

1. Abstract class

```
abstract class Shape {  
    abstract void draw(); // Abstract method  
}
```

```
class Circle extends Shape {  
    void draw() {  
        System.out.println("Drawing a Circle");  
    }  
}
```

```
class Square extends Shape {  
    void draw() {  
        System.out.println("Drawing a Square");  
    }  
}
```

```
public class Main {  
    public static void main(String[] args) {  
  
        Shape s1 = new Circle();
```

```
Shape s2 = new Square();
```

```
s1.draw(); // Calls Circle's method
```

```
s2.draw(); // Calls Square's method
```

```
}
```

```
}
```

Output:

Drawing a Circle

Drawing a Square

2.Exception handling

```
public class Main {
```

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

```
        try {
```

```
            int a = 10 / 0; //  Error (divide by zero)
```

```
            System.out.println(a);
```

```
        } catch (Exception e) {
```

```
            System.out.println("Error: " + e);
```

```
        }
```

```
        System.out.println("Program continues...");
```

```
    }
```

```
}
```

Output:

Error: java.lang.ArithmeticException: / by zero

Program continues...

3. legacy class

```
import java.util.Stack;
```

```
import java.util.Vector;
```

```
public class Main {  
    public static void main(String[] args) {  
        // Legacy class: Vector  
        Vector<String> vector = new Vector<>();  
        vector.add("Car");  
        vector.add("Bike");  
        vector.add("Bus");  
        System.out.println("Vector: " + vector);  
  
        // Legacy class: Stack  
        Stack<String> stack = new Stack<>();  
        stack.push("Apple");  
        stack.push("Banana");  
        stack.push("Mango");  
        System.out.println("Stack: " + stack);  
    }  
}
```

```
// Stack operations

System.out.println("Popped: " + stack.pop());

System.out.println("Top element: " + stack.peek());

System.out.println("Final Stack: " + stack);

}

}
```

Output:

Vector: [Car, Bike, Bus]

Stack: [Apple, Banana, Mango]

Popped: Mango

Top element: Banana

Final Stack: [Apple, Banana]

4.Utility Classes

```
import java.util.*;    // for Date and Calendar
```

```
import java.util.Scanner; // for Scanner
```

```
public class Main {

    public static void main(String[] args) {

        // 1. Scanner class (for input)

        Scanner sc = new Scanner(System.in);

        System.out.print("Enter your name: ");

        String name = sc.nextLine();

        System.out.println("Hello, " + name);

    }

}
```

```
// 2. Date class (current date and time)

Date date = new Date();

System.out.println("Current Date and Time: " + date);


// 3. Calendar class

Calendar cal = Calendar.getInstance();

System.out.println("Year: " + cal.get(Calendar.YEAR));

System.out.println("Month: " + (cal.get(Calendar.MONTH) + 1)); // +1
because month starts from 0

System.out.println("Day: " + cal.get(Calendar.DAY_OF_MONTH));

}

}
```

Output:

Enter your name: Vignesh

Hello, Vignesh

Current Date and Time: Wed Sep 10 12:45:32 IST 2025

Year: 2025

Month: 9

Day: 10