Main:

```
package com.torryharris.cancas;
import com.torryharris.circlepack.circle;
public class Main {
   public static void main(String[] args) {
   // write your code here
        circle circle1 = new circle();
        System.out.println(circle1);
        circle circle2 = new circle (4.5);
        System.out.println(circle2);
        circle circle3 = new circle("red");
        System.out.println(circle3);
        circle circle4 = new circle (5,"black");
        System.out.println(circle4);
   }
}
class:
package com.torryharris.circlepack;
public class circle {
    private double radius;
   private String colour;
   public circle(double radius, String colour) {
       this.radius = radius;
        this.colour = colour;
   public circle() {
       this(3.5, "blue");
   public circle(double radius){
       this(radius, "brown");
   public circle(String colour)
    {
        this(6.5,colour);
   @Override
   public String toString() {
        return "circle{" +
                "radius=" + radius +
                ", colour='" + colour + '\'' +
                '}';
```

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Output:
circle{radius=3.5, colour='blue'}
circle{radius=4.5, colour='brown'}
circle{radius=6.5, colour='red'}
circle{radius=5.0, colour='black'}
Main:
package com.torryharris.mainpack;
public class Main {
   public static void main(String[] args) {
   // write your code here
        address addrs=new address(77, "mainstreet", "bengaluru", "karnataks", 562157);
        person pers1=new person(1000, "varun", addrs);
        System.out.println(pers1);
address class:
package com.torryharris.mainpack;
public class address {
   private int doorno;
   private String street;
   private String city;
   private String state;
   private int pincode;
   public address(int doorno, String street, String city, String state, int pincode) {
        this.doorno = doorno;
        this.street = street;
        this.city = city;
       this.state = state;
        this.pincode = pincode;
   @Override
   public String toString() {
        return "address{" +
                "doorno=" + doorno +
                ", street='" + street + '\'' +
                ", city='" + city + '\'' +
                ", state='" + state + '\'' +
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", pincode=" + pincode +
               '}';
person class:
package com.torryharris.mainpack;
public class person {
   private int personid;
   private String personname;
   private address addrs;
   public person(int personid, String personname, address addrs) {
       this.personid = personid;
       this.personname = personname;
       this.addrs = addrs;
   }
   @Override
   public String toString() {
       return "person{" +
               "personid=" + personid +
               ", personname='" + personname + '\'' +
               ", addrs=" + addrs +
               '}';
output:
person(personid=1000, personname='varun', addrs=address(doorno=77, street='mainstreet',
city='bengaluru', state='karnataks', pincode=562157}}
_____
Main:
package torryharris.stadium;
import com.torryharris.mainpack.player;
public class Main {
   public static void main(String[] args){
       player p1 = new player();
       int p1score = p1.play();
       int p1d1score = p1.getd1score();
       int p1d2score = p1.getd2score();
       System.out.println("p1 scored : "+p1score);
       System.out.println("p1d1 score : "+p1d1score+" "+"p1d2 score : "+p1d2score);
       player p2 = new player();
       int p2score = p2.play();
       int p2d1score = p2.getd1score();
       int p2d2score = p2.getd2score();
```

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System.out.println("p2 scored : "+p2score);
        System.out.println("p2d1 score : "+p2d1score+" "+"p2d2 score : "+p2d2score);
        if(p1score>p2score)
            System.out.println("p1 won the game. ");
        else
            if(p1score==p2score)
                System.out.println("game draw!");
            else
            {
                System.out.println("p2 won the game. ");
        }
    }
dice class:
package com.torryharris.mainpack;
import java.util.Random;
public class dice {
    private int fvalue;
    public int roll()
        Random rand = new Random();
        fvalue = ((int)rand.nextInt(5)+1);
        return fvalue;
    public int getfvalue()
        return fvalue;
}
player class:
package com.torryharris.mainpack;
public class player {
    dice d1;
    dice d2;
    public player(){
```

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d1 = new dice();
       d2 = new dice();
   public int play()
       return(d1.roll()+d2.roll());
   public int getd1score()
       return(d1.getfvalue());
   public int getd2score()
       return(d2.getfvalue());
output:
p1 scored : 7
p1d1 score : 2 p1d2 score : 5
p2 scored: 4
p2d1 score : 2 p2d2 score : 2
p1 won the game.
______
Main:
package com.torryharris.mainpack;
import com.torryharris.utility.average;
import com.torryharris.utility.summation;
import com.torryharris.utility.tax;
public class Main {
   public static void main(String[] args) {
  // write your code here
       /*summation sob = new summation();
       System.out.println(sob.add(10,20));
       System.out.println(sob.add(5,6.5F,3.11));
       System.out.println(sob.add("good", "afternoon"));*/
       /*tax tab = new tax();
       System.out.println("tax calculated for consultant: "+tab.calc_tax(20000,'c'));
       System.out.println("tax calculated for employee: "+tab.calc_tax(20000));*/
       average avgob = new average();
       System.out.println(avgob.calc_avg(10,15));
       System.out.println(avgob.calc_avg(10,15,20,25));
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System.out.println(avgob.calc_avg(10.5,10,20,30));
        System.out.println(avgob.calc avg(10,15521,15.5,20.5,20,5));
average class:
package com.torryharris.utility;
public class average {
    public double calc_avg(int... numbers) {
        int sum = 0;
        for (int n : numbers) {
            sum += n;
        return (sum / numbers.length);
    }
   public double calc_avg(double d, int... numbers) {
        double sum = d;
        for (int n : numbers) {
            sum += n;
        return (sum / (numbers.length + 1));
   }
   public double calc_avg(int d, long l, double... numbers) {
        double sum = d + 1;
        for (double x : numbers) {
            sum += x;
        return (sum / (numbers.length + 2));
    }
}
tax class:
package com.torryharris.utility;
public class tax {
    public double calc_tax(long amt,char status)
        return(amt*0.1);
   public int calc_tax(long amt)
        return((int)(amt*0.25));
}
```

```
Summation class:
package com.torryharris.utility;
public class summation {
   public int add(int x,int y)
       return(x+y);
   public double add(int x,float y,double z)
       return(x+y+z);
   public String add(String str1,String str2)
       return(str1+" "+str2);
output:
12.0
17.0
17.625
2598.666666666665
______
Main:
package com.torryharris.mainpack;
import com.torryharris.spack.person;
public class Main {
   public static void main(String[] args) {
  // write your code here
       person p1 = new person(100, "varun");
       person p2 = new person(101, "suhas");
       System.out.println(p1);
       System.out.println(p2);
       System.out.println(person.getCount());
       System.out.println(person.count);
   }
}
Person class:
package com.torryharris.spack;
public class person {
   public static int count;
```

```
private int pid;
    private String pname;
    static{
        count=0;
    public person(int pid, String pname) {
        this.pid = pid;
        this.pname = pname;
        ++count;
    }
    @Override
    public String toString() {
        return "person{" +
                "pid=" + pid +
                ", pname=" + pname + '}';
    }
    public static int getCount() {
        return count;
}
Output:
person{pid=100, pname=varun}
person{pid=101, pname=suhas}
2
2
```