

EXPERIMENT - 3

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1)Write a Java Program to define a class, describe its constructor, overload the Constructors and instantiate its object

INPUT:

```
class Student{  
    private String name;  
    private int rool_no;  
    Student(){  
        this.name="Null";  
        this.rool_no=0;  
        this.Display();}  
    Student(String name){  
        this.name=name;  
        this.Display();}  
    Student(String name,int rool_no){  
        this.name=name;  
        this.rool_no=rool_no;  
        this.Display();}  
    private void Display(){  
        System.out.printf("Name : %-10s",this.name);  
        System.out.printf(" Roll Number : %s\n",this.rool_no);}}  
public class Ex_3_1 {  
    public static void main(String[] args) {  
        Student s1 = new Student();  
        Student s3=new Student("Hari");  
        Student s2 = new Student("Ram",20);  }}
```

OUTPUT:

```
Name : Null      Roll Number : 0  
Name : Hari      Roll Number : 0  
Name : Ram       Roll Number : 20
```

2)Write a Java Program to define a class, define instance methods for setting and Retrieving values of instance variables and instantiate its object

INPUT:

```
class Value{
private int integerValue;
private String stringValue;
void SetValue(int a,String b){
    integerValue=a;
    stringValue=b;}
void getIntValue(){
System.out.println("Using Get Integer Value Method : "+integerValue);}
void getStringValue(){
    System.out.println("Using Get String Value Method : "+stringValue);} }

public class Ex_3_2 {
    public static void main(String[] args) {
        Value v1 = new Value();
v1.SetValue(25,"Car");
v1.getStringValue();
v1.getIntValue(); }
}
```

OUTPUT:

Using Get String Value Method : Car
Using Get Integer Value Method : 25

3. Write a Java Program to define a class, define instance methods and overload them and use them for dynamic method invocation

INPUT:

```
public class Ex_3_3 {  
    static void Message(){  
        System.out.println("Default Message");  
    }  
    static void Message(String m){  
        System.out.println("Custom Meassage : "+m);  
    }  
    static void Message(String m1,String m2){  
        System.out.println("First Message : "+m1);  
        System.out.println("Second Message : "+m2);  
    }  
    public static void main(String[] args) {  
        Message();  
        Message("Hello");  
        Message("Hello","Good Morning");  
    }  
}
```

OUTPUT:

Default Message

Custom Meassage : Hello

First Message : Hello

Second Message : Good Morning