# 18.Palindrome

```
package Assignment;
import java.util.*;
public class Palindrome{
public static void main(String args[]){
      int r,sum=0,temp;
 //int n=454;//It is the number variable to be checked for palindrome
      System.out.println("Enter a number");
      Scanner scan=new Scanner(System.in);
      int n=scan.nextInt();
 temp=n;
 while(n>0){
  r=n%10; //getting remainder
  sum=(sum*10)+r;
 n=n/10;
 }
 if(temp==sum) {
  System.out.println("palindrome number ");
 } else {
  System.out.println("not palindrome");
 }
}
}
```

```
a
eclipse-workspace - Assignment/src/Assignment/Palindrome.iava - Eclipse IDE
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                                                      Assignment

M. RE System Library [JavaSE-13]

Strain Assignment

D. Divisible

D. EvenNumber-java

D. Heliojava

D. Primejava

P. Primenumber-java

P. Primenumber-java

P. Primenumber-java

D. Strainav

D. Strainav

D. Withvalueandnovalue-java

Withvalueandnovalue-java
 9 int n=scan.nextInt();

10 temp=n;

11 while(n>0){

12 r=n%10; //getting remainder

13 sum=(sum*10)+r;

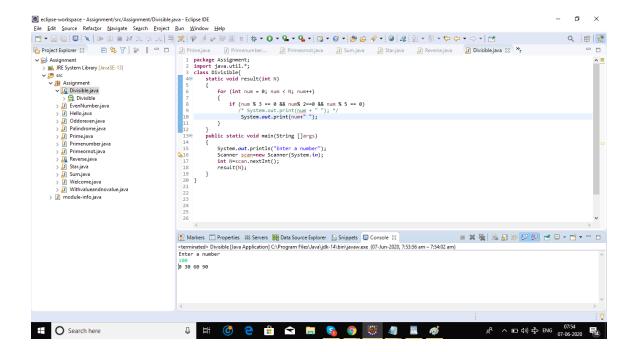
14 n=n/10;
                                                         20 }
21 }
22 }
23 
24
                                                        Markers Properties & Servers Data Source Explorer Snippets Console &
                                                                                                                                                                   <terminated> Palindrome [Java Application] C:\Program Files\Java\jdk-14\bin\javaw.exe (07-Jun-2020, 7:45:03 am = 7:45:09 am)
Enter a number
                                                        palindrome number
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```

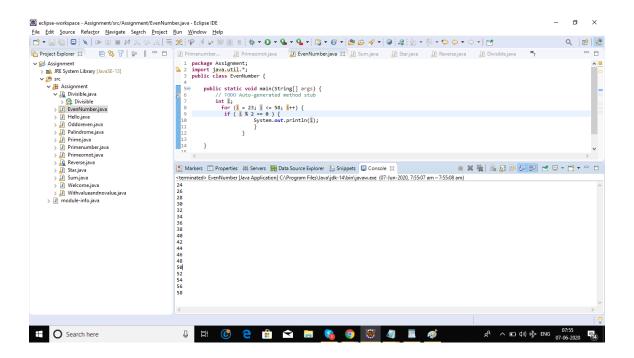
## 19.Divisble

```
Scanner scan=new Scanner(System.in);
int N=scan.nextInt();
    result(N);
}
```



## 11.EvenNumber

```
package Assignment;
import java.util.*;
public class EvenNumber {
    public static void main(String[] args) {
        // TODO Auto-generated method stub
        int i;
        for (i = 23; i <= 58; i++) {</pre>
```

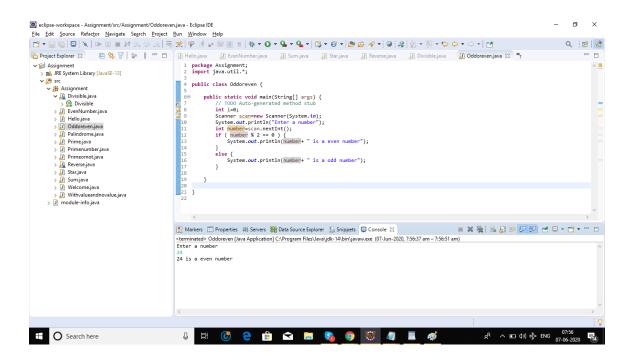


## 2.odd or even

```
package Assignment;
import java.util.*;

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

```
// TODO Auto-generated method stub
int i=0;
Scanner scan=new Scanner(System.in);
System.out.println("Enter a number");
int number=scan.nextInt();
if ( number % 2 == 0 ) {
        System.out.println(number+ " is a even number");
}
else {
        System.out.println(number+ " is a odd number");
}
```



