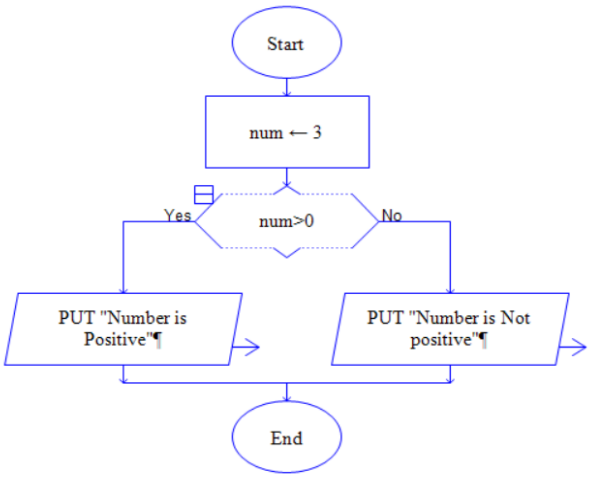
1. Check Positive Number:

Task: Create a flowchart to check whether a number is positive.

Next Step: Write a Java program that checks if a predefined number is positive using an if-else statement and prints the appropriate message.

FLOWCHART :-



PROGRAM :-

```
 class Positive
{
  public static void main(String args[])
{
        int num=3;
        if(num>0)
        {
          System.out.println("Number is Positive");
        }
        else
          System.out.println("Number is Not Positive");
}
```

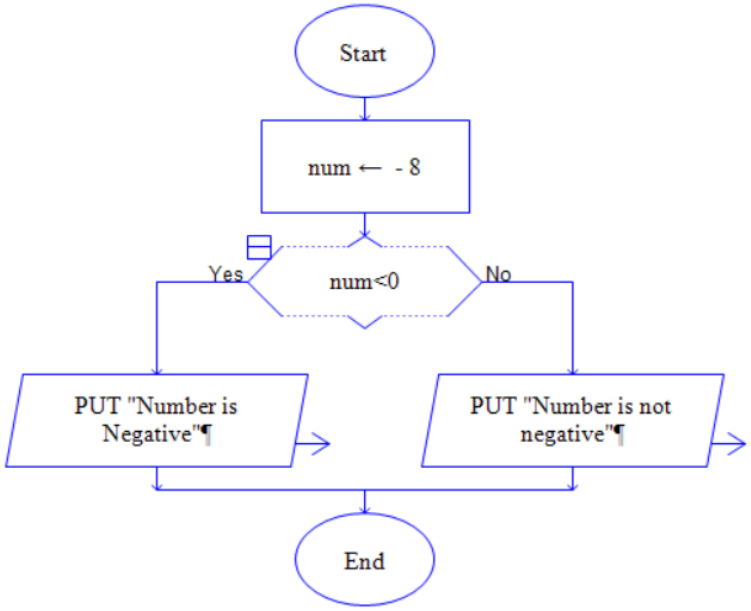
}

2. Check Negative Number:

Task: Create a flowchart to check whether a number is negative.

Next Step: Write a Java program that checks if a predefined number is negative using an if-else statement and displays the result.

FLOWCHART :-



PROGRAM :-

```
class Negative
{
   public static void main(String args[])
{
        int num=-8;
        if(num<0)
        {
          System.out.println("Number is Negative");
        }
```

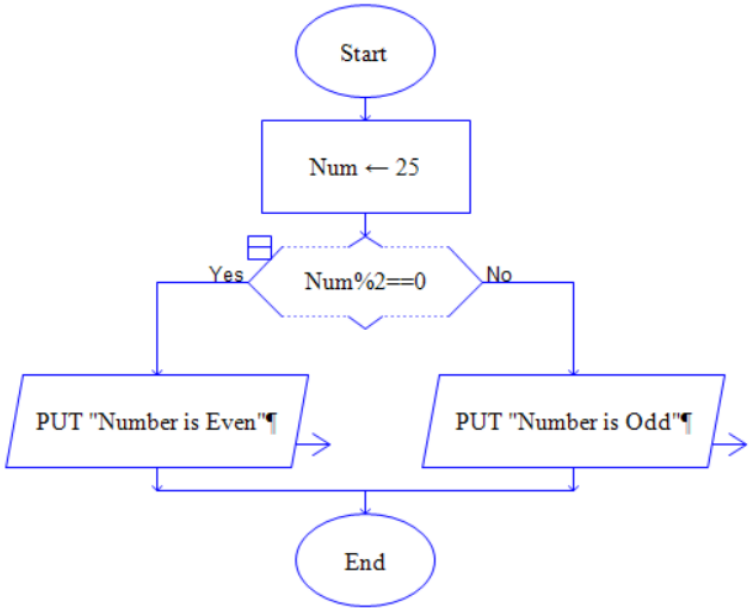
```
        else
          System.out.println("Number is Not Negative");
}
}
```

