Prac 4

**Methods and Constructors**

Designed a class SortData that contains the method asec() and desc().

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| import java.util.\*;  class prac4A  {  Scanner input=new Scanner(System.in);  int num,i;  int arr[];  int temp=0;  public void getdata()  {  System.out.print("Enter the size of array: ");  num=input.nextInt();  arr=new int[num];  System.out.print("Enter the number: ");  for( i=0;i<num;i++)  {  arr[i]=input.nextInt();  }  }  void putdata()  {  System.out.print("Given numbers are: ");  for(i=0;i<num;i++)  {  System.out.println(arr[i]);  }  }  void asce()  {  for(i=0;i<num;i++)  {  for(int j=i+1;j<num;j++)  {  if(arr[i]>arr[j])  {  temp=arr[i];  arr[i]=arr[j];  arr[j]=temp;  }  }  }  System.out.print("Ascending order of number are: ");  for(int i=0;i<num;i++)  {  System.out.println(arr[i]);  }  }  void desc()  {  for(i=0;i<num;i++)  {  for(int j=i+1;j<num;j++)  {  if(arr[i]<arr[j])  {  temp=arr[i];  arr[i]=arr[j];  arr[j]=temp;  }  }  }  System.out.print("Descending order of number are: ");  for(int i=0;i<num;i++)  {  System.out.println(arr[i]);  }  }  public static void main(String args[])  {  prac4A ob=new prac4A();  ob.getdata();  ob.putdata();  ob.asce();  ob.desc();  }  } |
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Designed a class that demonstrates the use of constructor and destructor

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| /\*  \* To change this license header, choose License Headers in Project Properties.  \* To change this template file, choose Tools | Templates  \* and open the template in the editor.  \*/  package prac4a;  /\*\*  \*  \* @author lenovo  \*/  class xyz  {  xyz()  {  System.out.println("Constructor method........");  }  protected void finalize()  {  System.out.print("Garbage Collected.....");  }  }  class prac4B  {  public static void main(String args[])  {  xyz ob=new xyz();  ob=null;  System.gc();  }  } |
| Constructor method........  Garbage Collected.....BUILD SUCCESSFUL (total time: 0 seconds) |

Write a java program to demonstrate the implementation of abstract class.

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| /\*  \* To change this license header, choose License Headers in Project Properties.  \* To change this template file, choose Tools | Templates  \* and open the template in the editor.  \*/  package prac4a;  /\*\*  \*  \* @author lenovo  \*/  import java.util.Scanner;  abstract class test  {  abstract void get();  }  class test1 extends test  {  void get()  {  int a,b;  Scanner ob=new Scanner(System.in);  System.out.print("Enter 1st Number: ");  a=ob.nextInt();  System.out.println("Enter 2st Number: ");  b=ob.nextInt();  System.out.println("Addition is: "+(a+b));  }  }  class prac4C  {  public static void main(String args[])  {  test1 obj=new test1();  obj.get();  }  } |
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