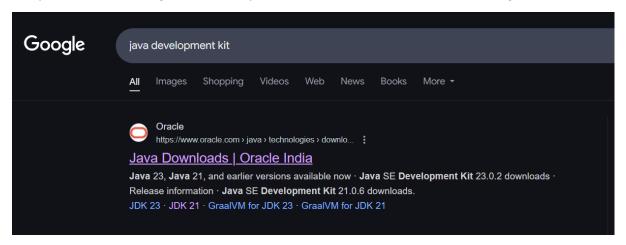
WEEK-1

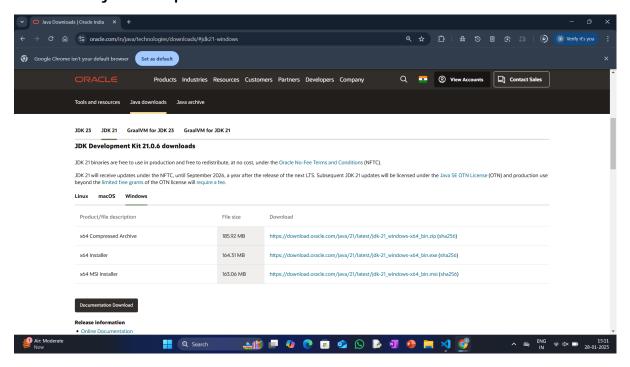
PROGRAME-1

AIM: Download and installation of java

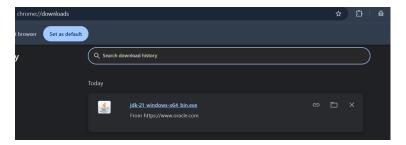
Step 1: Search for java development kit in chrome to download java



Step 2:Open oracle website. Then select JDK21 and download the type of version for your computer



Step 3: after downloading, it will appear like the link below. Click on the link for futher installation of java software.



Step 4: click on the next button for futher process of installation of java in computer. At the end section click on next button for final installation.



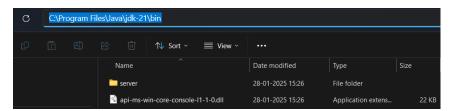
Step 5: at the end section click on the close button to end the installation.



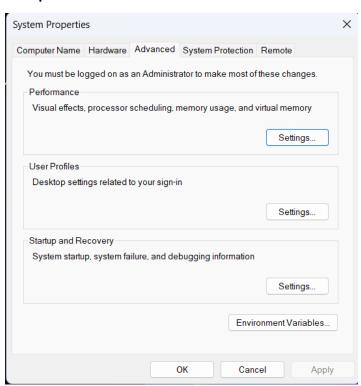
Step6 :to copy the path of the jdk kit in pc go to file manger<< local (c:) <<pre><<pre><<pre><<pre>foram files<<java<<jdk 21<<bin .</pre>



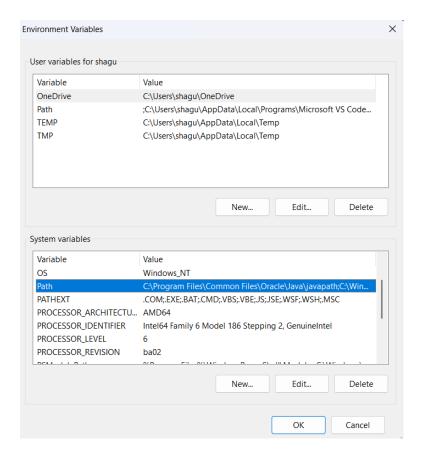
Step 7: copy path on the navigation bar.



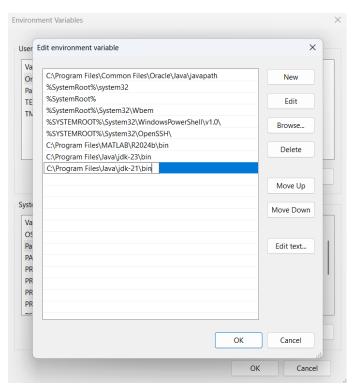
Step 8: now open environmental variables to sset the path in computer.<<cli>click on the environmental variables.



Step 9:after environmental variables another slide will appear of two sections as user variables and system variables<<cli>k on the system variables.<<p>path<<cli>k on the edit option below.



Step 10:select new << past the path with we have copied on the navigation bar .



Step 11:to check the version installed << open command prompt << type java -- version << enter << downloaded version will be displayed.

```
Microsoft Windows [Version 10.0.26100.3037]
(c) Microsoft Corporation. All rights reserved.

C:\Users\shagu>java --version
java 23.0.2 2025-01-21
Java(TM) SE Runtime Environment (build 23.0.2+7-58)
Java HotSpot(TM) 64-Bit Server VM (build 23.0.2+7-58, mixed mode, sharing)

C:\Users\shagu>
```

PROGRAM 2:

AIM: To write a java program to print the message

"Welcome programming printing".