# 18.Palindrome

```
package Assignment;
import java.util.*;
public class Palindrome{
public static void main(String args[]){
      int r,sum=0,temp;
//int n=454;//It is the number variable to be checked for palindrome
      System.out.println("Enter a number");
      Scanner scan=new Scanner(System.in);
      int n=scan.nextInt();
 temp=n;
while(n>0){
 r=n%10; //getting remainder
 sum=(sum*10)+r;
 n=n/10;
 }
 if(temp==sum) {
 System.out.println("palindrome number ");
 } else {
 System.out.println("not palindrome");
 }
}
}
package Assignment;
import java.util.*;
public class Palindrome{
```

```
public static void main(String args[]){
       int r,sum=0,temp;
 //\underline{\text{int}} n=454;//It is the number variable to be checked for \underline{\text{palindrome}}
       System.out.println("Enter a number");
       Scanner scan=new Scanner(System.in);
       int n=scan.nextInt();
 temp=n;
 while(n>0){
  r=n%10; //getting remainder
  sum=(sum*10)+r;
  n=n/10;
 }
 if(temp==sum) {
  System.out.println("palindrome number ");
 } else {
  System.out.println("not palindrome");
 }
}
}
```

```
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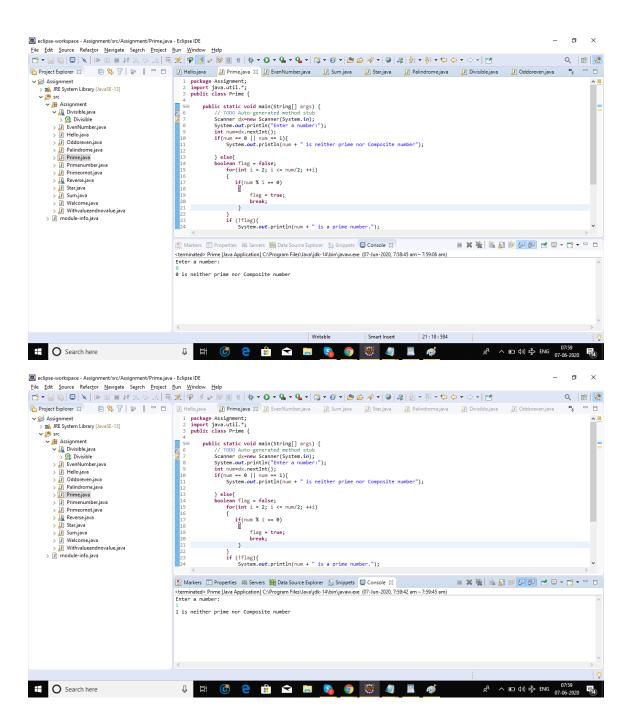
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> Divisible java

> Divisible java
                                                                                                                                                                                                                           9 int m=scan.mextInt();
10 temp=";
11 while(n>0){
12 '=m^N(0) //getting remainder
13 sum=(sum*10)+r;
14 n=n/10;
15 }
16 if(temp==sum) {
17 System.out.println("palindrome number ");
18 } else
19 System.out.println("not palindrome");
20 }
                                                                                                                                                                                                                                 Markers ☐ Properties ₩ Servers 🏙 Data Source Explorer 🕒 Snippets 📮 Console 🛭
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Enter a number
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              R<sup>R</sup> ヘロか)中 ENG 07:57
```

