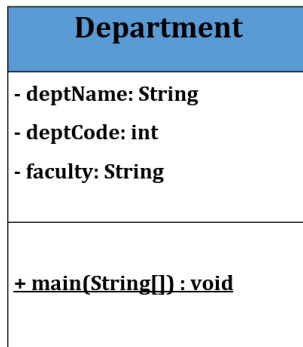


## Object Oriented Programming Lab

### Assignment-03

1. Create a class named 'Student' with String variable 'name' and integer variable 'roll\_no'. Assign the value of roll\_no as '2' and that of name as "John" by creating an object of the class Student. Then print the information.
2. Create a Person Class. Each person of this class will have name and age. Create two objects of the Person Class, take input for each object, Set the values and display the information.
3. Write a java code for following UML. Create two objects of the Department Class, take the values as input and display the information.



4. Print the average of three numbers entered by user by creating a class named 'Average' having a method to calculate and print the average.
5. Write a program to print the area of two rectangles having sides (4,5) and (5,8) respectively by creating a class named 'Rectangle' with a method named 'Area' which returns the area.
6. Write a program to print the area of a rectangle by creating a class named 'Area' having two methods. First method named as 'setDim' takes length and breadth of rectangle as parameters and the second method named as 'getArea' returns the area of the rectangle. Length and breadth of rectangle are entered through keyboard.