

//program to create method setdata, getdata display.

```
import java.util.Scanner;

public class Room {

    int roomNo;

    String roomType;

    float area;

    boolean acMachine;

    public void getData()
    {
        Scanner s=new Scanner(System.in);

        System.out.println("Provide Room Number \n");

        roomNo=s.nextInt();

        s.nextLine();

        System.out.println("Enter Room Type \n");

        roomType=s.nextLine();

        System.out.println("Enter Room Area \n");

        area=s.nextFloat();

        System.out.println("Enter AC Machine\n");

        acMachine=s.nextBoolean();

    }

    public void setData(int rN,String rT,float area,boolean acMachine)
    {

        this.roomNo=rN;

        this.roomType=rT;

        this.area =area;

        this.acMachine =acMachine;

    }

    public void displayData()
    {
```

```

        System.out.println("The room is "+roomNo);
    System.out.println("The room type is"+roomType);
        System.out.println("The room area is"+area);
        System.out.println("The AC Machine "+acMachine);
    }

    public static void main(String[] args)
    {
        Room rm=new Room();
        rm.setData(1,"Normal", 25.25f, true);
        rm.getData();
        rm.displayData();
    }
}

```

//program to demonstrate constructor

```

import java.util.Scanner;

public class Room {
    int roomNo;
    String roomType;
    float area;
    boolean acMachine;

    Room()//default constructor
    {
        this.roomNo=502;
        this.roomType="deluxe";
        this.area=100.50f;
    }
}

```

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        this.acMachine=true;

        System.out.println("default constructor \n");
    }

    Room(int roomNo,String roomType,float area,boolean acMachine)//parameterized constructor
    {

        this.roomNo=roomNo;

        this.roomType=roomType;

        this.area=area;

        this.acMachine=acMachine;
    }

    Room(Room R)//copy constructor
    {

        this.roomNo=R.roomNo ;

        this.roomType=R.roomType;

        this.area=R.area;

        this.acMachine=R.acMachine;

        System.out.println("copy constructor \n");
    }

    public void getData() //method
    {

        Scanner s=new Scanner(System.in);

        System.out.println("Provide Room Number \n");

        roomNo=s.nextInt();

        s.nextLine();

        System.out.println("Enter Room Type \n");

        roomType=s.nextLine();

        System.out.println("Enter Room Area \n");

        area=s.nextFloat();

        System.out.println("Enter AC Machine\n");

        acMachine=s.nextBoolean();
    }

```

```

public void setData(int rN,String rT,float area,boolean acMachine)//method
{
    this.roomNo=rN;
    this.roomType=rT;
    this.area =area;
    this.acMachine =acMachine;

}

public void displayData()//method to display
{
    System.out.println("The room is "+roomNo);
    System.out.println("The room type is"+roomType);
    System.out.println("The room area is"+area);
    System.out.println("The AC Machine "+acMachine);
}

public static void main(String[] args)
{
    Room rm=new Room();
    Room R=new Room();
    Room R1=new Room();
    rm.setData(1,"Normal", 25.25f, true);
    rm.getData();
    R1.getData();
    Room R2=new Room(705,"ordinary",100.25f,true);
    //R2.Room(705,"ordinary",100.25f,true);
    R.displayData();
    R1.displayData();
    R2.displayData();
    rm.displayData();
}

```