Step 1:open notepad<<save the note pad in the path[desktop<<oops<<week 1<<hello.java

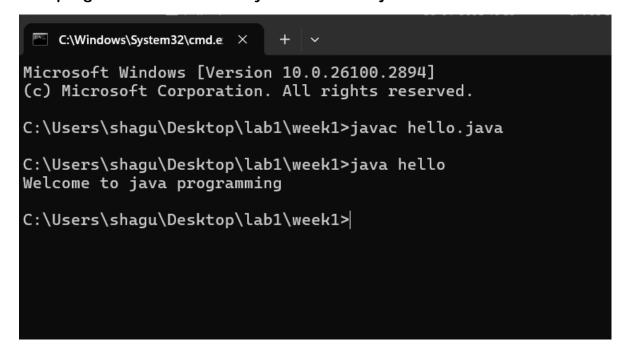
```
class hello{
    public static void main(String [] args){
        System.out.println("Welcome to java programming");
    }
}
```

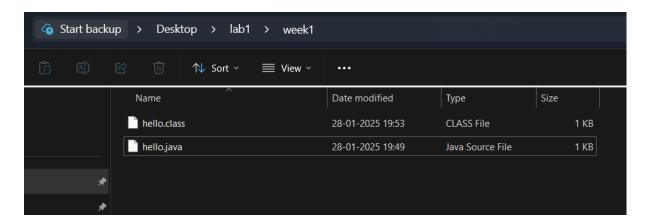
Step 2: to the path clear it and type cmd for running the program.



Step 3:follow commands as: javac hello.java<<enter<<jav hello

The program runs successfully. And creates a java clsss as shown below.





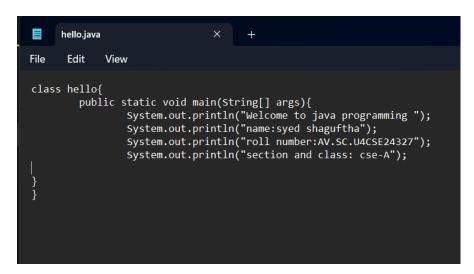
PROGRAME 3:

AIM: To write a java program to print the name, section and roll no.

Step 1:open notepad<<save the note pad in the path[desktop<<oops<<week 1<hello.java

CODE:

```
class hello{
    public static void main(String [] args){
        System.out.println("name : syed ");
        System.out.println("roll number : AV.SC.U4CSE244444 ");
        System.out.println("class and section: CSE -A ");
    }
}
```



Step 2: to the path clear it and type cmd for running the program.



Step 3:follow commands as: javac hello.java<<enter<<jav hello

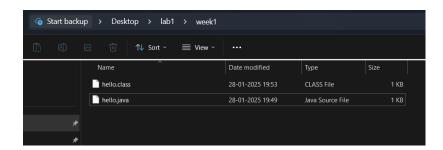
The program runs successfully. And creates a java clsss as shown below.

```
Microsoft Windows [Version 10.0.26100.2894]
(c) Microsoft Corporation. All rights reserved.

C:\Users\shagu\Desktop\lab1\week1>javac hello.java

C:\Users\shagu\Desktop\lab1\week1>java hello
Welcome to java programming
name:syed shaguftha
roll number:AV.SC.U4CSE24327
section and class: cse-A

C:\Users\shagu\Desktop\lab1\week1>
```



WEEK-2:

PROGRAM 1:

AIM: To write java program to calculate the area of rectangle.

Step 1:open notepad<<save the note pad in the path[desktop<<oops<<week 1<<exam.java

```
import java.util.Scanner;
class exam{
    public static void main(String[] args){
        Scanner input= new Scannner(System.in);
        System.out.print("enter the length-l:");
        float l=input.nextFloat();
        System.out.print("enter the length-l:");
```

Step 2:open code in commond prompt and run it.

```
import java.util.Scanner;
class exam{
public static void main(String[] args){
Scanner input= new Scanner(System.in);
System.out.print("enter the length-l:");
float l=input.nextFloat();
System.out.print("enter the breadth-b:");
float b=input.nextFloat();
float area=l*b;
System.out.print("area is :"+area);
}
```

Step 3:enter the commands as javac exam.java <<java exam.the program is excuted successfully.

```
C:\Users\shagu\Desktop\lab1\week1>javac exam.java
C:\Users\shagu\Desktop\lab1\week1>java exam
enter the length-l:12.0
enter the breadth-b:6.5
area is :78.0
C:\Users\shagu\Desktop\lab1\week1>
```

Step 4:after runner the program system automatically creates a class for it .

ERRORS:

S.NO	ERROR MEASSAGE	ERROR RECTIFICATION
1.	Error:";"expected	Inserted ";"in line7
2.	Error:"?"unkown sysmbol	Replaced"?"with ":"

IMPORTANT POINTS:

- 1. used Scanner library to get input from user in run time.
- 2. "import java.util.Scanner;"-step to import library.

3. "Scanner input=new Scanner(System.in);"-step to use the scanner.