3. Check Odd or Even Number:

Task: Create a flowchart to determine whether a number is odd or even.

Next Step: Write a Java program that checks if a predefined number is odd or even. Use an if-else statement and the modulus operator (%) to determine whether the number is divisible by 2 or not.

FLOWCHART :-



PROGRAM :-

```
class Eo
{
  public static void main(String args[])
{
   int num=3;
```

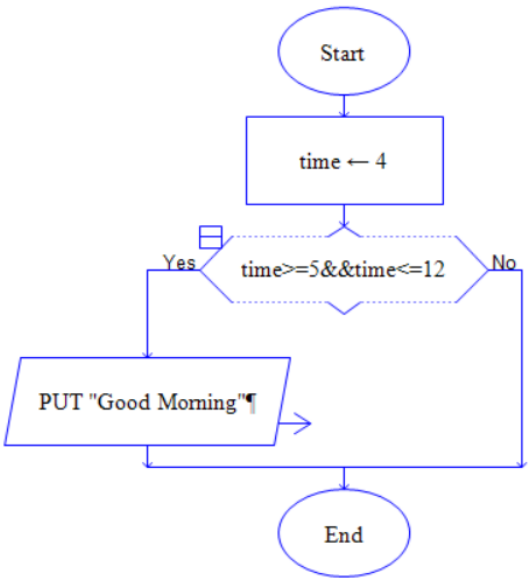
```
 if(num%2==0)
  {
    System.out.println("Number is Even");


  }
 else
{
System.out.println("Number is odd");
}
}
}
```

4. Display Good Morning Message Based on Time:

Task: Create a flowchart to display a "Good Morning" message based on a given time. Next Step: Write a Java program that displays a "Good Morning" message if the predefined time is between 5 AM and 12 PM. Use an if statement to implement the logic.

FLOWCHART :-



PROGRAM :-

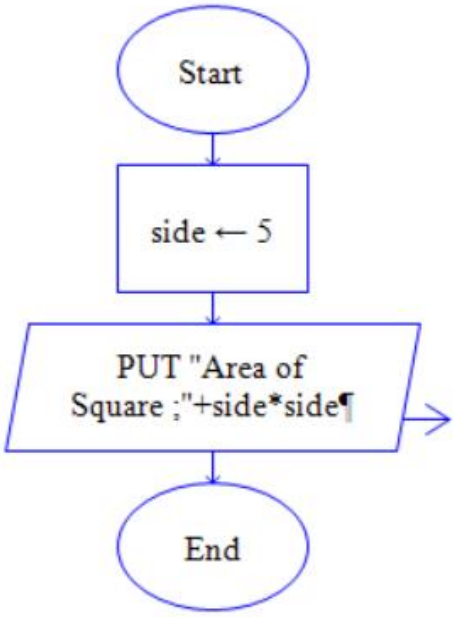
```
class Gm
{
  public static void main(String args[])
{
int time=4;
if(time>=5&&time<=12)
{
  System.out.println("Good Morning");
}
}
}
```

5. Print Area of a Square:

Task: Create a flowchart to calculate and print the area of a square.

Next Step: Write a Java program that calculates the area of a square using the formula area = side * side. Use a predefined side length.

