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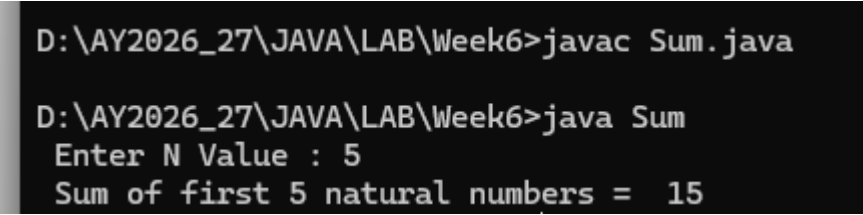
Problem 1

Problem: Sum of first n natural numbers using recursion

Java Solution

```
import java.util.Scanner;
class Sum
{
    public static void main(String args[])
    {
        Scanner sc= new Scanner(System.in);
        System.out.print(" Enter N Value : ");
        int n= sc.nextInt();
        int r=Sum_N(n);
        System.out.print(" Sum of first "+n+" natural numbers = "+r);
    }
    static int Sum_N(int n)
    {
        if(n==1)
            return 1;
        return (n+Sum_N(n-1));
    }
}
```

Sample Output



```
D:\AY2026_27\JAVA\LAB\Week6>javac Sum.java
D:\AY2026_27\JAVA\LAB\Week6>java Sum
Enter N Value : 5
Sum of first 5 natural numbers = 15
```

Problem 2

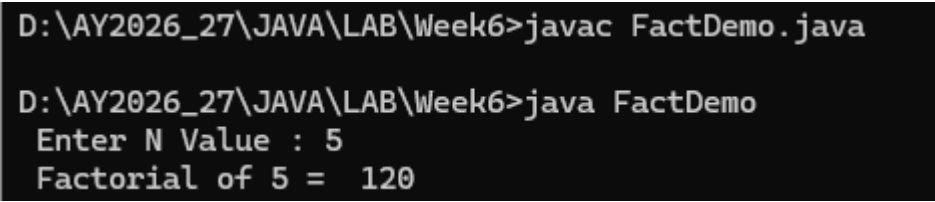
Problem: Factorial of given number using recursion

Java Solution

```
import java.util.Scanner;
class Factorial
{
    int Fact(int i)
    {
        if(i==0)
            return 1;
        return i*Fact(i-1);
    }
}

class FactDemo
{
    public static void main(String args[])
    {
        Scanner sc= new Scanner(System.in);
        System.out.print(" Enter N Value : ");
        int n= sc.nextInt();
        Factorial f=new Factorial();
        int r = f.Fact(n);
        System.out.print(" Factorial of "+n+" = "+r);
    }
}
```

Sample Output



```
D:\AY2026_27\JAVA\LAB\Week6>javac FactDemo.java

D:\AY2026_27\JAVA\LAB\Week6>java FactDemo
Enter N Value : 5
Factorial of 5 = 120
```

Problem 3

Problem: Generate Fibonacci Series using recursion

Java Solution

```
import java.util.Scanner;
class Series
{
    int Fib(int n)
    {
        if((n==0) || (n==1))
            return n;
        return Fib(n-1)+Fib(n-2);
    }
}

class Fibonacci
{
    public static void main(String args[])
    {
        Scanner sc= new Scanner(System.in);
        System.out.print(" Enter Number of terms : ");
        int n= sc.nextInt();
        System.out.println("Fibonacci Series upto "+n+" terms is ");
        Series f=new Series();
        for(int i=0;i<=n;i++)
        {
            int r = f.Fib(i);
            System.out.print(" "+r);
        }
    }
}
```

Sample Output

```
D:\AY2026_27\JAVA\LAB\Week6>javac Fibonacci.java

D:\AY2026_27\JAVA\LAB\Week6>java Fibonacci
Enter Number of terms : 8
Fibonacci Series upto 8 terms is
0 1 1 2 3 5 8 13 21
```

Problem 4

Problem: Find Area and Perimeter of Rectangle using Constructor overloading

Java Solution

```
class Rectangle {
    int length;
    int breadth;

    Rectangle() {
        length = 10;
        breadth = 5;
    }

    Rectangle(int side) {
        length = side;
        breadth = side;
    }

    Rectangle(int length, int breadth) {
        this.length = length;
        this.breadth = breadth;
    }

    void area() {
        System.out.println("Area = " + (length * breadth));
    }

    void perimeter() {
        System.out.println("Perimeter = " + (2 * (length + breadth)));
    }
}

public class ConstructorOverloadingDemo {
    public static void main(String[] args) {
```

```
Rectangle r1 = new Rectangle();
System.out.println("Rectangle 1:");
r1.area();
r1.perimeter();

Rectangle r2 = new Rectangle(8);
System.out.println("\nRectangle 2:");
r2.area();
r2.perimeter();

Rectangle r3 = new Rectangle(10, 5);
System.out.println("\nRectangle 3:");
r3.area();
r3.perimeter();
    }
}
```

