

1. Define a class to represent a bank account. Include the following members:

Data Members:

- a. Name of the Depositor
- b. Account Number
- c. Type of Account
- d. Balance amount in the account

Data Methods:

- a. To assign initial values
- b. To deposit an amount
- c. To withdraw an amount
- d. To display name and balance.

CODE:

```
import java.util.*;

class a1
{
    private String depositorname;
    private int accountnumber;
    private String accounttype;
    private double balance;
    public a1() { this("",0,"saving",0.0);
}
    public a1(String name ,int accountnumber)
    {
        this(name,accountnumber,"savings",0.0);
    }
    public a1(String name,int accountnumber,String accounttype,double balance)
    {
```

```
        this.depositorname=name; this.accountnumber=accountnumber;
        this.accounttype=accounttype;

        this.balance=balance;
    }

    public void setInitialValues(String name, int accountNumber, String accountType,
    double balance)
    {
        this.depositorname = name;
        this.accountnumber = accountnumber;
        this.accounttype = accounttype;
        this.balance = balance;
    }

    public void deposit(double amount)
    {
        if(amount > 0)
        {
            balance += amount;
            System.out.println("Deposit successful. New balance is " + balance);
        }
        else
        {
            System.out.println("Invalid amount. Please enter a positive amount to deposit.");
        }
    }

    public void withdraw(double amount)
    {
        if(amount <= 0)
        {
```

```

        System.out.println("Invalid amount. Please enter a positive amount to
        withdraw.");
    }
    else if(amount > balance)
    {
        System.out.println("Insufficient balance. You can withdraw up to " + balance);
    }
    else
    {
        balance -= amount;
        System.out.println("Withdrawal successful. New balance is " + balance);
    }
}

public void display()
{
    System.out.println("Depositor name: \n" + depositorname);
    System.out.println("Account number: \n" + accountnumber);
    System.out.println("Account type: \n" + accounttype);
    System.out.println("Current balance: \n" + balance);
}

public static void main(String args[])
{
    Scanner s=new Scanner(System.in);

    a1 account1 = new a1();
    account1.setInitialValues("parth patel", 12345, "Savings",0.0);
    System.out.println("Enter the amount That You want to Deposit:");
    double depositAmount=s.nextDouble(); account1.deposit(depositAmount);
    System.out.println("Enter the amount That You want to Withdraw:");
    double withdrawAmount=s.nextDouble(); account1.withdraw(withdrawAmount);
}

```

```
}
```

OUTPUT:

```
C:\java journal>javac a1.java

C:\java journal>java a1
Enter the amount That You want to Deposit:
15000
Deposit successful. New balance is 15000.0
Enter the amount That You want to Withdrawr:
8000
Withdrawal successful. New balance is 7000.0
```

2. Write a program to print Floyd's triangle where n is command line input.

```
1
2 3
4 5 6
7 8 9 10
```

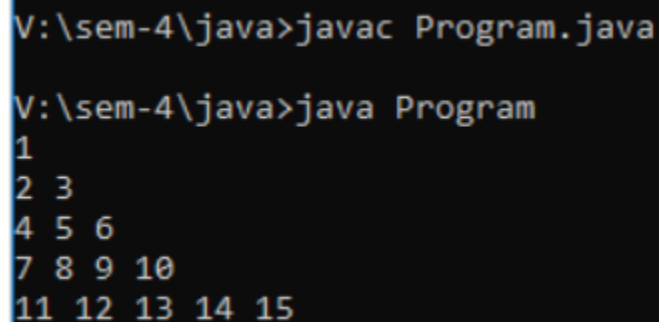
CODE:

```
Import java.util.*;
class program
{
    public static void main(String[] args)
    {
        int n = 5;
        int i, j, k = 1;
        for (i = 1; i <= n; i++)
        {
            for (j = 1; j <= i; j++)
            {
                System.out.print(k + " "); k++;
            }
        }
    }
}
```

```

        System.out.println();
    }
}
}

```

OUTPUT:


```

V:\sem-4\java>javac Program.java

V:\sem-4\java>java Program
1
2 3
4 5 6
7 8 9 10
11 12 13 14 15

```

3. Design a class **Cricketer** having data member name and a number of matches and appropriate member function to set the values. Derived two classes **Batsman** and **Bowler** from cricketer class with data member total number of runs and wickets respectively. **Batsman** class is having method to calculate average wicket. Write a program to create two objects and display information of one batsman and bowler along with average run and wicket.

