

NAME: HIDAYAT UR RAHMAN

ID: 15125

BS (SE) 5TH

SUB: OBJECT ORIENTED PROGRAM

SIR: M AYUB KHAN

Hidayat-ur-Rahman.

ID: 15125

(1)

Q No: 1

Ans: Before you create objects in Java, you need to define class.

A class is a blueprint for the object. We can think of the class as a sketch (prototype) of a house.

It contains all the details about the floors, doors, windows etc.

Based on these description we build the house - House is an object - since many houses can be made from the same description we can create many objects from a class.

For example

```
→ class className {  
    // variable  
    // method
```

For example

```
→ class Lamp {  
    // instance variable private  
    Boolean isOn;  
    // method public void  
    turnOn() {  
        isOn = true;
```

Hidayat-us-Rahman

ID: 15125

Q)

```
}  
// method  
public void turnoff () {  
    ison = false;  
}  
}
```

Here we have created class named Lamp.

The class has one variable named (ison). And two methods turnon() & turnoff(). These variable and methods defined within class are called members of class.

In example public & private know as access modifiers.

objects in class:-

An object are called an instance of a class.

For example, suppose [Animal] is a class then cat, Dog, Horse and so on. can be considered as object of [Animal] class.

Hidayat-us-Rahman

ID: 15125

(3)

```
className object = new classname();
```

Here we must use constructor
className() to create the object.
Constructors have the same name as
the class and similar to methods.

For example

```
// L1 object
```

```
Lamp L1 = new Lamp();
```

```
// L2 object
```

```
Lamp L2 = new Lamp();
```

We have created objects named
L1 and L2 using the constructor
of Lamp class (Lamp()).

object one, used to access members
of a class.

Hidayat - us - Rahman

id: 15125

(4)

For example:

```
class Lamp
void turnon() {
    ison = true;
}
```

```
}
class classobject Example {
public static void main(
(String [] args) {
    L1 turnon ();
}
```

```
}
void turnoff () {
    // initialize variable with value.
    ison = false;
    System.out.println("light on");
}
```

```
class main {
```

```
public static void main (String [] args)
```

```
// create objects L1 & L2
```

```
Lamp L1 = new Lamp ();
```

```
Lamp L2 = new Lamp ();
```

```
// call method turnon () & turnoff ()
```

```
L1. turnon (); L2. turnoff ();
```

Hidayat-Ur-Rahman

id: 15125

(5)

Q2

Ans // Java program to print
table

// over given Rang
import java.io.*;

class table

{

// Driver code

public static void main

(String arg[])

{

// Chang here to chang
input number

int n = 8;

// chang here to chang Result

"

int Rang = 19;

for (int i = 1; i <= Rang; i++)

System.out.println (n + "*" + i

+ " = " + n * i);

}

~

Hi day at -dr- Rahman

ID: 15125

(6)

out put

$$8 * 1 = 8$$

$$8 * 2 = 16$$

$$8 * 3 = 24$$

$$8 * 4 = 32$$

$$8 * 5 = 40$$

$$8 * 6 = 48$$

$$8 * 7 = 56$$

$$8 * 8 = 64$$

$$8 * 9 = 72$$

$$8 * 10 = 80$$

$$8 * 11 = 88$$

$$8 * 12 = 96$$

Hidayat-us-Rahman
ID 15125 (7)

Q3,

Ans import java.util.Scanner

```
public class Exercise 12 {
```

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

```
    System.out.print ("input Speed (KM/H) on  
                        first car:");  
    int car1 = in.nextInt ();
```

```
    System.out.print ("input Speed (KM/H)  
                        of Secend car:");  
    int car2 = in.nextInt ();
```

```
    System.out.println ("performance of  
                        two cars is:");  
}
```

output

+ input Speed (KM/H) of first car: 100
input Speed (KM/H) of Secend car: 80
averag of five number is: 90

x — x — x

THE END