Tutorial
New way to learn Programming

New way of learing

JAVA PROGRAM EXAMPLE WITH OUTPUT PDF

Created By:

Umar Farooque Khan

How to compile and run java programs

Compile: - javac JavaFileName

Run Java: - java JavaClassName

Let's take an example of java program:

//Hello.java

```
class Hello
 {
        public static void main(String args[])
        {
        System.out.println("Welcome to Java!");
        }
}
```

Compile: - javac Hello.java

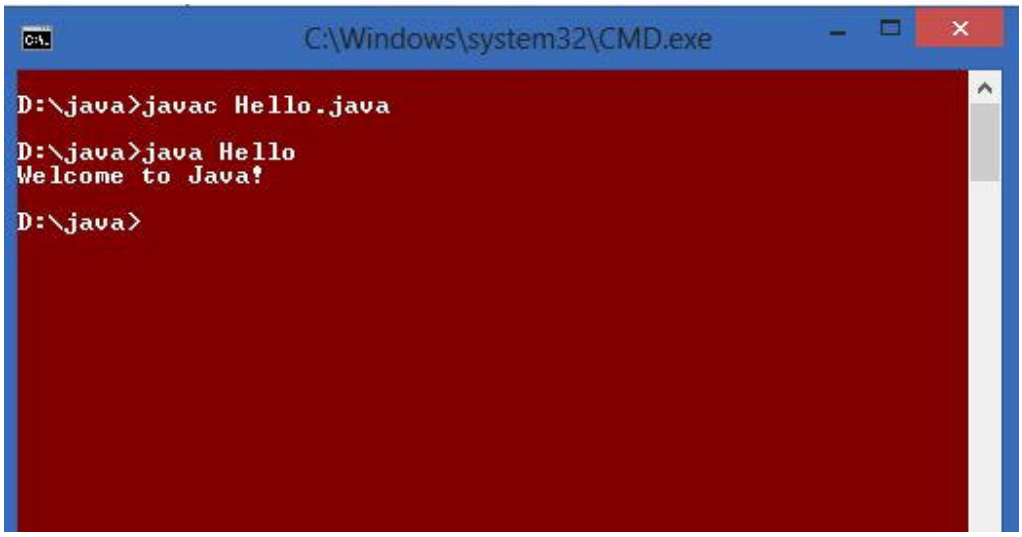
Run Java: - java Hello

Program No. – 01

Write a program to print hello in java.

```
class Hello
 {
        public static void main(String args[])
        {
        System.out.println("Welcome to Java!");
        }
}
```

Output:-



Program No. – 02

Write a program for object and class in java.

```
class Rectangle
{
	privateintl,b;
	public void setDimension(intx,int y)
	{
		l=x;
		b=y;
	}

	publicint area()
	{
		return l*b;
	}
	public void display()
	{

		System.out.println("Length="+l);
		System.out.println("Breadth="+b);
	}
	public static void main(String ac[])
	{

		Rectangle r=new Rectangle();
		r.setDimension(5,10);
		r.display();
		System.out.println("Area="+r.area());
	}
}
```

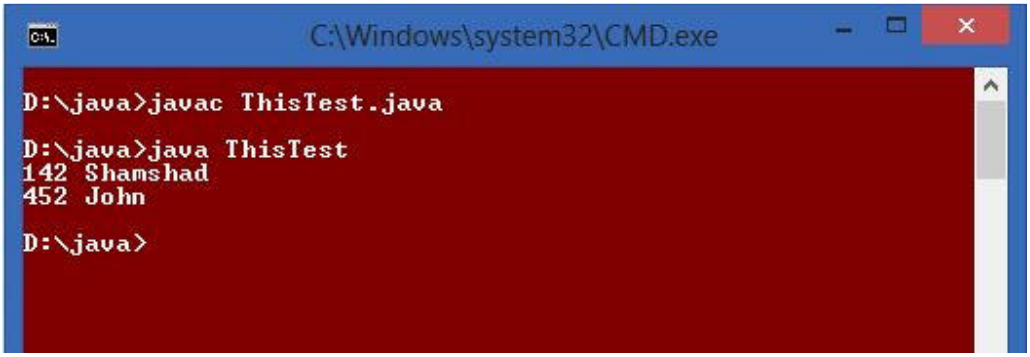
Output:

Program No. – 03

Write a program to explain the concept of this keyword in java.

```
classThisTest
{
int id;
   String name;

ThisTest(intid,String name)
        {
   this.id = id;
   this.name = name;
   }
void display()
        {
        System.out.println(id+" "+name);
        }
                public static void main(String args[])
                {
                ThisTest s1 = new ThisTest(142,"Shamshad");
                ThisTest s2 = new ThisTest(452,"John");
                s1.display();
                s2.display();
                }
}
```

Output:-

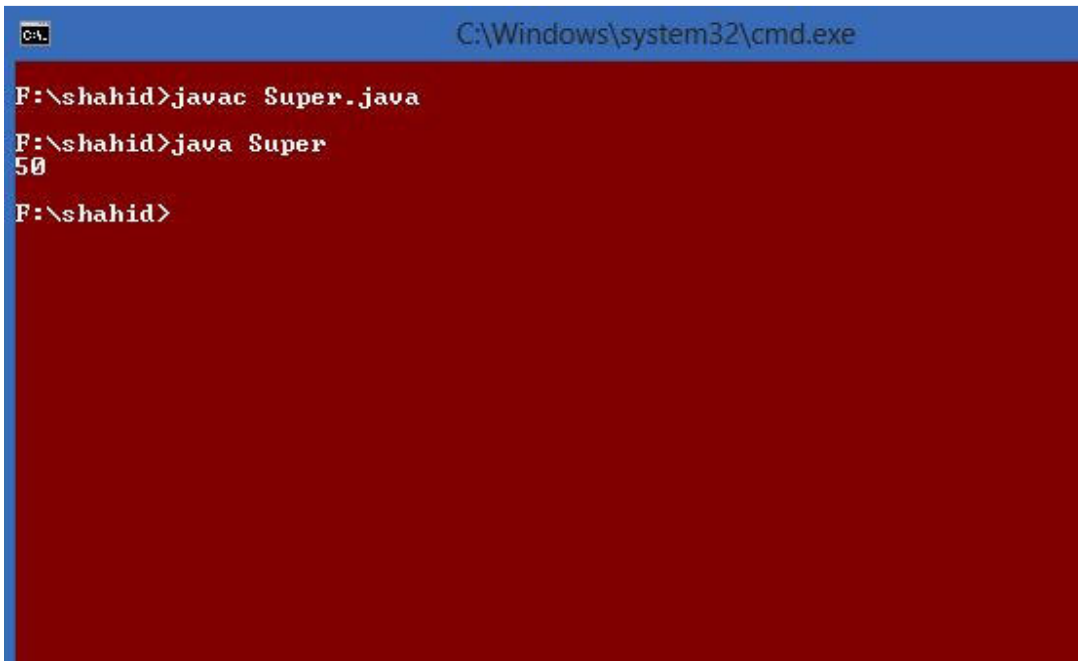


Program No. – 04

Write a program to explain the concept of super keyword in java.

```
class Bike
{
int speed=50;
}

class Super extends Bike
{
        int speed=100;

        void display()
        {
System.out.println(super.speed);
        }
        public static void main(String args[])
        {
        Super b=new Super();
        b.display();
    }
}
```

Output:



Program No. – 05

Write a program for overloading in java.

```
class Overloading
{
        void sum(inta,int b)
        {
        System.out.println(a+b);
        }

        void sum(double a,double b)
         {
        System.out.println(a+b);
        }

        public static void main(String args[])
        {
        Overloading obj=new Overloading();
        obj.sum(10.5,10.5);
        obj.sum(20,20);
        }

}
```

Output:

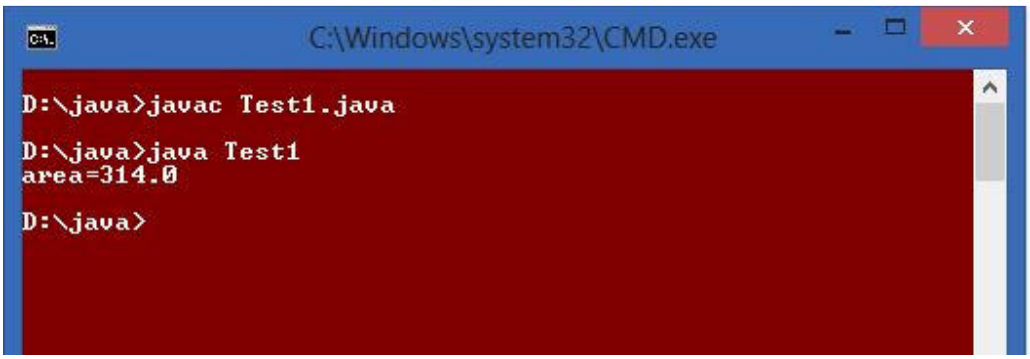
Program No. – 06

Write an abstract class program in java.

```
public abstract class shape
{
public abstract void calculatearea();
}


public class circle extends shape
{
privateintx,y;
privateint radius;
public circle()
{
x=15;
y=15;
radius=10;
}
public void calculatearea ()
{
double area=3.14*(radius*radius);
```

```
System.out.println("area="+area);
}
}


class test1
{
        public static void main(String arr[])
        {
shape s =null;

s=new circle();
s.calculatearea();
        }

}
```

Output:



Program No. – 07

Write a program and analyse its output in java.

```
class A
{
	static
	{
		System.out.println("Initilizing a..");

	}
	public A()
	{
		System.out.println("Constructor is called");

	}
}
class B
{
	staticint b;
	static
	{
		b=2;
		System.out.println("I am in class B");

	}

}
class C
{
	static
```

```
	{
		System.out.println("I am in class C");

	}


public static void display()
	{
		System.out.println("Displayed method is called");

	}

}
class D
{
	static
	{
		System.out.println("I am in class D");

	}

	public static void main(String arr[])
	{
	System.out.println("main method");
	A z=new A();
	System.out.println("Class b is called"+B.b);
	C.display();
	System.out.println("helo!!");
	A q=new A();

	}
}
```

Output:

Program No. – 08

Write an Interface program in java.

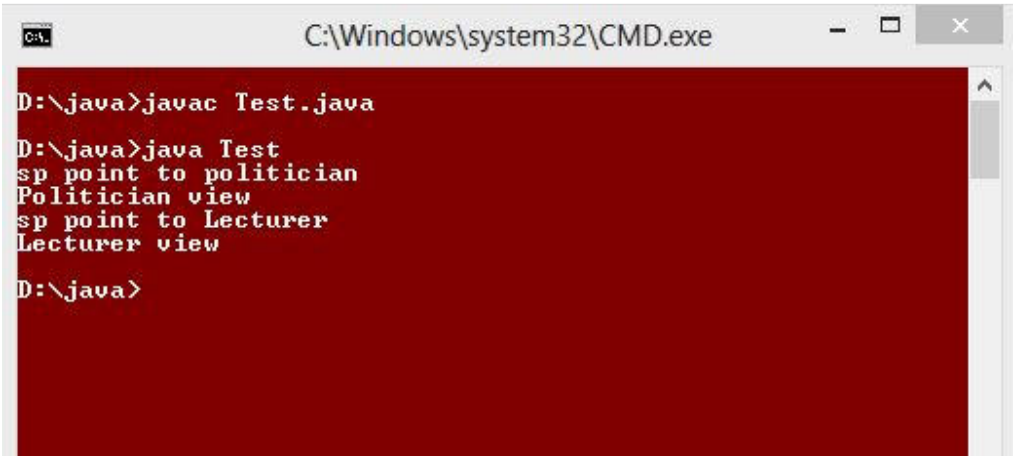
```
public interface Speaker
{

        public void speak();
}
```

```
public class Lecturer implements Speaker
{
        public void speak()
        {
        System.out.println("Lecturer view");
        }
}
```

```
public class Politician implements Speaker
{
        public void speak()
        {
        System.out.println("Politician view");
        }
}
```

```
public class Test
{
	public static void main(String arr[])
	{
	Speaker sp=null;
	System.out.println("sp point to politician");
	sp=new Politician();
	sp.speak();

	System.out.println("sp point to Lecturer");
	sp=new Lecturer();
	sp.speak();

	}
}
```

