

Week-1

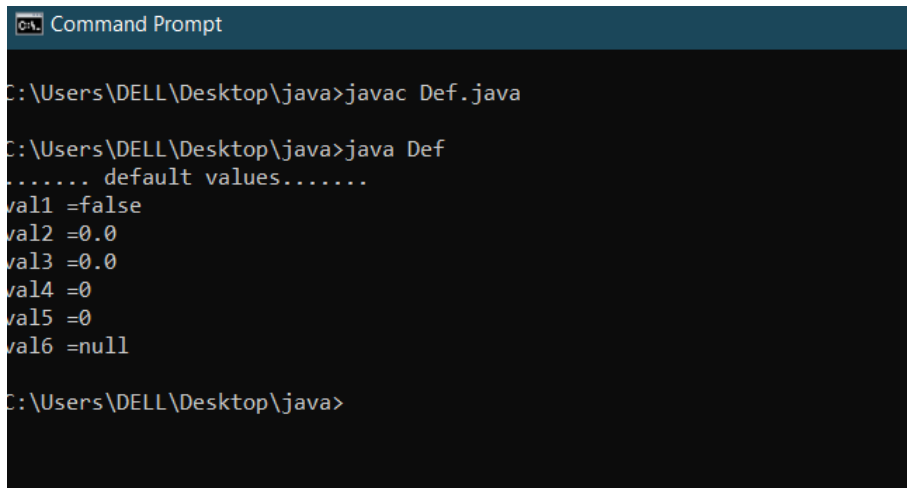
1a) Write a JAVA program to display default value of all primitive data type of JAVA

Aim :Write a JAVA program to display default value of all primitive data type

Program:

```
class Def {  
    static boolean val1;  
    static double val2;  
    static float val3;  
    static int val4;  
    static long val5;  
    static String val6;  
  
    public static void main(String args[])  
    {  
        System.out.println("..... default values.....");  
        System.out.println("val1 =" +val1);  
        System.out.println("val2 =" +val2);  
        System.out.println("val3 =" +val3);  
        System.out.println("val4 =" +val4);  
        System.out.println("val5 =" +val5);  
        System.out.println("val6 =" +val6);  
    }  
}
```

Output:




```
C:\Users\DELL\Desktop\java>javac Def.java

C:\Users\DELL\Desktop\java>java Def
..... default values.....
val1 =false
val2 =0.0
val3 =0.0
val4 =0
val5 =0
val6 =null

C:\Users\DELL\Desktop\java>
```

1b) AIM: To write a Java program to find the discriminant value D and find out the roots of the quadratic equation of the form $ax^2+bx+c=0$.

Program:



```
import java.util.*;

class Quadratic
{
    public static void main(String args[])
    {
        double a,b,c,d;
        double root1,root2;
        Scanner sc=new Scanner(System.in);
        System.out.println("Enter a value");
        a=sc.nextDouble();
        System.out.println("Enter b value");
        b=sc.nextDouble();
        System.out.println("Enter c value");
        c=sc.nextDouble();
        d=(b*b)-(4*a*c);
```

```
if(d>0)
{
root1=(-b+Math.sqrt(d))/(2*a);
root2=(-b-Math.sqrt(d))/(2*a);
System.out.println("Root1="+root1);
System.out.println("Root2="+root2);
System.out.println("Roots are distinct");
}
else if(d==0)
{
root1=root2=(-b)/(2*a);
System.out.println("Root1="+root1+"Root2="+root2);
System.out.println("Roots are equal");
}
else {
System.out.println("Roots are imaginary");
}
}
}
```

Output:

```
C:\Users\DELL\Desktop\java>javac Quadratic.java
C:\Users\DELL\Desktop\java>java Quadratic
Enter a value
5
Enter b value
3
Enter c value
2
Roots are imaginary
C:\Users\DELL\Desktop\java>_
```

Week-2

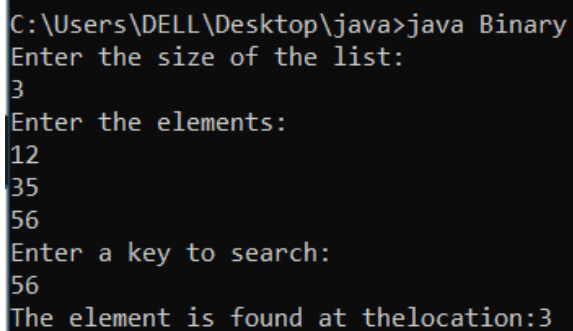
a) Aim:

Write a JAVA program to search for an element in a given list of elements using binary search mechanism.

```
import java.util.*;

class Binary
{
    public static void main(String args[])
    {
        int low,mid,high,key,i,count=0;
        Scanner sc = new Scanner(System.in);
        System.out.println("Enter the size of the list:");
        int n = sc.nextInt();
        int[] a = new int[n];
        int[] b = new int[n];
        System.out.println("Enter the elements:");
        for(i=0;i<n;i++)
            a[i]=sc.nextInt();
        System.out.println("Enter a key to search:");
        key=sc.nextInt();
        for(i=0;i<n;i++)
            b[i]=a[i];
        Arrays.sort(a);
        low=0;
        high=n-1;
        while(low<=high)
        {
            mid=(low+high)/2;
```

```
int temp=0;
    if(key==a[mid])
    {
        for(i=0;i<n;i++)
        {
            if(key==b[i])
            {
                temp=i;
                break;
            } }
        System.out.println("The element is found at thelocation:"+(temp+1));
        break;
    }
    else if(key<a[mid])
        high=mid-1;
    else
        low=mid+1;
    count++;
}
if(low>high)
    System.out.println("Element is not present in the given list");
} } Output:
```



```
C:\Users\DELL\Desktop\java>java Binary
Enter the size of the list:
3
Enter the elements:
12
35
56
Enter a key to search:
56
The element is found at thelocation:3
```

b) Aim:

Write a JAVA program to sort for an element in a given list of elements using bubble sort

Program:

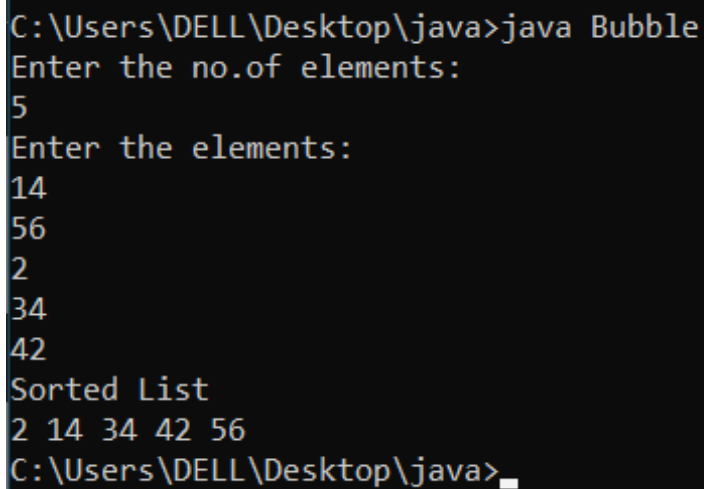
```
import java.util.Scanner;

class Bubble
{
    public static void main(String args[])
    {
        int i,j,n;
        Scanner sc = new Scanner(System.in);
        System.out.println("Enter the no.of elements:");
        n=sc.nextInt();
        int[] a = new int[n];
        System.out.println("Enter the elements:");
        for(i=0;i<n;i++)
        {
            a[i]=sc.nextInt();
        }
        int temp;

        for(i=0;i<n-1;i++)
        {
            for(j=0;j<n-i-1;j++)
            {
                if(a[j]>a[j+1])
                {
                    temp=a[j];
```

```
a[j]=a[j+1];
    a[j+1]=temp;
}
}
}
System.out.println("Sorted List");
for(int k : a)
{
    System.out.print(k + " ");
}
}
}
```

Output:



```
C:\Users\DELL\Desktop\java>java Bubble
Enter the no.of elements:
5
Enter the elements:
14
56
2
34
42
Sorted List
2 14 34 42 56
C:\Users\DELL\Desktop\java>_
```

Week-3

3a) Aim;

Write a java program to implement class mechanism .Create a class,methods and invoke them inside main methods.

Program:

```
class Student{
String name;
char gender;
int rollno;
void get(String n,char g,int r)
{
name=n;
gender=g;
rollno=r;
}
void show()
{
System.out.println("NAME="+name);
System.out.println("GENDER="+gender);
System.out.println("ROLL NO="+rollno);
}
}

class Details{
public static void main(String args[]){
Student s=new Student();
s.get("Sameer",'m',52);
s.show();
}}
```



Output:

```
C:\Users\admin>cd Desktop  
  
C:\Users\admin\Desktop>javac Details.java  
  
C:\Users\admin\Desktop>java Details  
NAME=Sameer  
GENDER=m  
ROLL NO=52
```

3b) Aim:

Write a JAVA program implement method overloading.

Program:

```
class Area{  
    void area(int x){  
        System.out.println("Area of square-"+(x*x));  
    }  
    void area(int l,int b){  
        System.out.println("Are of rectangle"+(l*b));  
    }  
    void area(float x){  
        System.out.println("Area of circle"+(Math.PI*x*x));  
    }  
}  
  
class Demo{  
    public static void main(String args[]){  
        Area a=new Area();  
        a.area(10);  
        a.area(2,5);  
        a.area(2.4f);  
    }  
}
```

Output:

```
C:\Users\DELL\Desktop\java>javac Demo.java

C:\Users\DELL\Desktop\java>java Demo
Area of square-100
Are of rectangle10
Area of circle18.095575122784226
```

3c) Aim:

Write a JAVA program to implement constructor

Program:

```
class Spec
{
Spec(){
System.out.println("Constructor");
}
public static void main(String[] args){
Spec s=new Spec();
}
}
```



Output:

```
C:\Users\DELL\Desktop\java>javac Spec.java

C:\Users\DELL\Desktop\java>java Spec
Constructor
```

d) Aim:

Write a JAVA program to implement constructor overloading.

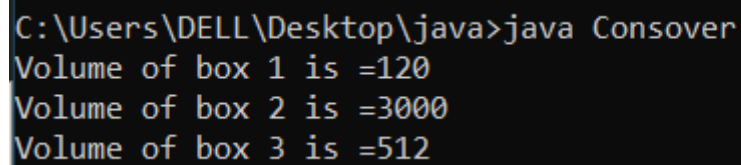
Program:

```
class Box
{
int length,width,height;
Box() {
length=8;
width=5;
height=3;
}
Box(int l,int w,int h)
{
length=l;
width=w;
height=h;
}
Box(int x){
length=x;
width=x;
height=x;
}
int volume()
{
return(length*width*height);
}
}
```



```
class Consover
{
public static void main(String args[])
{
Box b1=new Box();
Box b2=new Box(10,20,15);
Box b3=new Box(8);
System.out.println("Volume of box 1 is =" +b1.volume());
System.out.println("Volume of box 2 is =" +b2.volume());
System.out.println("Volume of box 3 is =" +b3.volume());
}
}
```

Output:



```
C:\Users\DELL\Desktop\java>java Consover
Volume of box 1 is =120
Volume of box 2 is =3000
Volume of box 3 is =512
```