## 14.Prime or not

```
for(int i = 2; i <= num/2; ++i)</pre>
        {
           if(num % i == 0)
            {
                flag = true;
                break;
            }
        }
        if (!flag){
            System.out.println(num + " is a prime number.");
       }else{
            System.out.println(num + " is not a prime number.");
       }
     }
}
```



```
eclipse-workspace - Assignment/src/Assignment/Prime.iava - Eclipse IDE
                                                                                                                                                                                                                                                               - fi X
<u>File Edit Source Refactor Navigate Search Project Run Window Help</u>
🔓 Project Explorer 🗯 🗎 🧐 🦻 🖁 📅 🖟 Hello,java 💹 Prime,java 😢 🔝 EvenNumber,java 🔝 Sum,java 🔝 Star.java 🚇 Palindrome.java 🕡 Divisible,java 🕡 Oddoreven,java 🥦 e 🗀
                                                                        1 package Assignment;
2 import java.util.*;
3 public class Prime {

✓ 

Assignment

→ 

JRE System Library [JavaSE-13]
                                                                      4
59 public static void main(String[] args) {
6    // TOOO Auto-generated method stub
7    Scanner dyseme Scanner(System.in):
8    System.out.orioril/"
    > m RE System Library [JavaS

✓ # Assignment

✓ # Assignment

✓ # Divisible_java

> # Divisible

≥ # EvenNumber.java

> # Hello.java

> # Oddoreven.java
                                                                                        male State Vota memoritring[] args) {
   /* TODO Auto-generated method stub
   Scanner dysmew Scanner(System.in);
   System.out.println("enter a number:");
   int num=dx.nextInt();
   if(num == 0 || num == 1){
        System.out.println(num + " is neither prime nor Composite number");
    }
}
        Dddorevenjava
Dalinformejava
Primejava
Primejava
Primenumberjava
                                                                                        } else{
boolean flag = false;
for(int i = 2; i <= num/2; ++i)
{
    if(num % i == 0)</pre>
                                                                                         }
if (!flag){
    System.out.println(num + " is a prime number.");
                                                                       Markers ☐ Properties 🤲 Servers 🎬 Data Source Explorer 📔 Snippets 📮 Console 🛭
                                                                                                                                                                                                           <terminated> Prime [Java Application] C:\Program Files\Java\jdk-14\bin\javaw.exe (07-Jun-2020, 7:59:55 am – 8:00:05 am)

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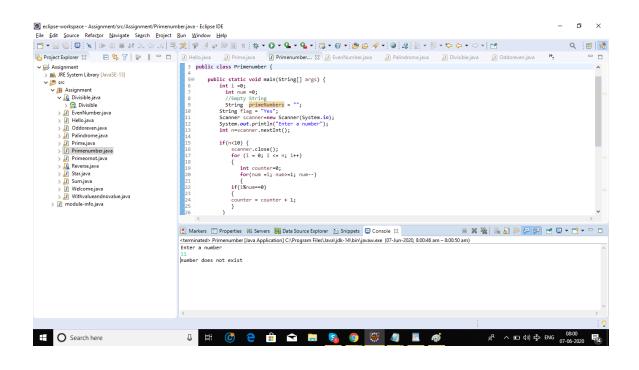
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```

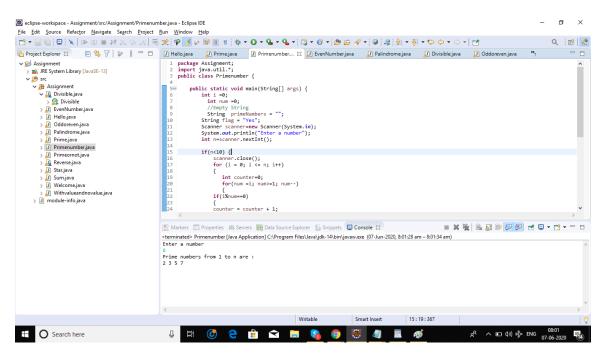
# 10.Prime number limitation 1 to 10

```
package Assignment;
import java.util.*;
public class Primenumber {

   public static void main(String[] args) {
      int i =0;
      int num =0;
      //Empty String
      String primeNumbers = "";
      String flag = "Yes";
      Scanner scanner=new Scanner(System.in);
      System.out.println("Enter a number");
      int n=scanner.nextInt();
```

```
if(n<10) {
     scanner.close();
    for (i = 0; i <= n; i++)</pre>
    {
       int counter=0;
       for(num =i; num>=1; num--)
       {
   if(i%num==0)
   {
     counter = counter + 1;
   }
}
if (counter ==2)
{
   //Appended the Prime number to the String
  primeNumbers = primeNumbers + i + " ";
}
    }
 }
else {
     System.out.println("number does not exist");
     flag = "No";
}
if(flag == "Yes"){
    System.out.println("Prime numbers from 1 to n are :");
    System.out.println(primeNumbers);
  }
```





# 12.Prime or not

```
package Assignment;
import java.util.*;
public class Primeornot {
      public static void main(String[] args) {
             // TODO Auto-generated method stub
                Scanner dx=new Scanner(System.in);
                 System.out.println("Enter a number:");
                 int num=dx.nextInt();
                 boolean flag = false;
                     for(int i = 2; i <= num/2; ++i)</pre>
                     {
                        if(num % i == 0)
                         {
                             flag = true;
                             break;
                         }
                     }
                     if (!flag){
                         System.out.println(num + " is a prime number.");
                    }else{
                         System.out.println(num + " is not a prime number.");
                    }
```

```
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boolean flag = false;
  for(int i = 2; i <= num/2; ++i)
  {
    if(num % i == 0)</pre>
              Divisible_java
Divisible
D
                                                                                                                                              " 1 == 0)

flag = true;
break;
}

}
if (!flag){
    System.out.println(num + " is a prime number.");
}else{
    System.out.println(num + " is not a prime number.");
}