Output:



Program No. – 09

Write a program for command line argument.

```
classCommandLineArgument
{
        public static void main (String arr[])
        {
try
         {
                int a=Integer.parseInt(arr[0]);
                int b=Integer.parseInt(arr[1]);
                int sum=a+b;
                System.out.println("result is =" +sum);
        }
        catch(Exception e)
        {
        System.out.println(e);
        }
        }
}
```

Output:

Program No. – 10

Write a program for Handling an Exception In java.

```
classExceptionHandling
{
	public static void main(String arr[])
	{
		try
		{
			int a=Integer.parseInt(arr[0]);
			int b=Integer.parseInt(arr[1]);
			int sum = a/b;
			System.out.println("Result:"+ sum);
		}
		catch(Exception e)
		{
			System.out.println(e);
		}

	}
}
```

Output:

Program No. – 11

Write a program to calculate square for a number using swing.

```
importjava.awt.*;
importjavax.swing.*;
public class InputOutput
{
	public static void main(String arr[])
	{
		String input=JOptionPane.showInputDialog("Enter a number");
		int number=Integer.parseInt(input);
		int square=number*number;
		System.out.println("square = "+square);
		JOptionPane.showMessageDialog(null,"Square: " +square);
		System.exit(0);
	}
}
```

Output:

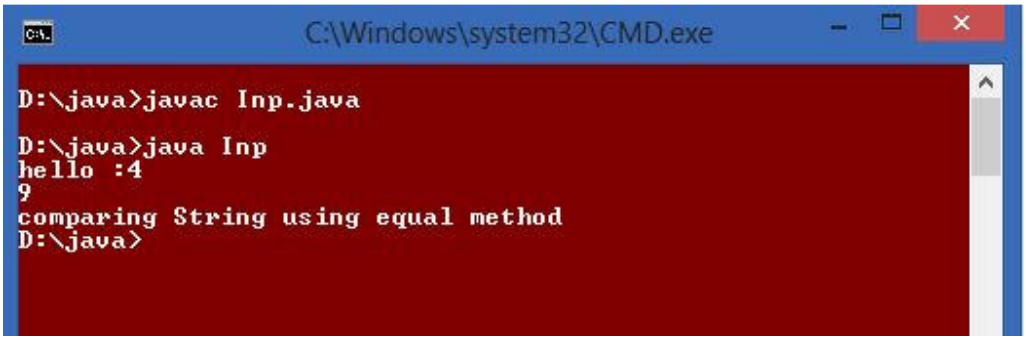
Program No. – 12

Write a program for comparing two string in java.

```
importjava.awt.*;
importjavax.swing.*;
public class Inp
{

public static void main(String arr[])
   {
        int i=4,j=5;

        System.out.println("hello :"+i);
        System.out.println(i+j);
       String S1=new String ("india");
       String S2="india";
if(S1==S2)
System.out.print("comparing String using++operator");
if(S1.equals(S2))
System.out.print("comparing String using equal method");
```

```
    }

}
```

Output:



