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19BQIA05L3

CSE-D

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JAVA

Assignment

SET-2



1. How to implement precedence rules and associativity in java language ? Give an example.

### Java Operator Precedence:

Operator precedence determines the order in which the operators in an expression are evaluated when two operators share a common operand, the operator with the highest precedence is operated first.

### Operator precedence table:

The table below lists the precedence of operators in java ; higher it appears in the table, the higher its precedence.

<u>Operators</u>	<u>precedence</u>
postfix increment and decrement	$++$ , $--$
prefix increment and decrement, unary	$++$ , $--$ , $+$ , $-$ , $\sim$ , $!$
multiplicative	$*$ , $/$ , $\%$
additive	$+$ , $-$
Shift	$<<$ , $>>$ , $>>>$
relational	$<$ , $>$ , $<=$ , $>=$ , instance of
Equality	$==$ , $!=$
bitwise AND	$\&$
bitwise exclusive OR	$\wedge$
bitwise inclusive OR	$!$
logical AND	$\&\&$
logical OR	$  $
ternary	$?:$
Assignment	$=$ , $+=$ , $-=$ , $*=$ , $/=$



Example:

class Precedence {

public static void main (String args[]) {

int a=10, b=5, c=1, result;

result = a - ++c - ++b;

System.out.println (result);

}

}

Output:

2

### Associativity of Operators

If an expression has two operators with similar precedence, the expression is evaluated according to its associativity (either left to right, or right to left).

<u>Precedence</u>	<u>Associativity</u>
++, --	left to right
++, --, ++, --, ~, !	right to left
*, /, %	left to right
+, -	left to right
<<, >>, >>>	left to right
<, >, <=, >=, instanceof	left to right
==, !=	left to right
&	left to right
^	left to right
	left to right
&&,	left to right
?:	right to left



2. Design a class that represents a bank account and construct the methods to
- (i) Assign initial values
  - (ii) Deposit an amount
  - (iii) Withdraw amount after checking balance
  - (iv) Display the name and balance. Do you need to use static keyword for the above bank account program? Explain.

Program:

```
import java.util.Scanner;

Public class Bankmain{
    static float balance = 0.0f;
    float deposit;
    float withdraw;
    static String name;
    static Scanner sc = new Scanner(System.in);
    // methods
    static void Deposit(float amount){
        balance += amount;
        System.out.println(amount + " deposited ");
        System.out.println("Current balance : " + balance);
    }
    static void Display() {
        System.out.println("name : " + name);
        System.out.println("balance : " + balance);
    }
    static void Withdraw(float amount){
        if (balance < amount){
            System.out.println("not sufficient balance");
        }
    }
}
```



```
else {
```

```
    balance -= amount;
```

```
    System.out.println(amount + " withdrawn");
```

```
    System.out.println("balance : " + balance);
```

```
}
```

```
}
```

```
public static void main(String args[]) {
```

```
    System.out.println("enter initial values :");
```

```
    System.out.println("enter name :");
```

```
    name = sc.nextLine();
```

```
    System.out.println("enter balance :");
```

```
    balance = sc.nextFloat();
```

```
    System.out.println("enter 1: deposit, 2: withdraw,  
                        3: cur balance");
```

```
    int choice = sc.nextInt();
```

```
    if (choice == 1) {
```

```
        System.out.println("enter amount to deposit :");
```

```
        float amount = sc.nextFloat();
```

```
        Deposit(amount);
```

```
    }
```

```
    else if (choice == 2) {
```

```
        System.out.println("enter amount to withdraw :");
```

```
        float amount = sc.nextFloat();
```

```
        Withdraw(amount);
```

```
    }
```

```
    else if (choice == 3) {
```

```
        System.out.println(Display());
```

```
    }
```

```
}
```

```
}
```



The Code in the method is not dependent on instance creation and is not using any instance variable. A particular piece of code is to be shared by all the instance methods. The definition of the method should not be changed or overridden.

The Static Variable is a class level variable and it is common to all the class objects. Single copy of the Static Variable is shared among all the class objects. A Static method manipulates the Static Variables in a class. It belongs to the class instead of the class objects and can be invoked without using a class object. The Static initialization blocks can only initialize the Static instance Variables. These blocks are only executed once when the class is loaded.



3. Define a class Electric Bill with the following specifications:

Class : Electric Bill

Instance Variable / data members:

String n - to store the name of the customer

int units - to store the number of units consumed

double bill - to store the amount to paid ...

Program:

```
import java.util.Scanner;
```

```
public class ElectricBill {
```

```
    public static void main(String args[]) {
```

```
        Bill eb = new Bill();
```

```
        eb.accept();
```

```
        eb.calculate();
```

```
        eb.print();
```

```
    }
```

```
}
```

```
class Bill {
```

```
    static Scanner sc = new Scanner(System.in);
```

```
    static String n;
```

```
    static int units;
```

```
    static double bill;
```

```
    void accept() {
```

```
        System.out.println("Enter name and no of units");
```

```
        n = sc.nextLine();
```

```
        units = sc.nextInt();
```

```
    }
```

```
    void calculate() {
```



```
if (Units <= 100) {  
    bill = units * 2.0f;  
}  
else if (units > 100 && units <= 300) {  
    bill = units * 3.0f;  
}  
else {  
    bill = units * 5.0f;  
    float charge = ((bill/100) * 2.5f);  
    bill += charge;  
}
```

```
}
```

```
void print() {
```

```
    System.out.println("name of customer" + n);
```

```
    System.out.println("no of units consumed" + unit);
```

```
    System.out.println("Bill amount : " + bill);
```

```
}
```

```
}
```



4. Design a class to overload a function check() as follows:

(i) void check (String str, char ch) - to find and print the frequency of a character in a string.

Example:

Input — Output

str = "Success" number of a present is = 3

ch = 's'

(ii) void check (String s1) - to display only the vowels from string s1, after converting it to lower case.

Example:

Input:

s1 = "Computer" Output : o u e

Program :

```
import java.util.Scanner;
```

```
public class Check {
```

```
    static void check (String str, char ch) {
```

```
        int count = 0;
```

```
        for (int i = 0; i < str.length(); i++) {
```

```
            if (str.charAt(i) == ch) {
```

```
                count + 1;
```

```
            }
```

```
        }
```

```
        System.out.println (count + " " + ch + " found");
```

```
    }
```

```
    static void check (String s1) {
```

```
        s1 = s1.toLowerCase();
```

```
        System.out.println ("the vowels in string are:");
```

```
        for (int i = 0; i < s1.length(); i++) {
```



```

        if (s1.charAt(i) == 'a' || s1.charAt(i) == 'e' ||
            s1.charAt(i) == 'i' || s1.charAt(i) == 'o' ||
            s1.charAt(i) == 'u') {
            System.out.print(s1.charAt(i) + " ");
        }
    }
}

```

```

public static void main (String args[]) {
    Scanner sc = new Scanner (System.in);
    String str = sc.nextLine();
    System.out.print ("enter string str:");
    System.out.print ("enter string s1:");
    String s1 = sc.nextLine();
    System.out.println ("character to find:");
    char ch = sc.next().charAt(0);
    check (str, ch);
    check (s1);
}
}

```