Sample Output

```
D:\AY2026_27\JAVA\LAB\Week6>javac ConstructorOverloadingDemo.java

D:\AY2026_27\JAVA\LAB\Week6>java ConstructorOverloadingDemo
Rectangle 1:
Area = 50
Perimeter = 30

Rectangle 2:
Area = 64
Perimeter = 32

Rectangle 3:
Area = 50
Perimeter = 30
```

Problem 5

Problem: Adding numbers using method overloading

Java Solution

```
class Calculator {  
  
    int add(int a, int b) {  
        return a + b;  
    }  
  
    int add(int a, int b, int c) {  
        return a + b + c;  
    }  
  
    double add(double a, double b) {  
        return a + b;  
    }  
  
    double add(int a, int b, double c) {  
        return a + b + c;  
    }  
}  
  
public class MethodOverloadingDemo {  
    public static void main(String[] args) {  
  
        Calculator c = new Calculator();  
  
        System.out.println("Addition of two integers: ")
```

```
        + c.add(10, 20));

    System.out.println("Addition of three integers: "
        + c.add(10, 20, 30));

    System.out.println("Addition of two double values: "
        + c.add(10.5, 20.5));

    System.out.println("Addition of two integers and one double: "
        + c.add(10, 20, 5.5));
    }
}
```

Sample Output

```
D:\AY2026_27\JAVA\LAB\Week6>javac MethodOverloadingDemo.java

D:\AY2026_27\JAVA\LAB\Week6>java MethodOverloadingDemo
Addition of two integers: 30
Addition of three integers: 60
Addition of two double values: 31.0
Addition of two integers and one double: 35.5
```

Problem 6

Problem: Demonstrating *this* keyword for name conflict resolution between instance variables and formal parameters using Student data.

Java Solution

```
class Student {
    int rollNo = 0;
    String name = "Unknown";

    void setDetails_with(int rollNo, String name) {
        this.rollNo = rollNo;
        this.name = name;
    }

    void setDetails_without(int rollNo, String name) {
        rollNo = rollNo;
        name = name;
    }

    void display() {
        System.out.println("Roll No : " + rollNo);
        System.out.println("Name   : " + name);
    }
}

public class ThisDemo {
    public static void main(String[] args) {

        Student s = new Student();

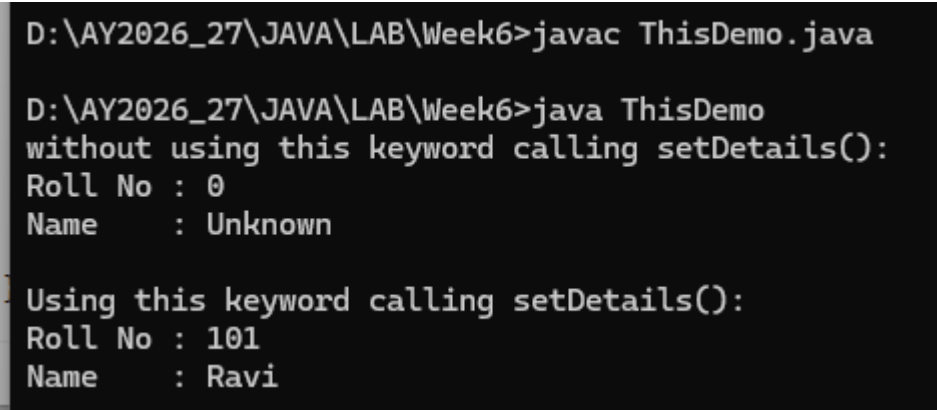
        s.setDetails_without(101, "Ravi");
    }
}
```

```
        System.out.println("without using this keyword calling setDetails():");
        s.display();

        s.setDetails_with(101, "Ravi");

        System.out.println("\nUsing this keyword calling setDetails():");
        s.display();
    }
}
```