CODE:

```

class Crickter
{
    public String name;
    public double matchPlayed;
    public void setValues(String name,double matchPlayed)
    {
        this.name=name;
        this.matchPlayed=matchPlayed;
    }
    class Batsman extends Crickter
    {
        public double totalruns;

```

```

public double avarageRuns(double totalruns)
{
    this.totalruns=totalruns;
    return this.totalruns/matchPlayed;
}
}

class Bowler extends Crickter
{
    public double wickets;
    public double avarageWickets(double wickets)
    {
        this.wickets=wickets;
        return this.wickets/matchPlayed;
    }
}

class main
{
    public static void main(String args[])
    {
        Batsman bm=new Batsman(); bm.setValues("Sachin
        Tendulkar",782);

        double avgRuns=bm.avarageRuns(34357);
        System.out.println("Batsman Information\n");
        System.out.println("Batsman Name:"+bm.name);
        System.out.println("BatsmanRun:"+bm.totalruns);
        System.out.println("Batsman Match Played:"+bm.matchPlayed);
        System.out.println("Batsman Avg Runs:"+avgRuns);

        Bowler br=new Bowler();
        br.setValues("Muttiah Muralitharan",583);

        double avgWickets=br.avarageWickets(1347);
        System.out.println("\nBowler Information\n");
    }
}

```

```

        System.out.println("Bowler Name:"+br.name);
        System.out.println("Bowler Wicketcs:"+br.wickets);
        System.out.println("Bowler Match Played:"+br.matchPlayed);
        System.out.println("Bowler Avg Wickets:"+avgWickets);
    }
}

```

OUTPUT:

```

V:\sem-4\java>javac main.java

V:\sem-4\java>java main
Batsman Information

Batsman Name:Sachin Tendulkar
Batsman Run:34357.0
Batsman Match Played:782.0
Batsman Avg Runs:43.93478260869565

Bowler Information

Bowler Name:Muttiah Muralitharan
Bowler Wicketcs:1347.0
Bowler Match Played:583.0
Bowler Avg Wickets:2.3104631217838767

```

4. Write a program that will accept two strings or two numbers from command line and create overloaded method that add these two numbers or concatenate two strings.

CODE:

```

Class CommandLineArguments
{
    public void display(String s1,String s2)
    {
        System.out.println("The Concated Stringis:"+s1+s2));
    }
    public void display(int a,int b)

```

```

        {
            System.out.println("The Addition of "+a+" and "+b+" is:"+(a+b));
        }
    public static void main(String args[])
    {
        OverloadMethod o=new OverloadMethod();
        o.display("kashish","panchal");
        o.display(13,11);
    }
}

```

OUTPUT:

```

E:\SEM-4\JAVA>javac CommandLineArguments.java
E:\SEM-4\JAVA>java CommandLineArguments Kashish Panchal
Result of concatenation: KashishPanchal

```

5. Write a program that accept a number from command line and check whether it is palindrome or not.

CODE:

```

import java.util.*;
class Palindrome
{
    public static void main(String args[])
    {
        String original, reverse = "";
        Scanner in = new Scanner(System.in); System.out.println("Enter a string
to check if it is a palindrome");
        original = in.nextLine();
        int length = original.length();
        for ( int i = length - 1; i >= 0; i-- ) reverse = reverse + original.charAt(i);
    }
}

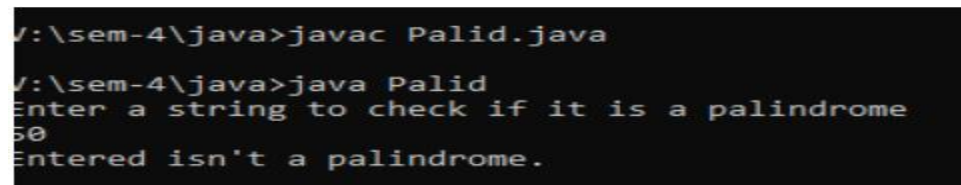
```



```

        if (original.equals(reverse))
        {
            System.out.println("Entered is a palindrome.");
        }
        else
        {
            System.out.println("Entered isn't a palindrome.");
        }
    }
}

```

OUTPUT:


```

V:\sem-4\java>javac Palid.java
V:\sem-4\java>java Palid
Enter a string to check if it is a palindrome
50
Entered isn't a palindrome.

```

6. Write a program that will accept a string from command line and arrange all the characters in alphabetical order.

CODE:

```

import java.util.Arrays;
import java.util.Scanner;

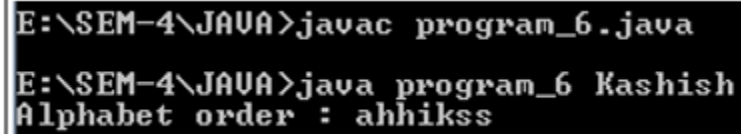
public class program_6
{
    public static void main(String args[])
    {
        Scanner sc = new Scanner(System.in);
        System.out.println("Enter a string value: ");
        String str = sc.nextLine();
        char charArray[] = str.toCharArray();
        Arrays.sort(charArray);
    }
}

```

```

        System.out.println (new String(charArray));
    }
}

```

OUTPUT:


```

E:\SEM-4\JAVA>javac program_6.java
E:\SEM-4\JAVA>java program_6 Kashish
Alphabet order : ahhikss

```

7. Write a program to create interface Area. Create three classes called rectangle, triangle and square calculate areas respectively.

