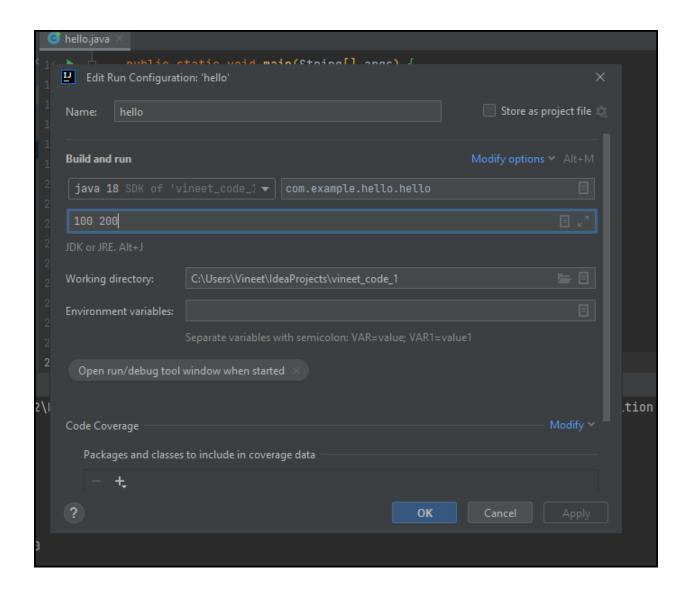
Lab Exercises

1. Write a program to add two input numbers and display the result by printing it out on the console. Use a main method and pass arguments from the command line prompt. (Java Language Constructs)



```
Run: hello ×

| C:\Program Files\Java\jdk-18.0.2\bin\java.exe" "-javaagent:C:\Program Files\JetBrains\IntelliJ IDEA Communi sum :: 300
| Process finished with exit code 0
```

```
package com.example.hello;
import java.util.*;
import java.lang.* ;
// sout-- printing single lines
// psvm --> main file
import java.util.Scanner;
public class hello {
    public static void main(String[] args) {
        int num1 = Integer.parseInt(args[0]) ;
        int num2 = Integer.parseInt(args[1]) ;
        int sum = num1 + num2 ;
        System.out.println("sum :: " + sum);
}
```

2. Understand the usage of as many keywords as possible by writing a program to demonstrate the same. (Java Language Constructs)

```
public class hello {

public static void main(String[] args) {

int num1;
float f_num;
double d_num;
char c = 'A';
boolean bool = true;

num1 = 100;
if(num1 > 200)
    System.out.println("yes");
else
    System.out.println("no");
```

3. Write a program/multiple programs to illustrate the usage of the following: if statement, for loop(simple and enhanced), while loop, do-while loop, switch statement. Use simple logic such as addition of numbers. (Control Constructs)

```
package com.example.hello;
import java.util.*;
import java.lang.* ;

// sout-- printing single lines
// psvm --> main file

import java.util.Scanner;
```

```
oublic class hello {
  public static void main(String[] args) {
      int num1 = 100 ;
      if(num1 > 200)
      else
           System.out.println("no");
      for(int i = 0 ; i < 10 ; i++)
    System.out.println("hello");</pre>
      int [] arr = \{10, 20, 30\};
      for(int i : arr) System.out.println(i);
lnt num2 = 3;
      while (num2 < 5) {
          System.out.println("hell
          num2++;
          System.out.println("hello")
          num2++ ;
      }while(num2 <10)</pre>
      int day = 4;
      switch (day) {
          case 1:
               System.out.println("Monday")
          case 2:
               System.out.println("Tuesday");
          case 3:
               break;
          case 4:
          break; case 5:
               System.out.println("Friday");
          case 6:
           case 7:
```

4. Write programs to illustrate encapsulation, inheritance, polymorphism, overriding, overloading, interfaces. (OO concepts)

Encapsulation:

```
int area = length * breadth;

System.out.println("Area: " + area);

hello ×

| C:\Program Files\Java\jdk-18.0.2\bin\java.exe" "-javaagent:C:\Program Files\JetBrains\IntelliJ IDEA Commun

| Area: 32

| Process finished with exit code 0

| |
```

```
class Area {
    int length;
    int breadth;

    // constructor to initialize values
    Area(int length, int breadth) {
        this.length = length;
        this.breadth = breadth;
}

// method to calculate area
public void getArea() {
        int area = length * breadth;
        System.out.println("Area: " + area);
}

public class hello {
    public static void main(String[] args) {
        Area rectangle = new Area(2, 16);
        rectangle.getArea();
}
```