                  Primeornot.java

Reverse.java

Star.java

Star.java

Welcome.java

Withvalueandnovalue.java
                                                                                                               }
           > II module-info.java
                                                                                                Markers ☐ Properties ♣ Servers ♣ Data Source Explorer   Snippets ☐ Console ♥
                                                                                                                                                                                                                                                                                        -terminated> Primeornot [Java Application] C:\Program Files\Java\jdk-14\bin\javaw.exe (07-Jun-2020, 8:01:59 am - 8:02:16 am)
Enter a number:
                                                                                                 8 is not a prime number.
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eclipse-workspace - Assignment/src/Assignment/Primeornot.java - Eclipse IDE
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                                                                                                                                                                                                                                                                                                                                                       Q 🔡 😭
boolean flag = false;
  for(int i = 2; i <= num/2; ++i)
  {
    if(num % i == 0)</pre>
                                                                                                                              if (!flag){
   System.out.println(num + " is a prime number.");
}else{
   System.out.println(num + " is not a prime number.");
}
                  > I module-info.java
                                                                                                Markers □ Properties ♣ Servers ♣ Data Source Explorer □ Snippets □ Console ⋈
□ Console ⋈
                                                                                                 <terminated> Primeornot [Java Application] C:\Program Files\Java\jdk-14\bin\javaw.exe (07-Jun-2020, 8:02:28 am – 8:02:34 am)
Enter a number:
                                                                                                   7 is a prime number.
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                                                                                                     g<sup>Q</sup> ∧ □ Φ) □ ENG 08:02
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```

## 17.Reverse

```
import java.util.Scanner;
class Reverse
{
   public static void main(String args[])
   {
      int num=0;
      int reversenum =0;
      System.out.println("Input your number and press enter: ");
      Scanner <u>in</u> = new Scanner(System.in);
      num = in.nextInt();
      while( num != 0 )
      {
          reversenum = reversenum * 10;
          reversenum = reversenum + num%10;
          num = num/10;
      }
      System.out.println("Reverse of input number is: "+reversenum);
   }
}
```

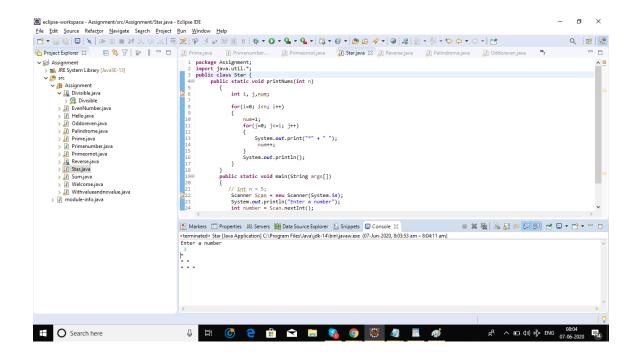
```
| Compared to the content of the con
```

## 16.star

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

public static void main(String args[])
{

    // int n = 5;
    Scanner Scan = new Scanner(System.in);
    System.out.println("Enter a number");
    int number = Scan.nextInt();
    printNums(number);
}
```

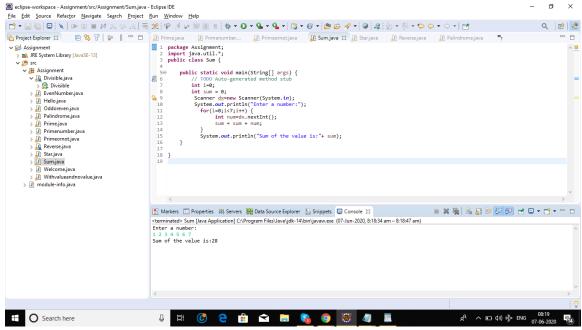


### 15.SUM

----

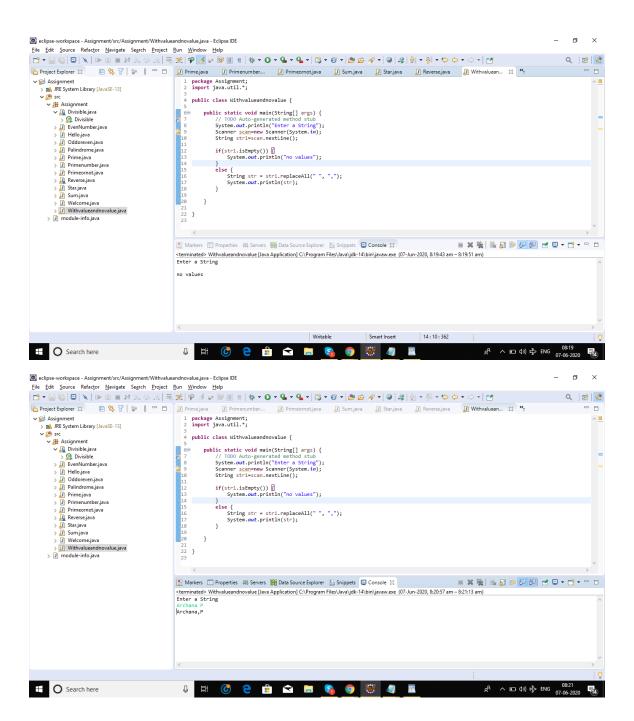
package Assignment;