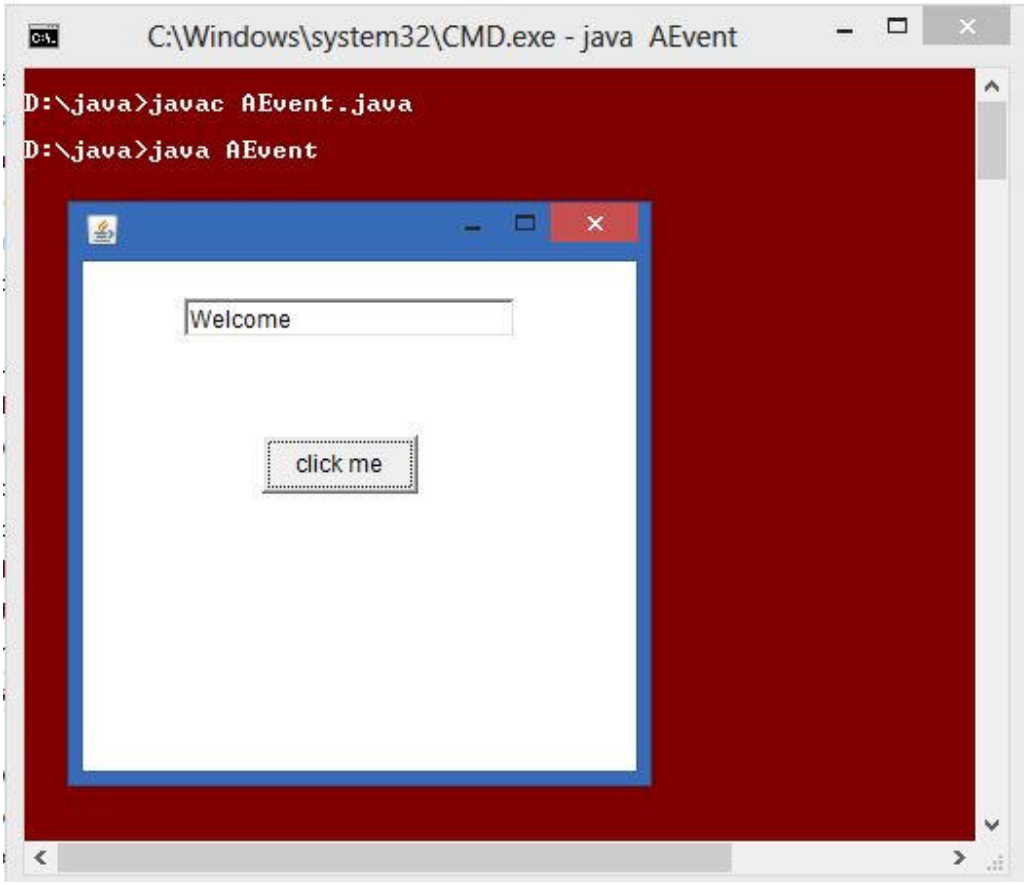
Program No. – 13

Write a program to handling an action event in java.

```
importjava.awt.*;
        importjava.awt.event.*;

        classAEvent extends Frame implements ActionListener
        {
                TextFieldtf;
                AEvent()
                {
                tf=new TextField();
                tf.setBounds(60,50,170,20);
                Button b=new Button("click me");
                b.setBounds(100,120,80,30);
                b.addActionListener(this);
                add(b);
                add(tf);
                setSize(300,300);
                setLayout(null);
                setVisible(true);
                }
```

```
        public void actionPerformed(ActionEvent e)
        {
        tf.setText("Welcome");
        }

        public static void main(String args[])
        {
        newAEvent();
        }
}
```

Output:

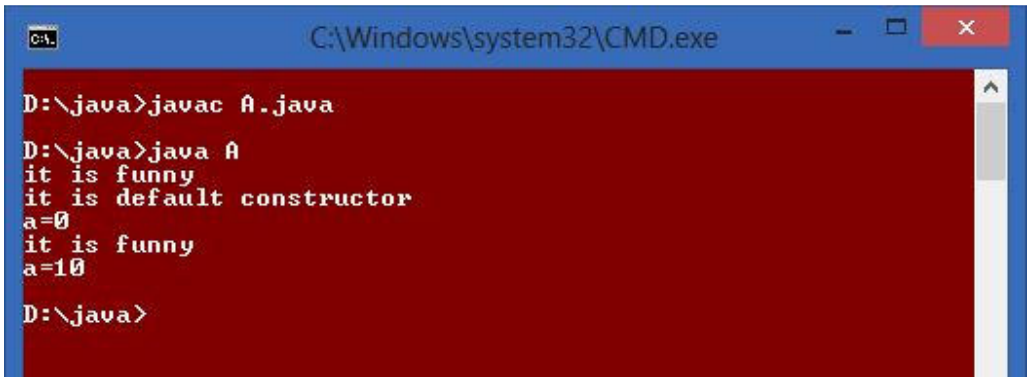


Program No. – 14

Write a program for a Constructor in java.

```
class A
{
        int a;
    public A(int x)
    {
    a=x;
    }
    public A()
    {
    System.out.println("it is default constructor");
    }
    {
    System.out.println("it is funny");
    }
    public void display()
    {
    System.out.println("a="+a);
    }

    public static void main(String arg[])
    {
    A x=new A();
    x.display();
    A y=new A(10);
    y.display();
    }
}
```

Output:



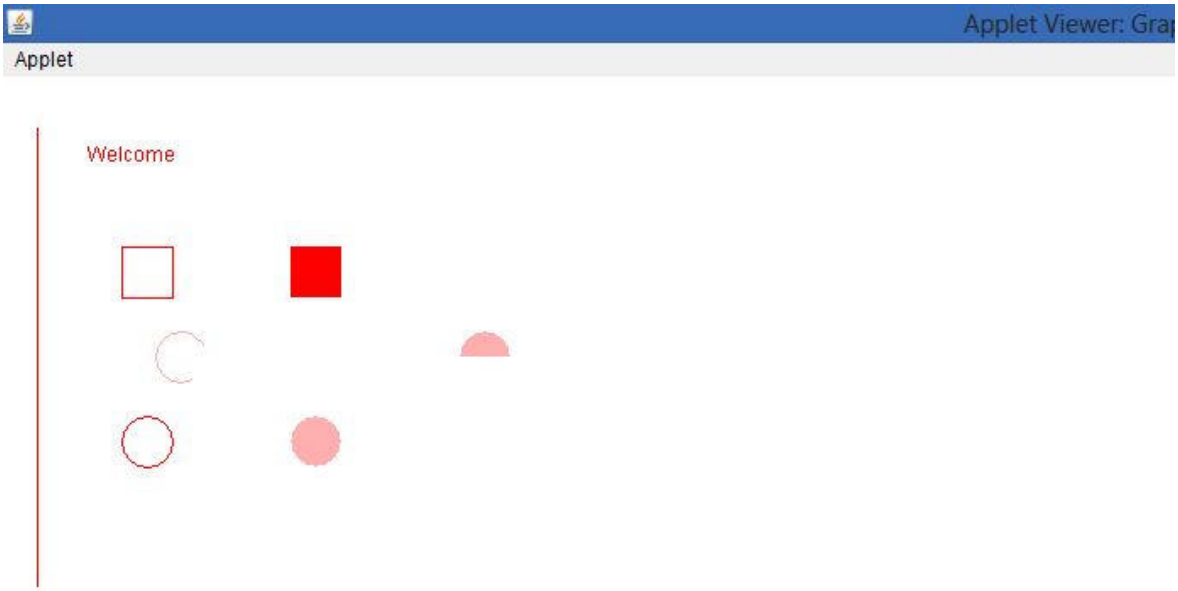
Program No. – 15

Write an Applet program to show different-different shapes in java.

```
importjava.applet.Applet;
importjava.awt.*;

public class GraphicsDemo extends Applet
{

    public void paint(Graphics g)
    {
    g.setColor(Color.red);
    g.drawString("Welcome",50, 50);
    g.drawLine(20,30,20,300);
    g.drawRect(70,100,30,30);
    g.fillRect(170,100,30,30);
    g.drawOval(70,200,30,30);

    g.setColor(Color.pink);
    g.fillOval(170,200,30,30);
    g.drawArc(90,150,30,30,30,270);
```

```
        g.fillArc(270,150,30,30,0,180);
    }
}
/*
<html>
<body>
<applet code="GraphicsDemo.class" width="300" height="300">
</applet>
</body>
</html>  */
```

Output:



For any suggestions or request mail me at info@ptutorial.com. We will respond as soon as possible for better experience.