PROGRAM-2:

A. AIM: To write java program to convert temperature from celcius to farenheit and vice via.

Step 1:open notepad<<save the note pad in the path[desktop<<oops<<week 1<<exam.java

```
//code for celciius to farenheit
import java.util.Scanner;
class exam{
    public static void main(String[] args){
        Scanner input=new Scanner(System.in);
        System.out.print("Enter the celcius :");
        float c:input.nextFloat();
        float f=(c*9/5)+32;
        System.out.print("Farenheit heat :"+f);
    }
}
```

Step 2:open in commond prompt and run it.

```
import java.util.Scanner;
class exam{
public static void main(String[] args){
Scanner input= new Scanner(System.in);
System.out.print("Enter the celcius :");
float c=|input.nextFloat();
float f=(c*9/5)+32;
System.out.print("Farenheit heat :"+f);
}
}
```

Step 3: enter the commands as javac exam << java exam the program is excuted successfully.

```
C:\Users\shagu\Desktop\lab1\week1>javac exam.java
C:\Users\shagu\Desktop\lab1\week1>java exam
Enter the celcius :23.6
Farenheit heat :74.48
C:\Users\shagu\Desktop\lab1\week1>
```

Step 4:After runner the program system automatically creates a class of it. ERRORS:

S.NO	ERROR MESSAGE	ERROR RECTIFICATION
1.	Error:":" unknow symbol	Replace":" with"="
2.	Error: "scanner"small letter case	"Scanner"
	censitive	

IMPORTANT POINTS:

- 1.used Scanner library to get input from user in run time.
- 2."import java.util.Scanner;"-step to import library.
- 3."Scanner input= new Scanner(System.in);"-step to use the scanner.
 - B. AIM: AIM: To write java program to convert temperature from farenheit to celceius.

```
//code for farenheit to celciius
import java.util.Scanner;
class exam{
    public static void main(String[] args){
        Scanner input=new Scanner(System.in);
        System.out.print("Enter the farenheit:");
        float f:input.nextFloat();
        float c=(f-32)*5/9;
        System.out.print("celcius temparature:"+c);
    }
}
```

Step 2:open in commond prompt and run it.

```
import java.util.Scanner;
class exam{
public static void main(String[] args){
Scanner input= new Scanner(System.in);
System.out.print("Enter the farenheit:");
float f=input.nextFloat();
float c=(f-32)*5/9;
System.out.print("Celues temparature:"+c|);
}
}
```

Step 3: enter the commands as javac exam << java exam the program is excuted successfully.

```
C:\Users\shagu\Desktop\lab1\week1>javac exam.java
C:\Users\shagu\Desktop\lab1\week1>java exam
Enter the farenheit:234
Celues temparature:112.22222
C:\Users\shagu\Desktop\lab1\week1>java exam
Enter the farenheit:12
Celues temparature:-11.111111
C:\Users\shagu\Desktop\lab1\week1>
```

Step 4:After runner the program system automatically creates a class of it.

ERRORS:

S.NO	ERROR MESSAGE	ERROR RECTIFICATION
1.	Error :"oout" unknow keywoard	Replace"oout" with"out"
2.	Error: "scanner"small letter case	"Scanner"
	censitive	

IMPORTANT POINTS:

- 1.used Scanner library to get input from user in run time.
- 2."import java.util.Scanner;"-step to import library.
- 3."Scanner input= new Scanner(System.in);"-step to use the scanner.
 - C. AIM: To write java program to calculate the simple CODE:

```
Import java.util.Scanner;
class exam{
```

```
public static void main(String[] args){
          Scanner input=new Scanner(System.in);
          System.out.print("enter the principle value(p):");
          float p=input.nextFloat();
          System.out.print("enter the rate of interest value(r):");
          float r=input.nextFloat();
          System.out.print("enter the time period value(t):");
          float t=input.nextFloat();
          float si=(p*t*r)/100;
          System.out.println("simple interest is:"+si);
    }
import java.util.Scanner;
class exam{
public static void main(String[] args){
Scanner input= new Scanner(System.in);
System.out.print("Enter the principle value(p):");
float p=input.nextFloat();
System.out.print("Enter the time period (T):");
float t=input.nextFloat();
System.out.print("Enter the rate of interest (r):");
float r=input.nextFloat();
float si=(p*t*r)/100;
System.out.print("simple interest is :"+si);
```

```
C:\Users\shagu\Desktop\lab1\week1>javac exam.java
C:\Users\shagu\Desktop\lab1\week1>java exam
Enter the principle value(p):120000
Enter the time period (T):2
Enter the rate of interest (r):1.2
simple interest is :2880.0
C:\Users\shagu\Desktop\lab1\week1>
```

S.NO	ERROR MESSAGE	ERROR RECTIFICATION
1.	Error :"T" is not declred	Replace:"T" with"t"

	2. Error: expected';' in line 8 Inse	rt ';' in line 8 end
--	--------------------------------------	----------------------

IMPORTANT POINTS:

- 1. java is a case sensitive language so "apple" is different from "APPLE", so clear declaration of variables is important..
 - D. AIM: To write a program to find the largest of three numbers using ternary operators.

Step 1:open notepad<<save the note pad in the path[desktop<<oops<<week 1<<exam.java

```
C:\Users\shagu\Desktop\lab1\week1>java exam
enter n1:4
enter n2:5
enter n3:3
the largest number is :5

C:\Users\shagu\Desktop\lab1\week1>
C:\Users\shagu\Desktop\lab1\week1>java exam
enter n1:4
enter n2:4
enter n3:4
the largest number is :4
```

S.NO	ERROR MESSAGE	ERROR RECTIFICATION
1.	Error :";" expected in line 6	Insert";" in end of line 6
2.	Error:"nextint();" non identified	Replace"next.Int();"

IMPORTANT POINTS:

- 1. Ternary operators: a shorthand for the if-else statement, used to execute condition-based operations in a single line.
- 2. It evaluates a Boolean condition and returns trueValue if the condition is true, otherwise it returns falseValue.
- E. AIM: To write a program for the factorial of the numbers.

