

①

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BSc(SE)

Semister \Rightarrow 4th

Section \Rightarrow "A"

(2)

Question No: - ①

A class is a kind of template written by a programmer in a defined structure to create objects

Objects are instances of the classes they are useful and function to that class

Mean both of the create two classes "Mainframe" and panel

by initializing the object of the to access all the functions and more from the Panel class in mainframe.

```
class panel
```

```
{
```

```
    Button Btn = JButton();
```

```
    panel.set (Border layout());
```

```
    panel.add (Btn, BorderLayout.CENTER);
```

```
}
```

```
class mainframe
```

```
{
```

```
    JFrame frame = new JFrame();
```

```
    panel btnpanel = new panel();
```

```
    // object,
```

3

```
Frame - set variable ();  
frame - Get close operation (JFrame  
( ) - Exit ();  
Frame - add (btn);  
Panel -
```

{



Projects Files Services

- JavaApplication1
- JavaApplication2
- JavaApplication3
 - Source Packages
 - javaapplication3
 - JavaApplication3.java
 - Test Packages
 - Libraries
 - Test Libraries

Navigator

Members

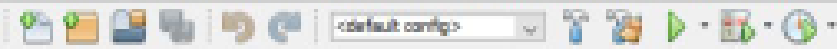
- JavaApplication3
 - main(String[] args)

KiptonPareClass.java x JavaApplication3.java x

```
1 package javaapplication3;
2 import java.util.Scanner;
3 public class JavaApplication3 {
4     public static void main(String[] args) {
5         System.out.println("*****");
6         int number, limit;
7         System.out.println("please enter number=");
8         //take object from user whos enter a veluvs
9         Scanner input = new Scanner(System.in);
10        //enter a number1 this line is for user
11        number = input.nextInt();
12        System.out.println("please enter limit=");
13        //enter a number2 this line is for user
14        limit= input.nextInt();
15        System.out.println("*****");
16    }
17    int i;
18    for(i=i;i<=limit;i++)
19    {
20        //show the results from scern this line is for out put
21        System.out.println(number+" * "+i+" = "+number*i);
22    }
23 }
24 }
25 }
```

Output JavaApplication3 (run) x

```
>> please enter number
$
```



Projects | Files | Services

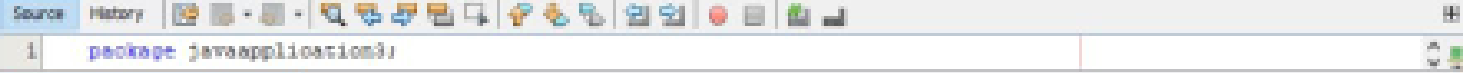
- JavaApplication1
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main - Navigator

Members

- JavaApplication3
 - main(String[] args)

KlaptionPaneClass.java | JavaApplication3.java



```
1 package javaapplication3;
```

Output - JavaApplication3 (run)

```
main:
*****
please enter number:
6
please enter limit:
16
*****
6 + 1 = 6
6 + 2 = 12
6 + 3 = 18
6 + 4 = 24
6 + 5 = 30
6 + 6 = 36
6 + 7 = 42
6 + 8 = 48
6 + 9 = 54
6 + 10 = 60
6 + 11 = 66
6 + 12 = 72
6 + 13 = 78
6 + 14 = 84
6 + 15 = 90
6 + 16 = 96
BUILD SUCCESSFUL (total time: 8 seconds)
```

Q NO 3:

Ans

```

class Carpel?
{ Scanner scam = new Scanner ();

int Car1 Speed ;
int Car Speed ;

int Car 1 fuel Cons ;
int Car 2 fuel Cons ;

System.out.print ("please Enter car 1 speed");

Car1 Speed = scam.nextInt ();

System.out.print ("please Enter Car 2 speed");
Car 2 speed = scam.nextInt ();

int distance 1 ;
int distance 2 ;
int fuel 1 ;
int fuel 2 ;
System.out.print ("Enter total distance 1;
by Car 2 ")

```

6

```
distance 1 = scan.next.int();  
System.out.print("Enter distance by Car 1 km");  
  
distance 2 = scan.next.int();  
  
System.out.print("Enter fuel spent in litres of car 1")  
  
fuel 1 = scan.next.int();  
System.out.print("Enter fuel spent in litres of car 2");  
  
fuel 2 = scan.next.int();  
  
Car 1 fuel Cons = distance 1 / fuel 1;  
  
Car 2 fuel Cons = distance / fuel 2;  
  
System.out.println("The performance of our  
first car is:  
Speed = " + Car 1 speed + "\n" + fuel Consumption  
of first car is = " + Car 1 fuel Cons);  
  
System.out.println("The performance of our  
second car is : Speed = "  
+ Car 2 speed + "\n" + fuel Consumption  
of second car is = " + Car 2 fuel  
Consumption);
```

}