Experiment No. 5
Implement a program on Packages.
Date of Performance:
Date of Submission:

Aim: To use packages in java.

Objective: To use packages in java to use readymade classes available in them using square root method in math class.

Theory:

A java package is a group of similar types of classes, interfaces and sub-packages. Packages are used in Java in order to prevent naming conflicts, to control access, to make searching/locating and usage of classes, interfaces, enumerations and annotations easier, etc.

There are two types of packages-

1. Built-in package: The already defined package like java.io.*, java.lang.* etc are known as built-in packages.
2. User defined package: The package we create for is called user-defined package.

Programmers can define their own packages to bundle group of classes/interfaces, etc. While creating a package, the user should choose a name for the package and include a package statement along with that name at the top of every source file that contains the classes, interfaces, enumerations, and annotation types that you want to include in the package. If a package statement is not used then the class, interfaces, enumerations, and annotation types will be placed in the current default package.

Code:

```
package pack;
public class A
{
		public void msg()
		{
			System.out.println("Hello");
		}
}
```

\

```
package mypack;
import pack.*;
class B
{
		public static void main(String args[])
		{
			A obj = new A();
			obj.msg();
		}
}
```

Conclusion:

In summary, autoencoders represent a significant advancement in the field of unsupervised learning and image processing, offering effective solutions for modern challenges in data representation and compression. Their ability to balance between compression efficiency and reconstruction quality makes them a compelling choice for researchers and practitioners alike.