Step 1:open notepad<<save the note pad in the path[desktop<<oops<<week 1<<exam.java

```
import java.util.Scanner;
class exam{
    public static void main(String[] args){
        Scanner input=new Scanner(System.in);
        System.out.println("fibinocci series");
```

```
System.out.println("enter a number:");

int n =input.nextInt();

int f1=0,f2=1;<br/>
System.out.println(" "+f1);

System.out.println(" "+f2);

for ( int i=1;i<=n;i++){

    int f3=f1+f2;

    System.out.println(" "+f3);

    f1=f2;

    f2=f3;
}

}
```

```
import java.util.Scanner;
class exam{
public static void main(string[] args){
Scanner input=new Scanner(System.in);
System.out.println("fibinocci series");
System.out.println("enter a number:");
int n =input.nextInt();
int f1=0,f2=1;
System.out.println(" "+f1);
System.out.println(" "+f2);
for ( int i=1;i<=n;i++){
  int f3=f1+f2;
  System.out.println(" "+f3);
  f1=f2;
  f2=f3;
}
}
}</pre>
```

```
C:\Users\shagu\Desktop\lab1\week1>javac exam.java
C:\Users\shagu\Desktop\lab1\week1>java exam
fibinocci series
enter a number:
5
    0
    1
    1
    2
    3
    5
    8

C:\Users\shagu\Desktop\lab1\week1>java exam
fibinocci series
enter a number:
-2
    0
    1
```

S.NO	ERROR MESSAGE	ERROR RECTIFICATION
1.	Error: line-9 illegal start of	Rebuilt of the line -9
	expression	
2.	Error :iteration error	Correct iteration inserted

IMPORTANT POINTS:

- 1. Java for loop is a control flow statement that allows code to be executed repeatedly based on a given condition.
- 2. The for loop in java provides an efficient way to iterate over a range of values, execute code multiple times, or traverse arrays and collections.

WEEK-3

PROGRAME-1

AIM: To write a program for car color and all respective complextions using constructor and method.

Step 1:open notepad<<save the note pad in the path[desktop<<oops<<week 1<<car.java

CODE:

Class car{

```
//creating the attributes requires for the classs
      String car_name,car_color,car_brand,fule_type;
      int maleage;
      //constructor
      car(String car_name,String car_color,String car_brand,String
fule_type,int maleage){
      this.car_name=car_name;
      this.car_color=car_color;
      this.car_brand=car_brand;
      this.fule_type=fule_type;
      this.maleage=maleage;
      //creating the methods forte class
      public void start(){
      System.out.println("this is start statement: "+car_name+" "+car_color);
      public void stop(){
      System.out.println("this is start statement: "+car_brand+" "+fule_type);
      public void services(){
      System.out.println("this is start statement: "+maleage);
      }
      public static void main(String[] args){
      //creating the object for the class
      car car1=new car("maruthi", "navy blue", "KIA", "petrol", 1234);
      car1.start();
      car car2=new car("maruthi", "navy blue", "KIA", "petrol", 1234);
      car2.stop();
```

```
car car3=new car("maruthi","navy blue","KIA","petrol", 1234);
car3.services();
System.out.println("\n THANK YOU FOR APPLYING THIS");
}
```

CLASS DIAGRAM:

```
car()

+car_name:string
+car_color:string
+car_brand:string
+fule_type: int
+maleage:int
+start:void()
+stop:void()
+static:void()
```

```
//creating the attributes requires for the classs
String car_name,car_color,car_brand,fule_type;
int maleage;
//constructor
car(String car_name,String car_color,String car_brand,String fule_type,int maleage){
this.car_name=car_name;
this.car_color=car_color;
this.car_brand=car_brand;
this.fule_type=fule_type;
this.maleage=maleage;
//creating the methods forte class
public void start(){
System.out.println("this is start statement: "+car_name+" "+car_color);
public void stop(){
System.out.println("this is start statement: "+car_brand+" "+fule_type);
public void services(){
System.out.println("this is start statement: "+maleage);
public static void main(String[] args){
//creating the object for the class
car car1=new car("maruthi","navy blue","KIA","petrol", 1234);
car1.start();
car car2=new car("maruthi","navy blue","KIA","petrol", 1234);
car car3=new car("maruthi", "navy blue", "KIA", "petrol", 1234);
car3.services();
System.out.println("\n THANK YOU FOR APPLYING THIS");
```

```
C:\Users\shagu\Desktop\lab1\week1>javac car.java
C:\Users\shagu\Desktop\lab1\week1>java car.java
this is start statement: maruthi navy blue
this is start statement: KIA petrol
this is start statement: 1234

THANK YOU FOR APPLYING THIS
C:\Users\shagu\Desktop\lab1\week1>
```

S.NO	ERROR MESSAGE	ERROR RECTIFICATION
1.	Error: line7 expected ';	Inserted ';'
2.	Error :line 7 unknow''	Removed '_'
3.	Error : correct data type	Rectified by declaring the data
	declararion in constructor	type as String and int.