```
import java.util.*;
public class Sum {
      public static void main(String[] args) {
             // TODO Auto-generated method stub
             int i=0;
             int sum = 0;
              Scanner dx=new Scanner(System.in);
              System.out.println("Enter a number:");
                for(i=0;i<7;i++) {</pre>
                        int num=dx.nextInt();
                        sum = sum + num;
                }
                System.out.println("Sum of the value is:"+ sum);
      }
}
```



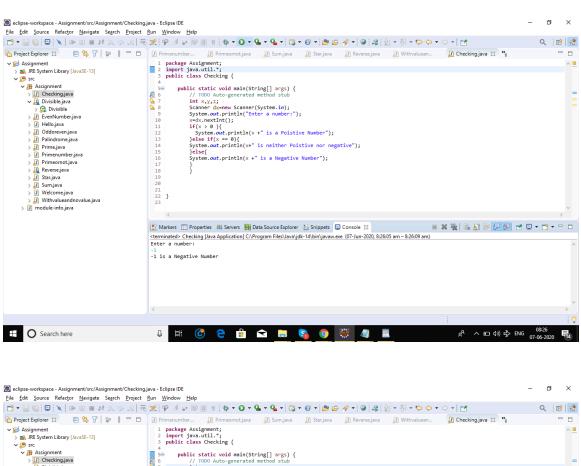
# 3.With value and Without value

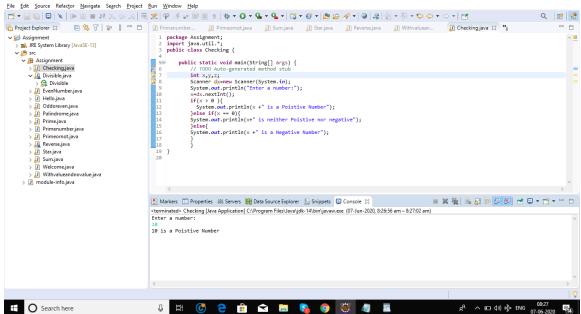
```
package Assignment;
import java.util.*;
public class Withvalueandnovalue {
      public static void main(String[] args) {
             // TODO Auto-generated method stub
             System.out.println("Enter a String");
      Scanner scan=new Scanner(System.in);
      String str1=scan.nextLine();
      if(str1.isEmpty()) {
             System.out.println("no values");
      }
      else {
             String str = str1.replaceAll(" ", ",");
             System.out.println(str);
      }
      }
}
```



# 1.Checking

```
package Assignment;
import java.util.*;
public class Checking {
       public static void main(String[] args) {
             // TODO Auto-generated method stub
             int x, \underline{y}, \underline{z};
             Scanner dx=new Scanner(System.in);
             System.out.println("Enter a number:");
             x=dx.nextInt();
             if(x > 0)
                System.out.println(x +" is a Poistive Number");
             }else if(x == 0){
             System.out.println(x+" is neither Poistive nor negative");
             }else{
             System.out.println(x +" is a Negative Number");
             }
             }
}
```



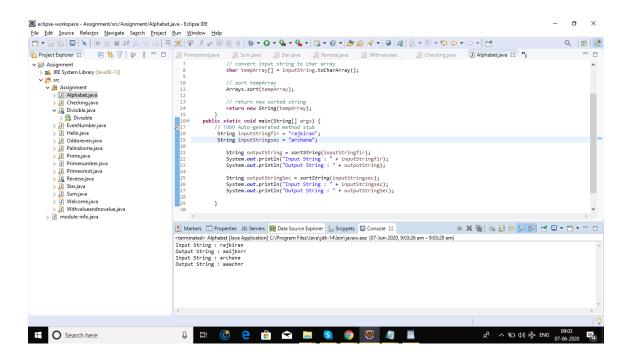


#### 4. Alphabet

```
public static void main(String[] args) {
    // TODO Auto-generated method stub
    String inputStringfir = "Rajkiran";
    String inputStringsec = "Archana";

    String outputString = sortString(inputStringfir);
    System.out.println("Input String : " + inputStringfir);
    System.out.println("Output String : " + outputString);

    String outputStringSec = sortString(inputStringsec);
    System.out.println("Input String : " + inputStringsec);
    System.out.println("Output String : " + outputStringSec);
}
```



### 5. Alphabet - Special Character - number

