

Name = Abdullah Abid

ID = 16453

Program = SE

Section = "B"

Paper = OOPs.

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Q No(1)

Answer

Class ⇒ Class is blue  
Print for object.  
Class define the characterist-  
ice & function of an  
object. "OR"

A class is a blue  
print that defines the  
variables & methods common  
to all objects of a  
certain kind.

object represented real  
life entity such as  
car, book, plant, etc.

object is an instant  
of a class. class  
define the overall performance  
of an object.

For example we have  
a class "Car" which  
define the characteristics &  
function of overall cars

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like model, speed, etc.

If we create an object of class car like "BMW"

It will have specific

model, speed etc.

Let explain

A class in java can

contain (i) Properties (variable)

ii) Behavior (methods).

Advantage of methods

→ Code Reusability.

→ code optimization.

Let explain it by an example.

→ class Person

{

private String name;

private int age;

private int height;

Person (String name, int age, int height)

{

this.age = age;

this.height = height;

}

public void print details ()

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```
{
System.out.println("Your name is" + name);
System.out.println("Your age is" + age);
System.out.println("Your height is" + height);
}
public static void main(String args[])
{
Person me = new Person("Abc", 22, 5);
}
```

~~~~~ X ~~~~~ X ~~~~~ X ~~~~~  
Q No(2)

Answer

```
import java.util.*;
class table printing
{
private int num;
table printing (int num) // constructor that
{
this.num = num; // initialize num variable
}
public void caltable x()
{
for (int i=0; i<=10; i++)
```

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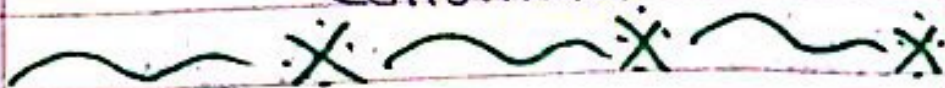
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```
{
System.out.println("%d * %d = %d", i, num, i * num);
}
}

public static void main(String args[])
{
// Main function.
System.out.println("Enter a number: ");
Scanner scan = new Scanner(System.in);
int inputNum = scan.nextInt();
tableCalcTable();
}
}
```

→ A class is declared in the name of "TablePrinting". and have a constructor that initialized variable "num". A ~~method~~ method is declared with the name of calcTable that calculate & print the Table. In the main method we take input from user through Scanner class & passed it to the constructor.



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Q No (3)

Answer

```
Public class Cats
{
    Public static void main(String args[])
    {
        CP(); Suzuki vitata = new Suzuki vitata
            // Suzuki is object.
        CP(); Toyota = new
        Suzuki vitata.fuelcap = 25;
        Suzuki vitata.fuelconsump = 3.5;
        Suzuki vitata.acceleratings = 80;
        Suzuki vitata.total speed = 180;
        tot
        Toyota.fuel cap = 60;-
        Toyota fuelconsump = 15.5;
        System.out.println("Total speed of Suzuki"
        Suzuki.total speed + "KM/h");

        System.out.println("Accelerating speed of
        Suzuki" + Suzuki.acceleratings + "KM/h")
        System.out.println("Honda Cat performance");
        Suzuki Suzuki.perfo();
    }
}
```

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```
System.out.println("kia soul car  
performance is suzuki.perfo();
```

```
}
```

```
}
```

```
Public class cp
```

```
{
```

```
int total sp;
```

```
int acceleratings;
```

```
double fuelcapacity;
```

```
double fuelconsump;
```

```
void perfo()
```

```
{
```

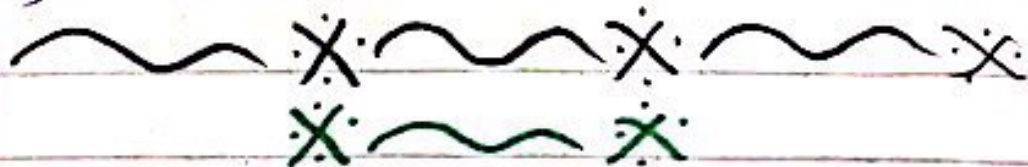
```
double p;
```

```
p = acceleratings / fuelconsump;
```

```
System.out.println("performance" + p);
```

```
}
```

```
}
```



The End.