IMPORTANT POINTS:

- 1. Java constructor is used to save the variables present in different or same class or methods.
- 2. In Java, the this keyword refers to the current instance of a class. It is commonly used to distinguish between instance variables and parameters with the same name, or to refer to the current object from within a method or constructor.
- 3. In Java, a method is a block of code that performs a specific task and can be invoked to execute that task. It typically consists of a method signature (name, return type, and parameters) and the body of the method, which contains the logic.

AIM: To write a program for car color and all respective complextions using constructor and method.

Step 1:open notepad<<save the note pad in the path[desktop<<oops<<week 1<<BANK.java

```
import java.util.Scanner;
class BankAccount {
   // Class-level variable to store balance
   private float existing;
   private Scanner input; // Single Scanner instance for input
   public String name;
```

```
// Constructor
public BankAccount() {
  input = new Scanner(System.in);
  System.out.println("Enter the account holder name:");
  this.name=input.next();
  System.out.print("Enter existing amount in bank account: ");
  this.existing = input.nextFloat();
}
// Deposit method
public void deposit() {
  System.out.print("Enter amount to be deposited: ");
  float deposit = input.nextFloat();
  existing += deposit;
  System.out.println("Existing amount now is: " + existing);
}
// Withdrawal method
public void withdrawal() {
  System.out.print("Enter amount to be withdrawn: ");
  float withdrawal = input.nextFloat();
  if (existing < withdrawal) {</pre>
     System.out.println("Not sufficient balance.");
  } else {
     existing -= withdrawal;
     System.out.println("Remaining balance: " + existing);
  }
// Main method
```

```
public static void main(String[] args) {
         BankAccount customer1 = new BankAccount();
         customer1.deposit();
         customer1.withdrawal();
         System.out.println("thank you " + customer1.name + " for using our bank");
    }
}
```

CLASS DIAGRAM:

BankAccount -existing:float +name:String
_
+name:String
+BankAccount()
+deposit:void()
+withdraw:void()

```
import java.util.Scanner;
class BankAccount {
 // Class-level variable to store balance
    private float existing;
private Scanner input; // Single Scanner instance for input
    public String name;
    // Constructor
    public BankAccount() {
         input = new Scanner(System.in);
          System.out.println("Enter the account holder name :");
          this.name=input.next();
         System.out.print("Enter existing amount in bank account: ");
         this.existing = input.nextFloat();
    }
// Deposit method
    public void deposit() {
         System.out.print("Enter amount to be deposited: "); float deposit = input.nextFloat();
         existing += deposit;
System.out.println("Existing amount now is: " + existing);
    }
// Withdrawal method
    public void withdrawal() {
         System.out.print("Enter amount to be withdrawn: ");
float withdrawal = input.nextFloat();
         if (existing < withdrawal) {
    System.out.println("Not sufficient balance.");</pre>
          } else {
              existing -= withdrawal;
              System.out.println("Remaining balance: " + existing);
    }
// Main method
    public static void main(String[] args) {
    BankAccount customer1 = new BankAccount();
          customer1.deposit();
         customer1.withdrawal();
System.out.println("thank you " + customer1.name + " for using our bank");
```

```
C:\Users\shagu\Desktop\lab1\week1>javac BANK.java
C:\Users\shagu\Desktop\lab1\week1>java BANK.java
Enter the account holder name:
wertyuy
Enter existing amount in bank account: 234567
Enter amount to be deposited: 34567
Existing amount now is: 269134.0
Enter amount to be withdrawn: 456
Remaining balance: 268678.0
thank you wertyuy for using our bank
C:\Users\shagu\Desktop\lab1\week1>
```

```
C:\Users\shagu\Desktop\lab1\week1>java BANK.java
Enter the account holder name :
  qwerty
Enter existing amount in bank account: 0000
Enter amount to be deposited: 000
Existing amount now is: 0.0
Enter amount to be withdrawn: 2345
Not sufficient balance.
thank you qwerty for using our bank
C:\Users\shagu\Desktop\lab1\week1>
```

S.NO	ERROR MESSAGE	ERROR RECTIFICATION
4.	Error: nextString(); wrong	Rectification: next();
	identifier	
5.	Error :line 7 unknow''	Removed '_'
6.	Error: if statement '{}' expected	Inserted '{}'

IMPORTANT POINTS:

- 2. Java constructor is used to save the variables present in different or same class or methods.
- 2. In Java, the this keyword refers to the current instance of a class. It is commonly used to distinguish between instance variables and parameters with the same name, or to refer to the current object from within a method or constructor.
- 3. In Java, a method is a block of code that performs a specific task and can be invoked to execute that task. It typically consists of a method signature (name, return type, and parameters) and the body of the method, which contains the logic.

