```
Program 1
Java program to Print an Integer (Entered by the User)
Code:
import java.util.Scanner;
       public class helloworld{
              public static void main(String[] args) {
              System.out.println("AJAY.N.M\n1BM22CS026");
              Scanner reader = new Scanner(System.in);
              System.out.print("enter a new number : ");
              int number = reader.nextInt();
              System.out.println("you entered : "+ number);
       }
}
Output:
C:\Users\REX LAPIS\Desktop\sem 3\00J\!1BM22CS026>javac helloworld.java
C:\Users\REX LAPIS\Desktop\sem 3\00J\!1BM22CS026>java helloworld
AJAY.N.M
1BM22CS026
enter a new number : 5
you entered : 5
```

```
Program 2
Java Program to Check Whether a Number is Even or Odd
Code:
import java.util.Scanner;
public class javaexample {
       public static void main(String[] args){
              System.out.println("AJAY.N.M\n1BM22CS026");
              int num;
              System.out.println("enter a integer:");
              Scanner input = new Scanner(System.in);
              num = input.nextInt();
              if (num \% 2 == 0){
                     System.out.println(" even number");}
              else
                     {System.out.println(" odd number");
                     }
       }
}
Output:
C:\Users\REX LAPIS\Desktop\sem 3\00J\!1BM22CS026>javac javaexample.java
C:\Users\REX LAPIS\Desktop\sem 3\00J\!1BM22CS026>java javaexample
AJAY.N.M
1BM22CS026
```

enter a integer:

odd number

```
Program 3
Java Program to Print Right Triangle Star Pattern
Code:
import java.util.Scanner;
public class Star
{
public static void main(String args[])
{
 System.out.println("AJAY.N.M\n1BM22CS026");
int row, column, numberofrows=8;
for(row=0; row<numberofrows; row++)</pre>
 for(column=0; column<=row; column++)</pre>
 System.out.print("*");
System.out.println();
}
}
}
Output:
C:\Users\REX LAPIS\Desktop\sem 3\00J\!1BM22CS026>javac Star.java
C:\Users\REX LAPIS\Desktop\sem 3\00J\!1BM22CS026>java Star
M.N.YALA
1BM22CS026
```

```
Program 4
Java Program to Find Quotient and Remainder
Code:
import java.util.Scanner;
public class qr{
public static void main(String[] args){
System.out.println("AJAY.N.M\n1BM22CS026");
int num1 = 15,num2=2;
int q = num1 / num2;
int rem = num1 % num2;
System.out.println("quotient is:" + q);
System.out.println("Remainder is:" + rem);
}
}
Output:
C:\Users\REX LAPIS\Desktop\sem 3\00J\!1BM22CS026>javac qr.java
C:\Users\REX LAPIS\Desktop\sem 3\00J\!1BM22CS026>java qr
AJAY.N.M
1BM22CS026
quotient is:7
Remainder is:1
```

```
Java Program to Multiply Two Numbers
Code:
import java.util.Scanner;
public class multiply {
      public static void main(String[] args){
             System.out.println("AJAY.N.M\n1BM22CS026");
             Scanner scan = new Scanner(System.in);
             System.out.println("enter first number:");
             int num1 = scan.nextInt();
             System.out.println("enter second number:");
             int num2 = scan.nextInt();
             scan.close();
             int m = num1*num2;
             System.out.println("Output:"+m);
                    }
      }
Output:
C:\Users\REX LAPIS\Desktop\sem 3\00J\!1BM22CS026>javac multiply.java
C:\Users\REX LAPIS\Desktop\sem 3\00J\!1BM22CS026>java multiply
AJAY.N.M
1BM22CS026
enter first number:
enter second number:
Output:25
```

Program 5

```
Program 6
Swap two numbers using temporary variable
Code:
import java.util.Scanner;
public class swap{
public static void main(String[] args) {
System.out.println("AJAY.N.M\n1BM22CS026");
float first = 1.20f, second = 2.45f;
System.out.println("--before swap--");
System.out.println("first number = "+first);
System.out.println("second number = "+second);
float temp = first;
first = second;
second = temp;
System.out.println("--after swap--");
System.out.println("first number = "+first);
System.out.println("second number = "+second);
}
}
Output:
C:\Users\REX LAPIS\Desktop\sem 3\00J\!1BM22CS026>javac swap.java
C:\Users\REX LAPIS\Desktop\sem 3\00J\!1BM22CS026>java swap
AJAY.N.M
1BM22CS026
--before swap--
first number = 1.2
second number = 2.45
 --after swap--
first number = 2.45
```

second number = 1.2