**Heritage Institute of Technology**

**Computer Science & Engineering**

**B. Tech. – 5th Semester-2020**

**LAB ASSIGNMENT**

CSEN 3153 – Object Oriented Programming Lab

Instructions:

1. Design and code program before coming to the Lab.
2. Execute the program in the lab. Get the assignment sheet signed by either of the instructors available in the lab after the program is successfully executed.
3. Note down the program in your lab notebook.
4. Get the notebook signed by any of the instructors in the next lab.

**DAY 1**

1. Given two positive integers m and n, where 1 < m < n, find all prime and fibonacci numbers p such that m <= p <= n, using Java.
2. Write a Java program to compute the lcm of three positive integers using an **iterative** method.
3. Create a class named Student with instance variables name, roll no, registration no, marks1, marks2, marks3. Write a member method named Result to print all the above details along with the average mark. Inside Result method you need to calculate the average mark.
4. WAJP to play lottery. The program randomly generates a lottery of a 2-digit number, prompts the user to enter a two-digit number and determines whether the user wins according to the following rule:

1. If the user input matches the lottery in exact order, the award is Rs.10000.

2. If the user input matches the lottery, the award is Rs.3000.

3. If one digit in the user input matches a digit in the lottery, the award is Rs. 1000.