WEEK-4

PROGRAME-1

AIM: To write a program for printing the title of the book and the author and year of publication using the constructors

Step 1:open notepad<<save the note pad in the path[desktop<<oops<<week 1<<person.java

```
class book{
      //creating the variable
      public String title_of_book;
      public String author,
      public int year_publication;
      //creating a constructor
      book(String title_of_book,String author,int year_publication){
      this.title_of_book=title_of_book;
      this.author=author.
      this.year_publication=year_publication;
      }
      //creating the method to print DETAILS
      public void details(){
      System.out.println("the title of the book is: "+title_of_book+"\nThe
author of te book is: "+author+"\nthe year of publication
is:"+year_publication+"\n");
      //creating the main class and objects for the method
      public static void main(String[] args){
      book one=new book("THE GREAT INDIAN
RIVERS","DR.SHIVARAM",1989);
      one.details();
      book two=new book("ANGLES IN TIBET", "S.SLUMP", 2001);
```

two.details();

System.out.println("\nThese are the details of the two books which are famously treading nowadays\n THANK YOU ");

}

CLASS DIAGRAM:

Book

- +title_of_book:string
- +author:string
- +year_publication:int
- +book()
- +detailes:void()

```
class book{
//creating the variables

public String aitle_of_book;
public String author;
public int year_publication;

//creating a constructor
book(String itite_of_book, string author, int year_publication){
    this.title_of_book=title_of_book;
    this.author=author;
    this.year_publication=year_publication;
    }

//creating the method to print DETAILS
public void details(){
    System.out.println("the title of the book is: "+title_of_book+"\nThe author of te book is: "+author+"\nthe year of publication is:"+year_publication+"\n");
    //creating the main class and objects for the method
public static void main(String[] args){
    book one-new book("THE GREAT INDIAN RIVERS", "DR.SHIVARAM",1989);
    one.details();
    book two-new book("ANGLES IN TIBET","S.SLUMP",2001);
    two.details();
    System.out.println("\nThese are the details of the two books which are famously treading nowadays\n THANK YOU ");
    }
}
```

```
C:\Users\shagu\Desktop\lab1\week1>java person.java
the title of the book is: THE GREAT INDIAN RIVERS
The author of te book is: DR.SHIVARAM
the year of publication is:1989

the title of the book is: ANGLES IN TIBET
The author of te book is: S.SLUMP
the year of publication is:2001

These are the details of the two books which are famously treading nowadays
THANK YOU
```

ERRORS:

S.NO	ERROR MESSAGE	ERROR RECTIFICATION
1.	Error: "	Rectification: removed the ';'
	this.year_public;=year_public;"	
2.	Error :"missing ';'-	Inserted the ';' in the line.
	"System.out.println("");	

IMPORTANT POINTS:

- 1. Java constructor is used to save the variables present in different or same class or methods.
- 2. In Java, the this keyword refers to the current instance of a class. It is commonly used to distinguish between instance variables and parameters with the same name, or to refer to the current object from within a method or constructor.

PROGRAME-2

AIM: To write a program for printing the title of the book and the author and year of publication using the constructors

Step 1:open notepad<<save the note pad in the path[desktop<<oops<<week 1<<exam.java

```
class myclass{
    //creating the variables
    static int count=0;
    final double pi=3.1415;
    //creating a constructor
    myclass(){
        count++;// creatinfg the condition for the increment of the static count
variable
    }
    //method to print the values
    public void values(){
        System.out.println(+count);
        System.out.println(+pi);
    }
}
```

```
//object and the main function

public static void main(String[] args){

//creating the four objects to check the code for the condition of constructor

myclass one=new myclass();

one.values();

myclass two=new myclass();

two.values();

myclass three=new myclass();

three.values();

myclass four=new myclass();

four.values();

}

CLASS DUAGRAM:
```

-count:0 -pi:3.1415 +myclass() +values:void()

```
class myclass{
//creating the variable
static int count=0;
final double pi=3.1415;
//creating a constructor
myclass(){
count++;//creating the condn for the increament of the count variable
}
//method to print the values
public void values(){
System.out.println(+count);
System.out.println(+pi);
}
//object and the main function
public static void main(String[] args){
//creating the objects too verify the condn of the constructor |
myclass one=new myclass();
one.values();
myclass two=new myclass();
two.values();
myclass three=new myclass();
three.values();
myclass four=new myclass();
four.values();
```

```
C:\Users\shagu\Desktop\lab1\week1>java person.java
1
3.1415
2
3.1415
3
3.1415
4
3.1415
```

S.NO	ERROR MESSAGE	ERROR RECTIFICATION
1.	Error: argument required of type	Rectification: rectified the
	int	argument issue.
2.	Error :line 7 unknow''	Removed '_'
3.	Error: if statement ';' expected	Inserted:count++;

IMPORTANT POINTS:

- 1. Java constructor is used to save the variables present in different or same class or methods.
- 2. In Java, the ++ operator increments a variable by 1, either as **pre-increment** (++x) or **post-increment** (x++).
- 3. In Java:
 - 1. **static**: A static variable belongs to the class, not instances, meaning all objects share the same value.
 - 2. final: A final variable cannot be modified once assigned, making it constant.

