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.

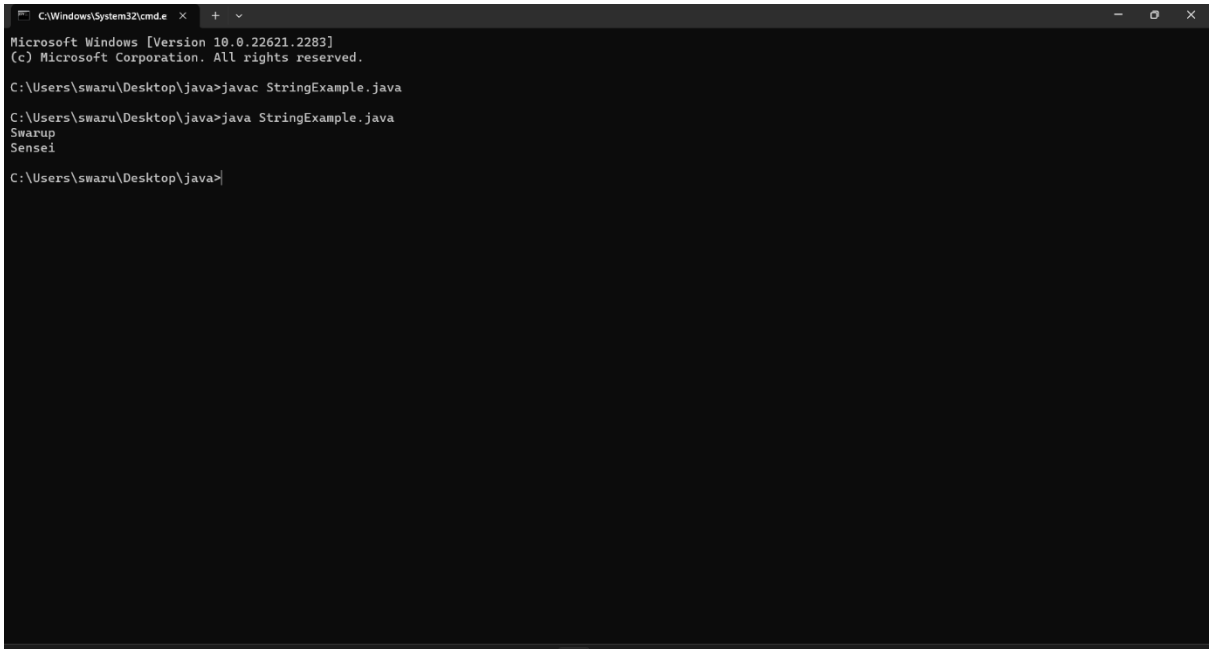
There are two types of packages-

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:

1}
```
package mypack;
 class Example
{
  public static void main(String args[])
  {
    System.out.println("\n Hello I am an S.E. student");
  }
}
```



Conclusion:

The architecture of autoencoders is geared towards data compression, featuring an encoder responsible for dimensionality reduction and a decoder for data reconstruction. When applied to image compression in Java, the outcome involves producing compact image representations that preserve vital characteristics. These smaller images are advantageous for storage and transmission, though they may exhibit a reduction in fine details as a trade-off for the compression process.