CODE:

```

interface Area
{
    public void Calculatearea();
}

class rectangle implements Area
{
    float x,y;
    public rectangle(float x,float y)
    {
        this.x=x;
        this.y=y;
    }
    public void Calculatearea()
    {
        System.out.println("The Area of Rectangle is:"+(this.x*this.y));
    }
}

class triangle implements Area

```

```

    {
        float x,y;
        public triangle(float x,float y)
        {
            this.x=x; this.y=y;
        }
        public void Calculatearea()
        {
            System.out.println("The Area of Triangle is:"+((this.x*this.y)/2));
        }
    }
class square implements Area
{
    float x;
    public square(float x)
    {
        this.x=x;
    }
    public void Calculatearea()
    {
        System.out.println("The Area of Square is:"+(this.x*this.x));
    }
}
class CalculateArea
{
    public static void main(String args[])
    {
        hight=20 and width=40 rectangle re=new rectangle(20,40);
    }
}

```

```

        re.Calculatearea();

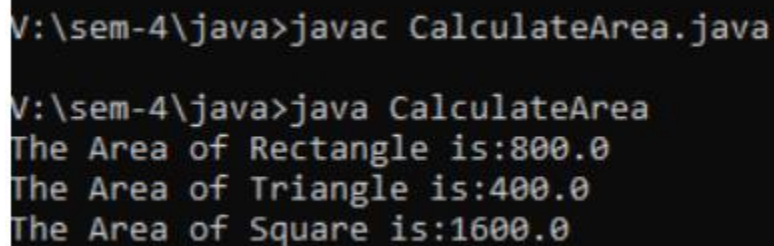
        base=20 and hight=40 triangle tr=new triangle(20,40);
        tr.Calculatearea();

        hight=40 square sq=new square(40);
        sq.Calculatearea();

    }

}

```

OUTPUT:


```

V:\sem-4\java>javac CalculateArea.java

V:\sem-4\java>java CalculateArea
The Area of Rectangle is:800.0
The Area of Triangle is:400.0
The Area of Square is:1600.0

```

8. Write a program that will accept a number from command line and raise a user defined exception if the number consists of odd number of digits.

CODE:

```

class OddException extends Exception
{
    OddException(String str)
    {
        System.out.println(str);
    }
}

class ExceptionHandaling
{
    public static void main(String args[])
    {
        int a=Integer.parseInt(args[0]);
    }
}

```

```
        try
        {
            if(a%2==0)
            {
                System.out.println("The "+a+" is Even.");
            }
            Else
            {
                throw new OddException("Number Consist Odd Value.");
            }
        }
        catch(OddException e)
        {
            System.out.println(e);
        }
    }
}
```

OUTPUT:

```
V:\sem-4\java>javac ExceptionHandaling.java
V:\sem-4\java>java ExceptionHandaling 45
Number Consist Odd Value.
OddException
```

9. Write a java application which accepts 10 names of student and their age. Sort names and age in descending order. (Using Array).

CODE:

```
import java.util.*;

class StudentDetail
{
    public static void main(String args[])
    {
        StringStdName[]={ "janvi","om","twinkle","maya","khushi","Shivani","ais
        ha ","veera","Vina","jitesh"};

        int age[]={ 18,18,18,18,19,19,19,19,18,18};

        int n=9;

        String temp;

        for (int i=0; i<=n;i++)
        {
            for (int j=i+1;j<=n;j++)
            {
                // to compare one string with other strings if
                (StdName[i].compareTo(StdName[j]) > 0)
                {
                    temp = StdName[i]; StdName[i] = StdName[j];
                    StdName[j] = temp;
                }
            }
        }

        for(int i=0;i<=n;i++)
        {
            for(int j=i+1;j<=n;j++)
            {
```

