



Experiment 5

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Section: 22BCS_EPAM-802(B)

Semester: 6th

DOP: 26/02/25

Subject: Project Based Learning with Java **Subject Code:** 22CSH-359

Aim: Develop Java programs using autoboxing, serialization, file handling, and efficient data processing and management.

(A) Write a Java program to calculate the sum of a list of integers using autoboxing and unboxing. Include methods to parse strings into their respective wrapper classes (e.g., Integer.parseInt()).

Objective: The objective of this program is to:

Understand the concept of Autoboxing and Unboxing in Java.

Implement a Java program to calculate the sum of a list of integers using Autoboxing and Unboxing.

Demonstrate the usage of Wrapper Classes (Integer) to convert String to Integer using Integer.parseInt().

Show how Java automatically converts primitive data types (int) to wrapper class objects (Integer) and vice versa.

Code:

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

public class SumOfIntegers {

    public static void main(String[] args) {
        // Creating an ArrayList of Integer (Wrapper Class)
        ArrayList<Integer> numbers = new ArrayList<>();
        Scanner scanner = new Scanner(System.in);

        // Taking input from user
        System.out.println("Enter a list of integers (type 'stop' to end):"); while
        (true) {
            String input = scanner.nextLine();

            // Check if user wants to stop
            if (input.equalsIgnoreCase("stop")) {
                break;
            }

            // Convert String to Integer using parseInt() method try {
```

```

        int number = Integer.parseInt(input); // Autoboxing occurs here
        numbers.add(number);
    } catch (NumberFormatException) {
        System.out.println("Invalid input. Please enter a valid integer.");
    }
}

// Calculate the sum of integers
int sum = 0;
for (Integer num : numbers) {
    sum += num; // Unboxing occurs here
}

// Display the result
System.out.println("The sum of all entered integers is: " + sum);
}
}

```

Output:

```

Enter a list of integers (type 'stop' to end):
10
20
30
stop
The sum of all entered integers is: 60

```

(B) Create a java program serializer and deserialize object. The program should: Serialize a Student object (containing id, name, and GPA) and save it to a file. Deserialize the object from the file and display the student details. Handle FileNotFoundException, IOException, and ClassNotFoundException using exception handling.

Objective:

The objective of this program is to:

1. **Understand the concept of Serialization and Deserialization in Java.**
2. **Implement a Java program to Serialize a Student object (with id, name, and GPA) and save it to a file.**
3. **Implement the functionality to Deserialize the Student object from the file and display the student details.**

Code:

```
import java.io.*;
```

```

// Step 1: Create a Serializable Student class
class Student implements Serializable {
    private static final long serialVersionUID = 1L; // Version ID for Serialization

```



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```
private int id;
private String name;
private double gpa;

//Constructor
public Student(int id, String name, double gpa) { this.id
    = id;
    this.name = name; this.gpa
    = gpa;
}

//Method to display student details
public void displayDetails() {
    System.out.println("Student ID: " + id);
    System.out.println("Student Name: " + name);
    System.out.println("Student GPA: " + gpa);
}
}

public class StudentSerialization {

    public static void main(String[] args) {
        //Step 2: Create a Student object
        Student student = new Student(101, "JohnDoe", 8.9); String
        fileName = "student_data.ser";

        //Step 3: Serialize the object and save it to a file
        try (ObjectOutputStream out = new ObjectOutputStream(new FileOutputStream(fileName))) {
            out.writeObject(student); // Serialize the object
            System.out.println("Student object has been serialized successfully.");
        } catch (FileNotFoundException e) {
            System.out.println("File not found: " + e.getMessage());
        } catch (IOException e) {
            System.out.println("IOException occurred: " + e.getMessage());
        }

        //Step 4: Deserialize the object from the file
        try (ObjectInputStream in = new ObjectInputStream(new FileInputStream(fileName))) { Student
            deserializedStudent = (Student) in.readObject();
            System.out.println("\nDeserialized Student object:");
            deserializedStudent.displayDetails();
        } catch (FileNotFoundException e) {
            System.out.println("File not found: " + e.getMessage());
        } catch (IOException e) {
            System.out.println("IOException occurred: " + e.getMessage());
        } catch (ClassNotFoundException e) {
            System.out.println("ClassNotFoundException: " + e.getMessage());
        }
    }
}
```

Output:

```
✓ student object has been serialized successfully.

✓ Deserialized Student object:
Student ID: 101
Student Name: John Doe
Student GPA: 8.9
```

(C) Create a menu-based Java application with the following options. 1. Add an Employee 2. Display All 3. Exit If option 1 is selected, the application should gather details of the employee like employee name, employee id, designation and salary and store it in a file. If option 2 is selected, the application should display all the employee details. If option 3 is selected the application should exit.

Objective:

The objective of this Java program is to:

Create a menu-driven application in Java using file handling and serialization. Provide three options:

Option 1: Add an Employee → Gather employee details like name, id, designation, and salary and save them to a file.

Option 2: Display All Employees → Read and display all employee records from the file. Option 3:

Exit → Close the application.