FLOWCHART :-



PROGRAM :-

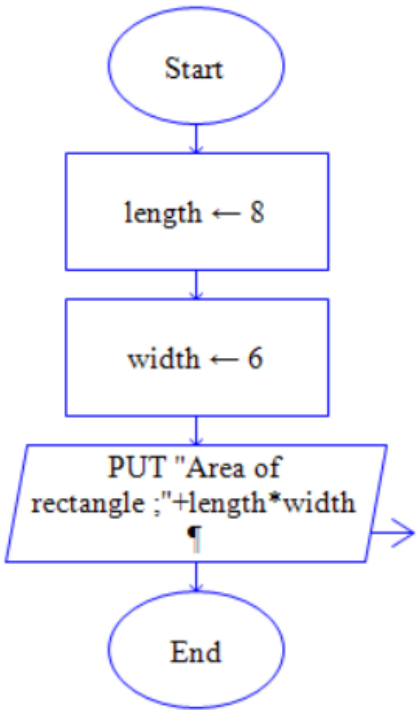
```
class Areaofsquare
{
 public static void main(String args[])
{
 int side=5;
 System.out.println("Area of Square :- "+side*side);
}
}
```

6. Print Area of a Rectangle:

Task: Create a flowchart to calculate and print the area of a rectangle.

Next Step: Write a Java program that calculates the area of a rectangle using the formula area = length * width. Use predefined values for length and width.

FLOWCHART :-



PROGRAM :-

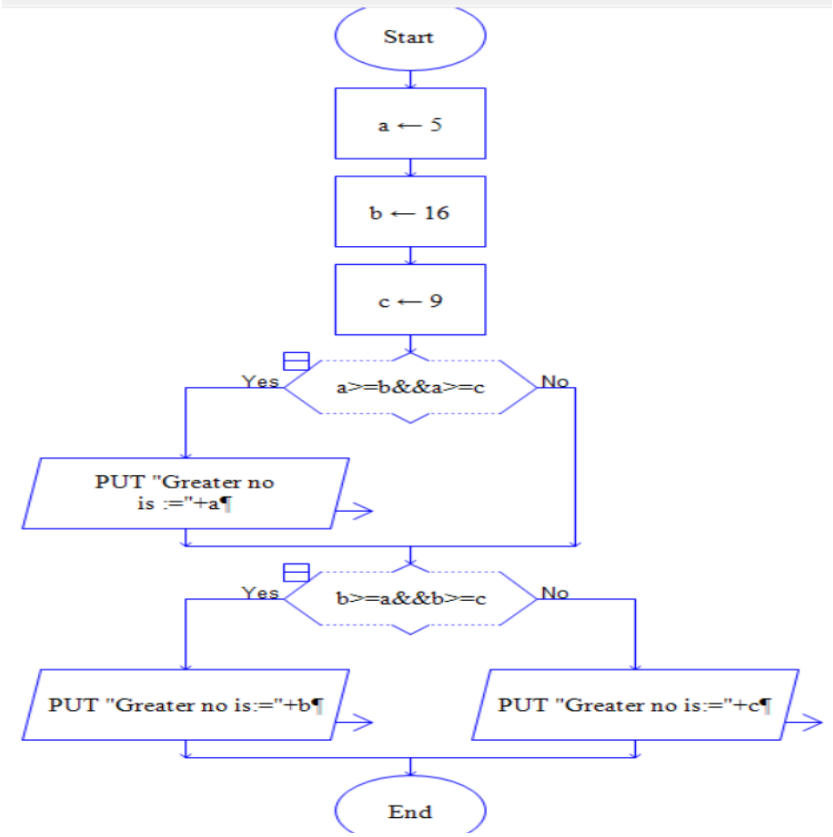
```
class Areaofrec
{
  public static void main(String args[])
{
  int length=8,width=6;
  System.out.println("Area of Rectangle :- "+length*width);
}
}
```

7. Find the Largest of Three Numbers:

Task: Create a flowchart to find the largest of three numbers.

Next Step: Write a Java program that finds and prints the largest of three predefined numbers using if-else statements.

FLOWCHART :-



PROGRAM :-

```
class Largeno
{
  public static void main(String args[])
{
 int a=5,b=6,c=9;
 if(a>=b&&a>=c)
{
  System.out.println("greater no is :"+a);
}
 if(b>=a&&b>=c)
{
```

```
   System.out.println("greater no is :"+b);
}
  else
{
   System.out.println("greater no is :"+c);
}
}
}
```