```
package Assignment;
public class Specialcharacter {
      static void charCheck(char input_char)
    {
        if ((input_char >= 65 && input_char <= 90)</pre>
            || (input_char >= 97 && input_char <= 122))</pre>
            System.out.println(" Alphabet ");
        else if (input_char >= 48 && input_char <= 57)</pre>
            System.out.println(" Digit ");
        else
            System.out.println(" Special Character ");
    }
      public static void main(String[] args) {
             // TODO Auto-generated method stub
             char input char = '$';
        charCheck(input_char);
             char input_alpha = 'a';
        charCheck(input_alpha);
             char number = '5';
        charCheck(number);
```

}

```
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eclipse-workspace - Assignment/src/Assignment/Specialcharacter.java - Eclipse IDE
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Assignment

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JRE System Library [JavaSE-13]

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strc
                                                  3 public class Specialcharacter {
40 static void charCheck(char input_char)
5 {

✓ A Assignment

       else if (input_char >= 48 && input_char <= 57)
    System.out.println(" Digit ");</pre>
                                                              else
System.out.println(" Special Character ");
                                                           public static void main(String[] args) {
   // TODO Auto-generated method stub
        > Primeomotjava

    Reversejava

    Specialcharacter.java

    Star.java

    Sum.java

    Welcome.java

    Withvalueandnovalue.java

    void Assignment.Specialcharacter.charCheck(char input_char)

      >  module-info.java
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                                                   <terminated> Specialcharacter [Java Application] C:\Program Files\Java\jdk-14\bin\javaw.exe (07-Jun-2020, 9:10:52 am – 9:10:54 am)
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                                                                                                    S
```

# <u>6. Bank Interest program</u>

```
package Assignment;
import java.util.*;
public class GenderInterest {

   public static void main(String[] args) {

        // TODO Auto-generated method stub

        System.out.println("Enter a Gender");

        Scanner scan=new Scanner(System.in);

        String gender=scan.nextLine();
```

```
System.out.println("Enter a age");
         int age = scan.nextInt();
          if(gender.equalsIgnoreCase("Female")){
              if(age >=1 && age <= 58)
                    System.out.println("Interest= 8.2%");
                else if(age >58 && age <= 120){</pre>
                    System.out.println("Interest= 7.6%");
}
      }else{
              if(age >=1 && age <= 60)
                    System.out.println("Interest= 9.2%");
 else if(age >=60 && age <= 120){</pre>
                    System.out.println("Interest= 8.3%");
}
      }
}
}
```

```
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                                                          1 package Assignment;
2 import java.util.*;
3 public class GenderInterest {
 > M JRE System Library [JavaSE-13]

> M src

Assignment
                                                      59 public static void main(String[] args) {
// TODO Auto-generated method stub
         > Assignment
> Divisible.java
                                                                     // TODO Auto-generated method stub
System.out.println("Enter a Gender");
Scanner scan=new Scanner(System.in);
String gender=scan.nextLine();
            > 🤼 Divisible
          > M. Divisible

DevenNumber.java

GenderInterest.java

Hello.java

Oddoreven.java

Palindrome.java
                                                             System.out.println("Enter a age");
int age = scan.nextInt();
if(gender.equalsIgnoreCase("Female")){
   if(age >=1 && age <= 58)</pre>
                                                                             System.out.println("Interest= 8.2%");
else if(age >58 && age <= 120){
           Prime.java
Primenumber.java
                                                                                  System.out.println("Interest= 7.6%");
           Primeornot.java
          }else{
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                                                        <terminated> GenderInterest [Java Application] C:\Program Files\Java\jdk-14\bin\javaw.exe (07-Jun-2020, 9:43:18 am – 9:43:33 am)
                                                       Male
Enter a age
                                                       Interest= 9.2%
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                                                          1 package Assignment;
2 import java.util.";
3 public class GenderInterest {
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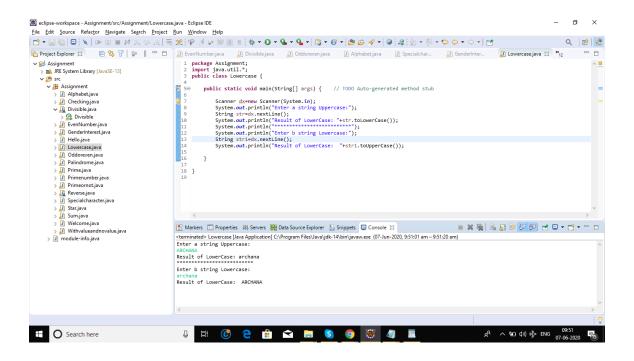
> Divisible.java
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> Denderinterest.java
> Dedoreven.java
> Palindrome.java
> Prime.java
> Prime.java
                                                            System.out.println("Enter a age");
int age = scan.nextInt();
if(gender.equalsIgnoreCase("Female")){
   if(age >=1 && age <= 58)</pre>
                                                                              System.out.println("Interest= 8.2%");
else if(age >58 && age <= 120){

