int n = 10;
There is no practical difference between these two approaches. In both
cases, the variable "n" will be treated as a constant value that is
```

There is no practical difference between these two approaches. In both cases, the variable "n" will be treated as a constant value that is accessible to implementing classes, and its value cannot be changed once it is assigned.

2)

1. Declaring the abstract method without the **abstract** keyword:

```
public interface MyFirstInterface
{
  void display();
}
```

2. Declaring the abstract method with the abstract keyword:

```
public interface MyFirstInterface
{
abstract void display();
```

There is no practical difference between these two approaches. In both cases, the method **display()** will be treated as an abstract method, which means that any class implementing the interface must provide an implementation for this method.

3)

```
public interface MyFirstInterface {
  int x = 10; // Integer type variable
  void display(); // Abstract method declaration
```

```
}
public class InterfaceImplemented implements MyFirstInterface {
  @Override
  public void display() {
    // Attempt to change the value of x
    // x = 20; // This will cause a compilation error
    // Print the value of x
    System.out.println(x);
Exercise-02
Main-
package com.mycompany.main4;
public class Main4 {
  public static void main(String[] args)
    Politician p1=new Politician();
    p1.speak();
```

```
Priest p2=new Priest();
    p2.speak();
    Lecturer L1=new Lecturer();
    L1.speak();
package com.mycompany.main4;
public interface Speaker
  public void speak();
}
package com.mycompany.main4;
public class Politician implements Speaker
@Override
public void speak()
{
  System.out.println("I am politician");
}
```

```
}
package com.mycompany.main4;
public class Priest implements Speaker
{
 @Override
 public void speak()
   System.out.println("I am Priest");
 }
package com.mycompany.main4;
public class Lecturer implements Speaker
@Override
 public void speak()
  System.out.println("I am lecturer");
```

```
Output - Run (main4) ×

--- exec-maven-plugin:3.1.0:exec (default-cli) @ main4 ---
I am politician
I am Priest
I am lecturer

BUILD SUCCESS

Total time: 15.656 s
Finished at: 2023-07-02T12:10:12+05:30
```

Exercise-03

Try following code. What is the outcome? Why?

Class 01:

final class Student {

final int marks = 100; final void display(); }

Class 02:

class Undergraduate extends Student{}

```
Correct code
package com.mycompany.main1;
public class Main1 {
  public static void main(String[] args)
   Student student = new Student();
    student.display();
    Undergraduate undergraduate = new Undergraduate();
    undergraduate.display();
  }
}
  package com.mycompany.main1;
  final class Student
     {
          final int marks = 100;
          final void display()
         System.out.println("Marks is"+marks);
     }
```

package com.mycompany.main1; class Undergraduate extends Student }

Exercise-04

 Main classpackage com.mycompany.findarea; public class Findarea { public static void main(String[] args) Circle c1=new Circle(2); c1.display(); Rectangle r1=new Rectangle(5,4); r1.display(); • Shape class(parent class) package com.mycompany.findarea; public abstract class Shape public abstract double calculateArea(); public void display() System.out.println("Area:"+calculateArea());

```
    Circle class(child class)

  package com.mycompany.findarea;
  public class Circle extends Shape
    private double rad;
    public Circle(double rad)
      this.rad=rad;
    @Override
    public double calculateArea()
      return Math.PI*rad*rad;

    Rectangle class(child class)

  package com.mycompany.findarea;
  public class Rectangle extends Shape
    private double width, height;
    public Rectangle(double width,double height)
      this.width=width;
      this.height=height;
    }
    @Override
    public double calculateArea()
      return width*height;
    }
```