WEEK-5

PROGRAME-1

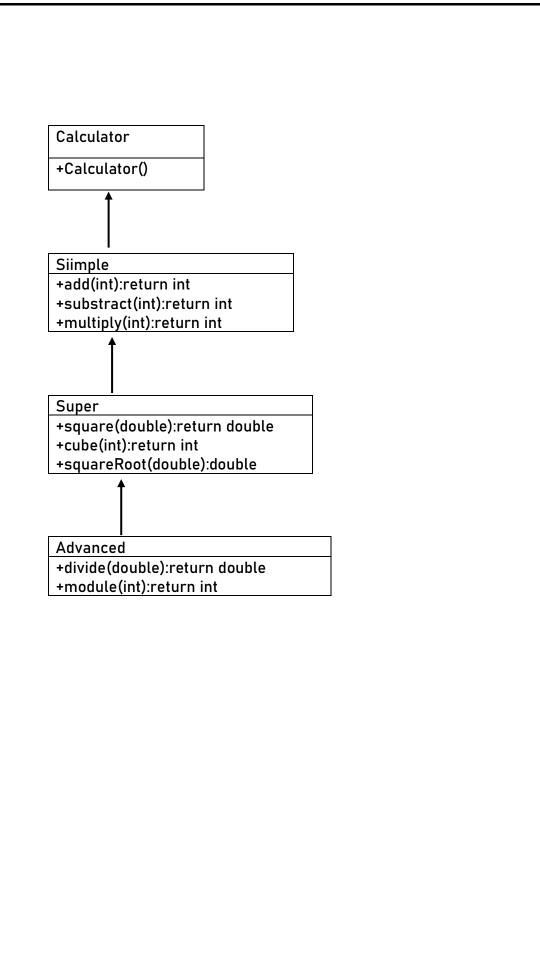
AIM: create a calculator using the operations including add, sub, multi and divusing multilevel inheritanceand display the desipred output

Step 1:open notepad<<save the note pad in the path[desktop<<oops<<week 1<<inheritance.java

```
import java.util.Scanner;
class Calculator {
    // Base class for the calculator
Calculator(){
```

```
System.out.println("\nthis is the calculator program\n");
System.out.println("-----");
} }
class Simple extends Calculator {
  public int add(int a, int b) {
     return a + b;
  public int subtract(int a, int b) {
     return a - b;
  public int multiply(int a, int b) {
     return a * b;
  } }
class Super extends Simple {
  public int square(int a) {
     return a * a;
  }
  public int cube(int a) {
     return a * a * a;
  }
  public double squareRoot(int a) {
     return Math.sqrt(a);
  }
class Advanced extends Super {
  public double divide(int a, int b) {
     if (b != 0) {
       return (double) a / b;
```

```
} else {
       return 0; // Division by zero is not allowed.
     }
  }
  public int modulus(int a, int b) {
     return a % b;
}
public class inherit {
  public static void main(String[] args) {
       Scanner input=new Scanner(System.in);
       System.out.println("enter a value:");
       int a=input.nextInt();
       System.out.println("enter b value: ");
       int b=input.nextInt();
     Simple simpleCalc = new Simple();
     System.out.println("Addition: " + simpleCalc.add(a, b));
     System.out.println("Subtraction: " + simpleCalc.subtract(a, b));
     System.out.println("Multiplication: " + simpleCalc.multiply(a, b));
     Advanced advancedCalc = new Advanced();
     System.out.println("Division: " + advancedCalc.divide(a, b));
     System.out.println("Modulus: " + advancedCalc.modulus(a, b));
     Super superCalc = new Super();
     System.out.println("Square: " + superCalc.square(a));
     System.out.println("Cube: " + superCalc.cube(b))
     System.out.println("Square Root: " + superCalc.squareRoot(b));
  }}
```



```
import java.util.Scanner;
class Calculator {
    // Base class for the calculator
Calculator(){
System.out.println("\nthis is the calculator program\n");
System.out.println("-----
}
class Simple extends Calculator {
    public int add(int a, int b) {
        return a + b;
    public int subtract(int a, int b) {
       return a - b;
    }
    public int multiply(int a, int b) {
        return a * b;
    }
}
class Super extends Simple {
    public int square(int a) {
        return a * a;
    }
    public int cube(int a) {
        return a * a * a;
    public double squareRoot(int a) {
        return Math.sqrt(a);
class Advanced extends Super {
    public double divide(int a, int b) {
        if (b != 0) {
            return (double) a / b;
        } else {
            return 0; // Division by zero is not allowed.
        }
    }
    public int modulus(int a, int b) {
```

```
}
   public int modulus(int a, int b) {
        return a % b;
}
public class inherit {
    public static void main(String[] args) {
        Scanner input=new Scanner(System.in);
        System.out.println("enter a value:");
        int a=input.nextInt();
       System.out.println("enter b value: ");
        int b=input.nextInt();
        Simple simpleCalc = new Simple();
        System.out.println("Addition: " + simpleCalc.add(a, b));
        System.out.println("Subtraction: " + simpleCalc.subtract(a, b));
        System.out.println("Multiplication: " + simpleCalc.multiply(a, b));
        Advanced advancedCalc = new Advanced();
        System.out.println("Division: " + advancedCalc.divide(a, b));
        System.out.println("Modulus: " + advancedCalc.modulus(a, b));
        Super superCalc = new Super();
        System.out.println("Square: " + superCalc.square(a));
        System.out.println("Cube: " + superCalc.cube(b));
        System.out.println("Square Root: " + superCalc.squareRoot(b));
```