| Primenumber,java
| Primeornot,java
| Primeornot,java
| Reverse,java
| Specialcharacter,java
| Star,java
| Surn,java
| Welcome,java
| Withvalueandnovalue,java
                                                                                 System.out.println("Interest= 7.6%");
                                                        20
21 }
                                                                 }else{
                                                       Markers ☐ Properties ₩ Servers M Data Source Explorer  Snippets ☐ Console ⋈
                                                                                                                                                               > I module-info.java
                                                        <terminated> GenderInterest [Java Application] C:\Program Files\Java\jdk-14\bin\javaw.exe (07-Jun-2020, 9:45:05 am - 9:45:30 am)
Enter a Gender
                                                        Female
Enter a age
                                                       Interest= 7.6%
                                                                                                                                                                           요 수 원교 (1)) 다 ENG 09:45

    ⊕ Search here
```

#### 7. Lowercase

```
package Assignment;
import java.util.*;
public class Lowercase {
```



# **Month**

```
package Assignment;
import java.util.*;
public class SwitchBasedSolution {
      public static void main(String[] args) {
             // TODO Auto-generated method stub
             Scanner <u>in</u> = new Scanner(System.in);
          System.out.print("Enter month's number: ");
          int monthNumber;
          monthNumber = in.nextInt();
          switch (monthNumber) {
          case 1:
                System.out.println("January");
                break;
          case 2:
                System.out.println("February");
                break;
```

```
case 3:
      System.out.println("March");
      break;
case 4:
      System.out.println("April");
      break;
case 5:
      System.out.println("May");
      break;
case 6:
      System.out.println("June");
      break;
case 7:
      System.out.println("July");
      break;
```

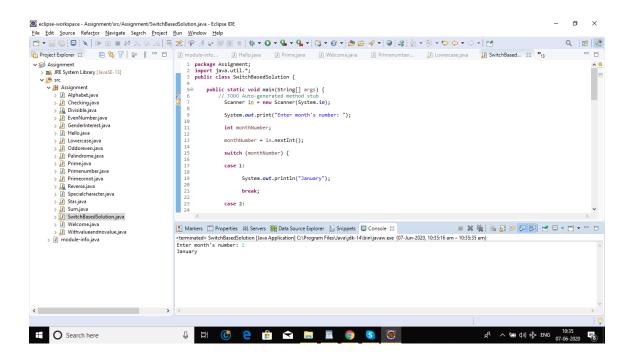
```
case 8:
      System.out.println("August");
      break;
case 9:
      System.out.println("September");
      break;
case 10:
      System.out.println("October");
      break;
case 11:
      System.out.println("November");
      break;
case 12:
      System.out.println("December");
      break;
```

### default:

```
System.out.println("Invalid month.");
```

break;

```
}
```



```
eclipse-workspace - Assignment/src/Assignment/SwitchBasedSolution.java - Eclipse IDE
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      Assignment

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Assignment

Alphabet-java

Checking-java

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}
                                                                                                                                                                                                    System.out.println("November");
                                                                                                                                                                                case 12:
                                                                                                                                                                                                  System.out.println("December");
                                                                                                                                                                                                 break:
                                                                                                                                                                                 default:
                                                                                                                                                                                                    break:
                           Sum.java

SwitchBasedSolution.java
                          Welcome.java

Withvalueandnovalue.java
                                                                                                                                        🖺 Markers 🗔 Properties 🤼 Servers 🐞 Data Source Explorer 🔓 Snippets 💂 Console 🐰
                                                                                                                                         <terminated> SwitchBasedSolution [Java Application] C:\Program Files\Java\jdk-14\bin\javaw.exe (07-Jun-2020, 10:37:20 am – 10:37:28 am)
                                                                                                                                                                                                                                                                                                                                                                                                                                        <sup>R</sup> へ 無 (小) 中 ENG 10:37
```

# 20. Add and Sub

```
package Assignment;
import java.util.*;
public class AddandSub {

    public static void main(String[] args) {

         // TODO Auto-generated method stub

        int m, n, opt, add, sub, mul;

        double div;

        Scanner s = new Scanner(System.in);

        System.out.print("Enter first number:");

        m = s.nextInt();

        System.out.print("Enter second number:");

        n = s.nextInt();

        while(true)
```

```
{
            System.out.println("Enter 1 for addition");
            System.out.println("Enter 2 for subtraction");
            System.out.println("Enter 3 to Exit");
            opt = s.nextInt();
            switch(opt)
            {
                case 1:
                add = m + n;
                System.out.println("Result:"+add);
                break;
                case 2:
                sub = m - n;
                System.out.println("Result:"+sub);
                break;
                case 3:
                System.exit(0);
            }
        }
}
```