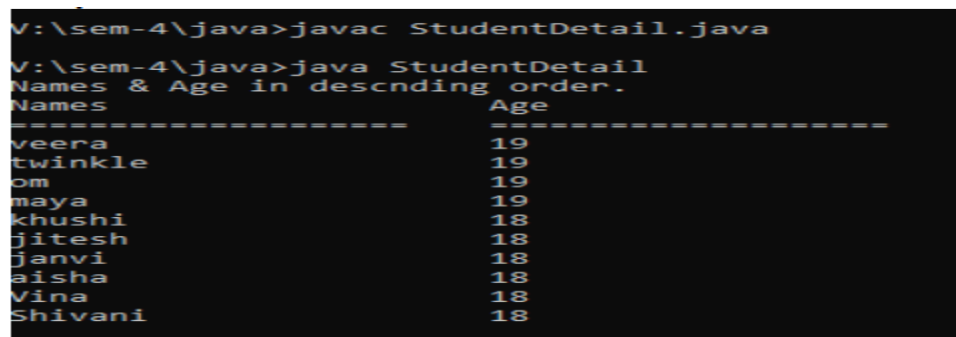
```

        //to set the age in descnding order int temp1;
        if(age[i]>age[j])
        {
            temp1=age[i];
            age[i]=age[j];
            age[j]=temp1;
        }
    }

    System.out.println("Names & Age in descnding order.");
    System.out.println("Names\t\t\tAge");
    System.out.println("=====
\t=====");

    for (int i = n; i >=0; i--)
    {
        System.out.println(StdName[i]+\t\t\t"+age[i]);
    }
}

```

OUTPUT:


```

V:\sem-4\java>javac StudentDetail.java
V:\sem-4\java>java StudentDetail
Names & Age in descnding order.
Names          Age
-----
veera          19
twinkle       19
om            19
maya          19
khushi        18
jitesh        18
janvi         18
aisha         18
Vina          18
Shivani       18

```

- 10. Design a class MyString having a data member of type String and add member functions to achieve following task. (i) Reverse string (ii) String in Titlecase. (iii) Extract N-characters from right-end of the string Write a menu driven program to call these methods of MyString class. The program should not terminate abruptly.**

CODE:

```
import java.util.*;
```

```
public class MyString
{
    private String str;

    public MyString(String str)
    {
        this.str = str;
    }

    public String reverse()
    {
        return new StringBuilder(str).reverse().toString();
    }

    public String toTitleCase()
    {
        StringBuilder result = new StringBuilder(str.length()); String[]
        words = str.split("\\s");
        for (String word : words)
        {
            if (!word.isEmpty())
            { result.append(Character.toUpperCase(word.charAt(0)));
              result.append(word.substring(1).toLowerCase());
            }
            result.append(" ");
        }
        return result.toString().trim();
    }

    public String extractNFromRight(int n)
    {
        if (n >= str.length())
        {
```



```

        return str;
    }
    return str.substring(str.length() - n);
}
public static void main(String[] args)
{
    Scanner scanner = new Scanner(System.in); System.out.print("Enter a
    string: ");
    String str = scanner.nextLine();
    MyString myString = new MyString(str);
    char ch;
    do
    {
        System.out.println();
        System.out.println("Menu:");
        System.out.println("1. Reverse string"); System.out.println("2.
        String in Titlecase"); System.out.println("3. Extract N-characters
        from right-end of the string");
        System.out.println("4. Exit");
        System.out.print("Enter your choice: ");
        int choice = scanner.nextInt();
        scanner.nextLine();
        switch (choice)
        {
            case 1:
                System.out.println("Reversed string: " +
                myString.reverse());
            break;
            case 2:

```

```

        System.out.println("Titlecased string: " +
            myString.toUpperCase());
    break;
    case 3:
        System.out.print("Enter N: ");
        int n = scanner.nextInt(); scanner.nextLine();

        System.out.println("Extracted " + n + " characters
            from right: " + myString.extractNFromRight(n));
    break;
    case 4:
        System.out.println("Exiting..."); System.exit(0);
    break;
    default:
        System.out.println("Invalid choice. Try again.");
    }
    System.out.println("Do you want to continue?(press=y)");
    ch=scanner.next().charAt(0);
}
while(ch=='y');
}

```

OUTPUT:

```
C:\sem-4\java>javac MyString.java

C:\sem-4\java>java MyString
Enter a string: 89

Menu:
1. Reverse string
2. String in Titlecase
3. Extract N-characters from right-end of the string
4. Exit
Enter your choice: 1
Reversed string: 98
Do you want to continue?(press=y)
y

Menu:
1. Reverse string
2. String in Titlecase
3. Extract N-characters from right-end of the string
4. Exit
Enter your choice: 2
Titlecased string: 89
Do you want to continue?(press=y)
y

Menu:
1. Reverse string
2. String in Titlecase
3. Extract N-characters from right-end of the string
4. Exit
Enter your choice: 3
Enter N: 4
Extracted 4 characters from right: 89
Do you want to continue?(press=y)
y

Menu:
1. Reverse string
2. String in Titlecase
3. Extract N-characters from right-end of the string
4. Exit
Enter your choice: 4
Exiting...
```