

1. **//Create a program that declares and initializes all primitive data types in Java and prints their default and assigned values.**

```
class Default_Value
{
    public static void main(String args[])
    {
        // Declaring variables with default values
        byte b = 0;
        short s = 0;
        int i = 0;
        long l = 0L;
        float f = 0.0f;
        double d = 0.0;
        char c = '\u0000'; // Default: null character
        boolean B = false;

        System.out.println("Default values of Primitive Data Types ");
        // Printing default values
        System.out.println("byte: " + b);
        System.out.println("short: " + s);
        System.out.println("int: " + i);
        System.out.println("long: " + l);
        System.out.println("float: " + f);
        System.out.println("double: " + d);
        System.out.println("char: '" + c + "'");
        System.out.println("boolean: " + B);
        System.out.println(" ");

        System.out.println("Assigning values of Primitive Data Types ");

        // Assigning new values
        b = 45;
        s = 12;
        i = 8878;
        l = 548782L;
        f = 3.8f;
        d = 785.479821;
        c = 'H';
        B = true;

        // Printing assigned values
        System.out.println("Assigned Values:");
```

```

        System.out.println("byte: " + b);
        System.out.println("short: " + s);
        System.out.println("int: " + i);
        System.out.println("long: " + l);
        System.out.println("float: " + f);
        System.out.println("double: " + d);
        System.out.println("char: " + c + "");
        System.out.println("boolean: " + B);
    }
}

```

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**2. Write a program to convert an int value to double automatically and display both values**

```

class Automatic_Conversion
{
    public static void main(String args[])
    {
        int a=10845;

        System.out.println("The Int Value is : "+a);

        double d=a;

        System.out.println("After conversion the Value is : "+d);
    }
}

```

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**3. //Write a program to convert a double value to int using typecasting and explain the data loss**

```

class Automatic_Conversion1
{
    public static void main(String args[])
    {
        double d=10845.857;
        System.out.println("The Int Value is : "+d);
        int a=(int)d;
        System.out.println("After conversion the Value is : "+a);
    }
}

```

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4. **//Write a program to calculate the average of three int numbers using typecasting to display the result in double.**

```
class Avg_TypeCast
{
    public static void main(String args[])
    {
        int a=10, b=20, c=30;
        double d = (a+b+c)/3;
        System.out.println("Average of three int numbers using typecasting is : "+d);
    }
}
```

---

5. **//Write a program to demonstrate binary, octal, hexadecimal, and floating-point literals in Java**

```
class Literal
{
    public static void main(String args[])
    {
        int a=0b1010;
        System.out.println("binary conversion of (0b1010) is : "+a);
        int b=0765;
        System.out.println("Octal conversion of (0765) is : "+b);
        int c=0x1010;
        System.out.println("hexadecimal conversion of (0x1010) is : "+c);
        float d=123.456f;
        System.out.println("floating point conversion of (123.456) is : "+d);
        double e=123.456;
        System.out.println("floating point conversion of (123.456) is : "+e);
        double f=1e4;
        System.out.println("floating point conversion of (1e4) is : "+f);
    }
}
```

---

6. **//Write a program to display character and string literals along with their ASCII values**

```
class Literal1
{
```

```

public static void main(String args[])
{

    char ch='a';
    char ch1='A';
    char ch3=' ';
    System.out.println("ASCII value of "+ch+" is: " +(int)ch);
    System.out.println("ASCII value of "+ch1+" is: " +(int)ch1);
    System.out.println("ASCII value of "+ch3+" is: " +(int)ch3);
    System.out.println("");

    String s1="Hii";
    System.out.println("String Literal: "+s1);
    for(int i=0;i<s1.length();i++)
    {
        char c=s1.charAt(i);
        System.out.println("The ASCII Values of "+c+" string is : "+(int)c);
    }
}

```

---

**7. //Write a program that uses boolean literals to control program flow in an if-else statement.**

```

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

        boolean b=true;
        boolean c=false;
        if(true)
        {
            System.out.println("This block executed when statement is true "+b);
        }
        if(false)
        {
            System.out.println("This block executed when statement is false "+c);
        }
        else
        {

```

```

        System.out.println("This block executes instead of the false block");
    }
}

```

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**8. //Write a program to perform addition, subtraction, multiplication, division, and modulus operations on two integer numbers and display the results**

```

class Arithmetic
{
    public static void main(String args[])
    {
        int a=10;
        int b=2;

        System.out.println("The Addition of " + a + " and " + b + " is: "+(a+b));
        System.out.println("The Substraction of " + a + " and " + b + " is: "+(a-
b));
        System.out.println("The Multiplication of " + a + " and " + b + " is:
"+(a*b));
        System.out.println("The Division of " + a + " and " + b + " is: "+(a/b));
        System.out.println("The Modulus of " + a + " and " + b + " is: "+(a%b));
    }
}

```

---

**9. //Write a program to compare two integers using all relational operators (==, !=, >, <, >=, <=) and display the results**

```

class Relational
{
    public static void main(String args[])
    {
        int a=4;
        int b=2;

        System.out.println(a + " == " + b + " : " + (a == b));
        System.out.println(a + " != " + b + " : " + (a != b));
        System.out.println(a + " > " + b + " : " + (a > b));
        System.out.println(a + " < " + b + " : " + (a < b));
        System.out.println(a + " >= " + b + " : " + (a >= b));
        System.out.println(a + " <= " + b + " : " + (a <= b));
    }
}

```

4 == 2 : false

4 != 2 : true

4 > 2 : true

4 < 2 : false

4 >= 2 : true

4 <= 2 : false

---

**10. //Write a program to demonstrate the use of assignment operators (=, +=, -=, \*=, /=, %=) on two integers**

```
class Assignment
{
    public static void main(String args[])
    {
        int a=10;
        int b=2;
        System.out.println("a= "+a+ " b= "+b);

        System.out.println(" ");
        System.out.println("a = b : " + (a = b));
        System.out.println("a += b : " + (a += b));
        System.out.println("a -= b : " + (a -= b));
        System.out.println("a *= b : " + (a *= b));
        System.out.println("a /= b : " + (a /= b));
        System.out.println("a %= b : " + (a %= b));
    }
}
```

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**11. //Write a program to check if a number is positive and even using logical operators (&&, ||, !)**

```
import java.io.Scanner;
public class Q11{
    public static void main(String[] args){
        Scanner sc = new Scanner (System.in);
        int x = sc.nextInt();

        if(x>0 && x%2==0){
```

```
        System.out.println(x + " is even and positive");
    }
}
```