```
eclipse-workspace - Assignment/src/Assignment/AddandSub.iava - Eclipse IDE
                                                                                                                                                                                                                                                                                                                                                            a
 <u>File Edit Source Refactor Navigate Search Project Run Window Help</u>
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    AddandSub.java 
    ™
    14

       > A JRE System Library [JavaSE-13]
      ✓ ∰ src
✓ ∰ Assignment
                # Assignment

# Assignment

# AddandSubjava

# Alphabetjava

# Alphabetjava

# Checkingjava

# Divisiblejava

# EvenNumberjava

# EvenNumberjava

# Indivisiblejava

# Indivisiblejava

# Indivisiblejava

# Indivisiblejava

# Indivisiblejava

# Palindromejava

# Primejava

# Primejava

# Primejava

# Primejava

# Primejava

# Primejava

# Reversejava

# Specialcharacterjava

# Starjava

# Starjava

# Starjava

# SwitchBasedSolutionjava

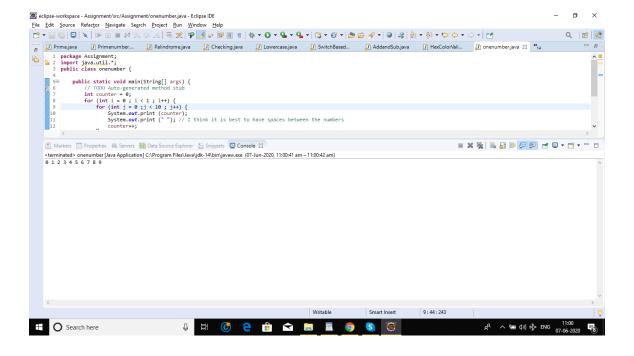
# Withvalueandrovaluejava

# module-infojava

# module-infojava
                                                                                                                                                                                                                                                                                    Markers ☐ Properties ঋ Servers 🏙 Data Source Explorer 🖺 Snippets 📮 Console 🕱
                                                                                             cheminated by Projective was developed and source opporer on any open of Console & Ceteminated Addinastib [Java Application] C\Program Files\University available.14\text{bin\university avaw.exe} (07-Jun-2020, 10-41:23 am - 10-41:54 am) inter-first number: 20 Enter of Section number: 20 Enter of Section 1 for addition inter-gram for addition
                                                                                              Result:30
Enter 1 for addition
Enter 2 for subtraction
Enter 3 to Exit
                                                                                               2
Result:-10
Enter 1 for addition
Enter 2 for subtraction
Enter 3 to Exit

  ⊕ Search here

                                                                                                                                                                                                                                                                                                       成<sup>2</sup> へ幅切り中 ENG 10:42
10 . One to ten number
package Assignment;
import java.util.*;
public class onenumber {
                               public static void main(String[] args) {
                                                             // TODO Auto-generated method stub
                                                             int counter = 0;
                                                             for (int i = 0; i < 1; i++) {
                                                                                for (int j = 0; j < 10; j++) {
                                                                                                   System.out.print (counter);
                                                                                                   System.out.print (" "); // I think it is best to have spaces between
the numbers
                                                                                                   counter++;
                                                                                }
                                                                                //after printing 10 numbers, go to a new line
                                                                                System.out.println ();
                                                             }
```



### 8. color CODE

```
package Assignment;
import java.util.regex.*;
```

```
public class HexColorValidatorTest {
      public static boolean isValidHexaCode(String str)
   {
       // Regex to check valid hexadecimal color code.
       String regex = ^*([A-Fa-f0-9]{6}|[A-Fa-f0-9]{3});
       // Compile the ReGex
       Pattern p = Pattern.compile(regex);
       // If the string is empty
       // return false
       if (str == null) {
           return false;
       }
       // Pattern class contains matcher() method
       // to find matching between given string
       // and regular expression.
       Matcher m = p.matcher(str);
       // Return if the string
        // matched the ReGex
       return m.matches();
   }
       public static void main(String args[])
          {
              // Test Case 1:
              String str1 = "#1AFFa1";
              System.out.println(
```

```
str1 + ": "
                  + isValidHexaCode(str1));
              // Test Case 2:
              String str2 = "#F00";
              System.out.println(
                  str2 + ": "
                  + isValidHexaCode(str2));
              // Test Case 3:
              String str3 = "123456";
              System.out.println(
                  str3 + ": "
                  + isValidHexaCode(str3));
              // Test Case 4:
              String str4 = "#123abce";
              System.out.println(
                  str4 + ": "
                  + isValidHexaCode(str4));
              // Test Case 5:
              String str5 = "#afafah";
              System.out.println(
                  str5 + ": "
                  + isValidHexaCode(str5));
          }
}
```