Sample Output

A screenshot of a terminal window showing the compilation and execution of a Java program. The terminal has a black background with white text. The first command is 'javac ThisDemo.java' which compiles the file. The second command is 'java ThisDemo' which runs the program. The output shows two sections: one for 'without using this keyword calling setDetails():' with roll number 0 and name 'Unknown', and another for 'Using this keyword calling setDetails():' with roll number 101 and name 'Ravi'.

```
D:\AY2026_27\JAVA\LAB\Week6>javac ThisDemo.java

D:\AY2026_27\JAVA\LAB\Week6>java ThisDemo
without using this keyword calling setDetails():
Roll No : 0
Name    : Unknown

Using this keyword calling setDetails():
Roll No : 101
Name    : Ravi
```

Problem 7

Problem: Demonstrating Constructor chaining

Java Solution

```
class BankAccount {
    int accountNo;
    String holderName;
    double balance;

    BankAccount() {
        this(1001, "Ravi", 5000);
        System.out.println("Default constructor");
    }

    BankAccount(int accountNo) {
        this.accountNo=accountNo;
        System.out.println("One-argument constructor");
    }

    BankAccount(int accountNo, String holderName) {
        this(accountNo);
        this.holderName=holderName;
        System.out.println("Two-argument constructor");
    }

    BankAccount(int accountNo, String holderName, double balance) {
        this(accountNo,holderName);
    }
}
```

```

        this.balance = balance;
        System.out.println("Three-argument constructor");
    }

    void display() {
        System.out.println("Account No : " + accountNo);
        System.out.println("Name      : " + holderName);
        System.out.println("Balance   : " + balance);
    }
}

public class ConstructorChainingDemo {
    public static void main(String[] args) {

        BankAccount b1 = new BankAccount();

        System.out.println("\nAccount Details:");
        b1.display();
    }
}

```

Sample Output

```

D:\AY2026_27\JAVA\LAB\Week6>javac ConstructorChainingDemo.java

D:\AY2026_27\JAVA\LAB\Week6>java ConstructorChainingDemo
One-argument constructor
Two-argument constructor
Three-argument constructor
Default constructor

Account Details:
Account No : 1001
Name      : Ravi
Balance   : 5000.0

```

Problem 8

Problem: Demonstrating method chaining

Java Solution

```
class Car {
    String brand;
    String color;
    int speed;

    Car setBrand(String brand) {
        this.brand = brand;
        return this;
    }

    Car setColor(String color) {
        this.color = color;
        return this;
    }

    Car setSpeed(int speed) {
        this.speed = speed;
        return this;
    }

    Car accelerate(int increase) {
        speed = speed + increase;
    }
}
```

```
        return this;
    }

    void display() {
        System.out.println("Brand : " + brand);
        System.out.println("Color : " + color);
        System.out.println("Speed : " + speed + " km/h");
    }
}

public class MethodChainingDemo {
    public static void main(String[] args) {

        Car c = new Car();

        c.setBrand("Toyota")
        .setColor("White")
        .setSpeed(40)
        .accelerate(20)
        .display();
    }
}
```

Sample Output

```
D:\AY2026_27\JAVA\LAB\Week6>javac MethodChainingDemo.java

D:\AY2026_27\JAVA\LAB\Week6>java MethodChainingDemo
Brand : Toyota
Color : White
Speed : 60 km/h
```

Problem 9

Problem: Demonstrating Access Controls in Java

Java Solution

```
class MobilePhone {  
  
    private int battery = 80;  
    String brand = "Samsung";  
    protected String model = "Galaxy";  
    public void display() {  
        System.out.println("Brand   : " + brand);  
        System.out.println("Model   : " + model);  
        System.out.println("Battery : " + battery + "%");  
    }  
  
    public int getBattery() {  
        return battery;  
    }  
  
    public void charge(int amount) {  
        if (amount > 0 && battery + amount <= 100) {  
            battery = battery + amount;  
        } else {  

```

```

        System.out.println("Invalid charging amount!");
    }
}

public class AccessControlDemo {
    public static void main(String[] args) {

        MobilePhone phone = new MobilePhone();
        phone.display();
        phone.brand="Vivo";
        System.out.println("\nBrand: " + phone.brand);
        phone.model="x300";
        System.out.println("Model: " + phone.model);

        // Access private variable through public method
        System.out.println("Battery: " + phone.getBattery() + "%");

        // Modify private variable through public method
        phone.charge(15);

        System.out.println("\nAfter charging:");
        phone.display();
    }
}

```

Sample Output

```

D:\AY2026_27\JAVA\LAB\Week6>javac AccessControlDemo.java

D:\AY2026_27\JAVA\LAB\Week6>java AccessControlDemo
Brand    : Samsung
Model    : Galaxy
Battery  : 80%

Brand: Vivo
Model: x300
Battery: 80%

After charging:
Brand    : Vivo
Model    : x300
Battery  : 95%

```