Use Serialization to store the employee object in a file.

Code:

```
import java.io.*;

import java.util.ArrayList;

import java.util.List;

import java.util.Scanner;

//Step 1: Create an Employee class implementing Serializable class

Employee implements Serializable {

    private static final long serialVersionUID = 1L;
```



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```
private int id;
```

```
private String name;
```

```
private String designation;
```

```
private double salary;
```

```
// Constructor
```

```
public Employee(int id, String name, String designation, double salary) { this.id =
```

```
    id;
```

```
    this.name = name;
```

```
    this.designation = designation;
```

```
    this.salary = salary;
```

```
}
```

```
// Display Employee Details
```

```
public void displayEmployee() {
```

```
    System.out.println("Employee ID : " + id);
```

```
    System.out.println("Employee Name: " + name);
```

```
    System.out.println("Designation : " + designation);
```

```
    System.out.println("Salary : $" + salary);
```

```
    System.out.println("-----");
```

```
}
```

```
}
```

```
public class EmployeeManagement {
```

```
    private static final String FILE_NAME = "employee_data.ser";
```

```
    private static List<Employee> employeeList = new ArrayList<>();
```



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```
public static void main(String[] args) {  
  
    Scanner scanner = new Scanner(System.in);  
  
    //Step2: Load existing employees (if any)  
    loadEmployees();  
  
    while(true){  
        //Step3: Display Menu Options  
        System.out.println("\n=====Employee Management System=====");  
        System.out.println("1. Add an Employee");  
        System.out.println("2. Display All Employees");  
        System.out.println("3. Exit");  
        System.out.print("Enter your choice: ");  
        int choice = scanner.nextInt();  
  
        switch(choice){ case  
            1:  
                addEmployee(scanner);  
                break;  
            case 2:  
                displayAllEmployees();  
                break;  
            case 3:  
                System.out.println("Exiting the application. Thank you!"); saveEmployees();  
                System.exit(0);  
                break;  
            default:
```



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```
        System.out.println(" + Invalid choice. Please try again.");
    }
}
}

//Method to Add an Employee
public static void addEmployee(Scanner scanner){
    System.out.print("Enter Employee ID: ");
    int id = scanner.nextInt();
    scanner.nextLine();//Consume the new line

    System.out.print("Enter Employee Name:"); String
    name = scanner.nextLine();

    System.out.print("Enter Designation:");
    String designation = scanner.nextLine();

    System.out.print("Enter Salary: ");
    double salary = scanner.nextDouble();

    //Step 4: Create Employee Object
    Employee emp = new Employee(id, name, designation, salary);
    employeeList.add(emp);
    System.out.println(" Employee added successfully!");
}

// Method to Display All
Employee public static void displayAllEmp
```



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loyees(){



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```
        if(employeeList.isEmpty()){

            System.out.println(" + No employees found.");

            return;

        }

        System.out.println("\n=====EmployeeDetails=====");

        for (Employee emp : employeeList) {

            emp.displayEmployee();

        }

    }

    //Method to Save Employees to File

    public static void saveEmployees(){

        try(ObjectOutputStream out=new ObjectOutputStream(new
        FileOutputStream(FILE_NAME))) {

            out.writeObject(employeeList);

            System.out.println(" Employee data saved successfully.");

        }catch(IOException e){

            System.out.println(" + Errors saving data:" + e.getMessage());

        }

    }

    //Method to Load Employees from File

    public static void loadEmployees() {

        File file=new File(FILE_NAME); if

        (!file.exists()) return;

        try(ObjectInputStream in=new ObjectInputStream(new
        FileInputStream(FILE_NAME))) {

            employeeList=(List<Employee>)in.readObject();

        } catch (FileNotFoundException e) {

            System.out.println(" + File not found.");

        }catch(IOException e){
```

```
        System.out.println("+Error reading file:" + e.getMessage());  
    } catch (ClassNotFoundException e) {  
        System.out.println("+Class not found:" + e.getMessage());  
    }  
}  
}
```

Output:

```
===== Employee Management System =====  
1. Add an Employee  
2. Display All Employees  
3. Exit  
Enter your choice: 1  
Enter Employee ID: 101  
Enter Employee Name: John Doe  
Enter Designation: Software Engineer  
Enter Salary: 50000  
✅ Employee added successfully!
```

Learning Outcomes:

- Through the implementation of these three Java programs, learners will gain practical knowledge in core Java concepts such as autoboxing, unboxing, serialization, file handling, and exception handling.
- They will understand how autoboxing and unboxing facilitate seamless conversion between primitive data types and their corresponding wrapper classes, enhancing data processing capabilities.
- By working with serialization, learners will comprehend how to convert objects into a byte stream and store them in files, enabling persistent storage of objects.
- Additionally, they will grasp the deserialization process to retrieve objects from files and display their information.
- The implementation of file handling using classes like `FileOutputStream`, `FileInputStream`, `ObjectOutputStream`, and `ObjectInputStream` will develop their understanding of reading from and writing to files.