Inheritance:

```
tun: hello ×

\[ \bar{\text{To:\Program Files\Java\jdk-18.0.2\bin\java.exe" "-javaagent:C:\Program Files\JetBrains\IntelliJ IDE

\[ \bar{\text{No of gears are 3}} \]
\[ \specific \text{speed of bicycle is 100} \]
\[ \specific \text{seat height is 25} \]
\[ \frac{\text{Process finished with exit code 0}}{\text{100}} \]
```

```
lass Bicycle {
  public int gear;
public int speed;
  public Bicycle(int gear, int speed)
      this.gear = gear;
     this.speed = speed;
  public void applyBrake(int decrement)
      speed -= decrement;
  public void speedUp(int increment)
     speed += increment;
  public String toString()
              + "speed of bicycle is " + speed);
class MountainBike extends Bicycle {
  public int seatHeight;
  public MountainBike(int gear, int speed,
                      int startHeight)
      super(gear, speed);
      seatHeight = startHeight;
  public void setHeight(int newValue)
     seatHeight = newValue;
  // overriding toString() method
  // of Bicycle to print more info
  @Override public String toString()
             + seatHeight);
public class hello {
  public static void main(String[] args) {
      System.out.println(mb.toString());
```

Polymorphism:

5. Write a program/multiple programs to illustrate the usage of the following operators: +, -, *, /, %, =, ==, !=, ++, --, >, <, >=, <=, &, |, $^{}$, |, &&, !, &=, |=, $^{}$ =, $^{}$?:, String concatenation operator (+). (Operator basics)

```
public class hello {
   public static void main(String[] args) {
      int a ,b;
      a = 100 ;
      b = 200 ;
      System.out.println(a|b);
      a++;
      b--; --b; ++a;
      if(a==b) System.out.println("hello");
      if(a!=b) System.out.println("bye!!");
      System.out.println((a|b));
      System.out.println((a&b));
      System.out.println((a&b));
      System.out.println((~a));

      String str1 = "vineet";
      String str2 = "verma";
      String str3 = str1 + str2;
      System.out.println(str3);
```

6. Write a program which uses a try block, multiple catch blocks and a finally block. Use specific exceptions first followed by generic ones, then interchange the usage to see the difference. (Exception Handling)

```
hello ×

"C:\Program Files\Java\jdk-18.0.2\bin\java.exe" "-javaagent:C:\Program Files\JetBrains\I

Exception caught:Division by zero

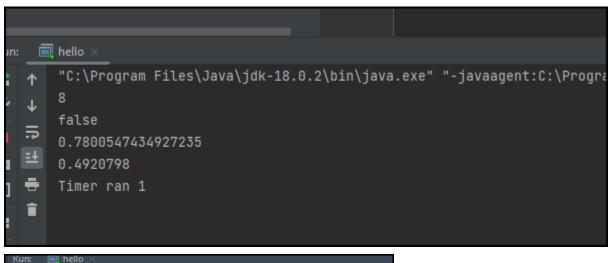
I am in final block

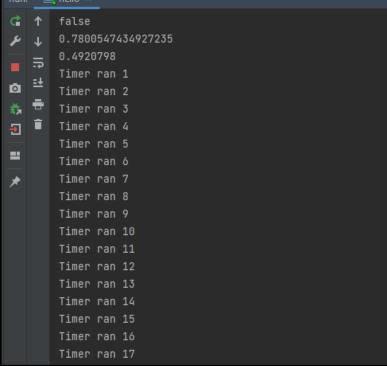
Process finished with exit code 0
```

```
public class hello {
   public static void main(String[] args) {
      int a = 10, b = 5, c = 5, result;
      try {
           result = a / (b - c);
           System.out.println("result" + result);
      }
      catch (ArithmeticException e) {
           System.out.println("Exception caught:Division by zero");
      }
      catch (Exception e) {
           System.out.println("You should not divide the number by zero! ");
      }
      finally {
           System.out.println("I am in final block");
      }
}
```

7. Write a program which uses the Java utility classes from the java.util and java.math packages.(Framework Utility classes)

Java util packages:





```
class Helper extends TimerTask
{
   public static int i = 0;
   public void run()
   {
        System.out.println("Timer ran " + ++i);
   }
}
public class hello {
   public static void main(String[] args) {
        Random random = new Random();
        System.out.println(random.nextInt(10));
        System.out.println(random.nextBoolean());
        System.out.println(random.nextDouble());
        System.out.println(random.nextFloat());
        Timer timer = new Timer();
        TimerTask task = new Helper();
        timer.schedule(task, 2000, 5000);
}
```

Java Math package:

```
public class hello {

   public static void main(String[] args) {
        double f1 = 30.56, f2 = -56.34;
        f1 =Math.floor(f1);
        System.out.println("Floor value of f1 : "+f1);
        f2 =Math.floor(f2);
        System.out.println("Floor value of f2 : "+f2);
        System.out.println("");
   }
}
```

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