S.NO	ERROR MESSAGE	ERROR RECTIFICATION
1.	Error: mutipile inheritance in the	Implemented Advanced class
	Advanved class	from Super class.
2.	Error : Scanner;	Scanner(System.in);

IMPORTANT POINTS:

- 1. Multiple inheritance lets a class inherit from multiple parents, combining their features, but can cause issues like the diamond problem, resolved by MRO.
- 2. Math.sqrt() in Java calculates the square root of a non-negative double value and returns a double result, or NaN if the input is negative.
- 3. The import java.util.Scanner; statement in Java allows you to use the Scanner class from the java.util package, which is commonly used to read user input from the console.

PROGRAME-2

AIM: create a java program of a vehicle entry company hireachical wants to develop his system that maintains information about different types of cars and bikes and they need a program to store details about each vehicle auch as brand and speed

Step 1:open notepad<<save the note pad in the path[desktop<<oops<<week 1<<inheritance.java

```
class Vehicle{
    String brand;
    int speed;

    Vehicle(String brand,int speed){
        this.brand=brand;
        this.speed=speed;
    }

    void Details(){
        System.out.println("Brand:"+brand);
        System.out.println("\nSpeed:"+speed);
            System.out.println("------");
     }
}//End of super class
class CARS extends Vehicle{
```

```
int doors;
  int capacity;
  public CARS(String brand,int speed,int doors,int capacity){
     super(brand, speed);
     this.doors=doors;
     this.capacity=capacity;
  }
  void cardetails(){
     System.out.println("\nNumber of doors:"+doors);\\
     System.out.println("\nCapacity:"+capacity);
          System.out.println("----");
}
}//End of car sub-class
class Bikes extends Vehicle{
  Boolean gears;
  Bikes(String brand,int speed,Boolean gears){
     super(brand, speed);
     this.gears=gears;
  }
  void bikedetails(){
     if (gears==true) {
     System.out.println("This bike has gears.");
         }
     else{
     System.out.println("This bike does not have gear system.");
}
}
}//End of bike sub-class
class Trucks extends Vehicle{
  int tons;
  Trucks(String brand,int speed,int tons){
     super(brand, speed);
     this.tons=tons;
  }
  void truckdetails(){
     System.out.println("The capacity of truck is: "+tons);
```

```
}
}//End of truck sub-class
class inherit{
  public static void main(String[] args){
     CARS c=new CARS("Tayota",120,5,2);
     c.cardetails();
     c.Details();
     Bikes b=new Bikes("KTM",80,true);
     b.bikedetails();
     b.Details();
     Trucks t=new Trucks("TATA",150,1);
     t.truckdetails();
     t.Details();
           System.out.println("THANK YOU FOR COMING TO OUR COMPANY :) ~ ^ !"); \\
  }
}
```

```
class Vehicle{
      String brand;
      int speed;
int speed;
Vehicle(String brand,int speed){
   this.brand=brand;
   this.speed=speed;
}
      }//End of super class
class CARS extends Vehicle{
      int doors;
int capacity;
public CARS(String brand,int speed,int doors,int capacity){
    super(brand, speed);
    this.doors=doors;
            this.capacity=capacity;
      void cardetails(){
    System.out.println("\nNumber of doors:"+doors);
    System.out.println("\nCapacity:"+capacity);
    System.out.println("-----");
}//End of car sub-class
class Bikes extends Vehicle{
   Boolean gears;
   Bikes(String brand,int speed,Boolean gears){
      super(brand, speed);
      this.gears=gears;
}
      void bikedetails(){
   if (gears==true) {
     System.out.println("This bike has gears.");
            else{
            System.out.println("This bike does not have gear system.");
}//End of bike sub-class
class Trucks extends Vehicle{
            tons;
      Trucks(String brand,int speed,int tons){
            super(brand, speed);
this.tons=tons;
      void truckdetails(){
    System.out.println("The capacity of truck is: "+tons);
}//End of truck sub-class
```

```
}//End of truck sub-class
class inherit{
   public static void main(String[] args){|
        CARS c=new CARS("Tayota",120,5,2);
        c.cardetails();
        c.Details();
        Bikes b=new Bikes("KTM",80,true);
        b.bikedetails();
        b.Details();
        Trucks t=new Trucks("TATA",150,1);
        t.truckdetails();
        t.Details();
        System.out.println("THANK YOU FOR COMING TO OUR COMPANY :) ~ ^ !");
   }
}
```

ERRORS:

S.NO	ERROR MESSAGE	ERROR RECTIFICATION
4.	Error: Incorrect Constructor Arguments.	the arguments passed when creating an object match the constructor's parameter list in both number and type .
5.	Error : Scanner;	Scanner(System.in);

IMPORTANT POINTS:

- 1. Hierarchical inheritance is a type of inheritance where multiple subclasses inherit from a single parent class, allowing code reuse and reducing redundancy.
- 2. A **constructor** is a special method in a class used to initialize new objects with default or provided values. It is automatically called when an object is created and sets up the object's initial state.

