//Q 1) create a class three methods

//a) void cube(int a)

//b) void square (int b)

//c) void greater(int a,int b,int c)

//

//create another class having main method

//display menu

// 1) cube

// 2) square

// 3) greater

//Ask choice from user and based on choice call above methods

//Repeat the menu till choice is not equal to 0

//

//Q 2 create another class having method like

//void greater() --> take 3 input within function

//void greater(int ,int)

//void greater(int a,int b,int c)

//create main in same class and call all methods

package com.Assignments;

import java.util.Scanner;

class Class1{

void cube(int a) {

System.***out***.println("cube of"+a+" : "+a\*a\*a);

};

void square (int b) {

System.***out***.println("square of "+b+" : "+b\*b);

};

void greater(int a,int b,int c) {

if(a>b && a>c) {

System.***out***.println("greatest among 3 : "+a);

}

else if(b>a && b>c) {

System.***out***.println("greatest among 3 : "+b);

}

else {

System.***out***.println("greatest among 3 : "+c);

}

}

}

class Class2{

int a,b,c;

void greater() {

System.***out***.println("greater() function is instantiated");

}

void greater(int a,int b) {

System.***out***.println("greater(int a,int b)is instantiated");

if(a>b) {

System.***out***.println("greater: "+a);

}

else {

System.***out***.println("greater "+b);

}

}

void greater(int a,int b,int c) {

System.***out***.println("greater(int a,int b,int c) is instantiated");

if(a>b && a>c) {

System.***out***.println("greatest among 3 : "+a);

}

else if(b>a && b>c) {

System.***out***.println("greatest among 3 : "+b);

}

else {

System.***out***.println("greatest among 3 : "+c);

}

}

}

public class Assignment5\_1 {

static Scanner *s*=new Scanner(System.***in***);

public static void main(String[] args) {

int x1,x2,x3;

Class1 x=new Class1();

int choice=1;

while(choice!=0){

System.***out***.println("Enter value of a: ");

x1=*s*.nextInt();

System.***out***.println("Enter value of b: ");

x2=*s*.nextInt();

System.***out***.println("Enter value of c: ");

x3=*s*.nextInt();

x.cube(x1);

x.square(x2);

x.greater(x1,x2,x3);

System.***out***.println("Enter choice (0 to exit).");

choice=*s*.nextInt();

}

int a,b,c;

Class2 y=new Class2();

System.***out***.println("Enter value of a: ");

a=*s*.nextInt();

System.***out***.println("Enter value of b: ");

b=*s*.nextInt();

System.***out***.println("Enter value of c: ");

c=*s*.nextInt();

y.greater();

y.greater(a, b);

y.greater(a, b, c);

}

}

Enter value of a:

5

Enter value of b:

6

Enter value of c:

7

cube of5 : 125

square of 6 : 36

greatest among 3 : 7

Enter choice (0 to exit).

0

Enter value of a:

8

Enter value of b:

9

Enter value of c:

10

greater() function is instantiated

greater(int a,int b)is instantiated

greater 9

greater(int a,int b,int c) is instantiated

greatest among 3 : 10