Q) program to print "Hello world"

→
```
class Hello_world
{
    public static void main (String a[])
    {
        System.out.println ("Hello world");
    }
}
```

Output:
Hello World

Q) program to check if a number is prime or not

→
```
class prime
{
    public static void main ( String a[])
    {
        int n= 5, d=0;
        for(int i= 1; i<= n; i++)
        {
            if (n%i==0)
                d++;
        }
        if (d==2)
            System.out.println ("Prime number");
        else
            System.out.println ("Not prime number");
    }
}
```

Output:
Prime number

Q) Program to print fibonacci series

→
```
class fibonacci
{
    public static void main (String a[])
    {
        int n1=0, n2=1, n3;
        System.out.println ( n1 + " "+ n2+ " ");
        for ( int i=2; i<8 ; i++)
        {
            n3= n1+n2;
            n1= n2;
            n2= n3;
            System.out.println ( n3 + " ");
        }
    }
}
```

output:
0 1 1 2 3 5 8 13

Q) Program to check if a triangle is scalene, isosceles, or equilateral

→
```
class triangle
{
    public static void main (String a[])
    {
        int n1=10, n2=20, n3=15;
        if (n1=n2 && n1=n3) && n2==n3)
            System.out.println ("equilateral triangle");
        else if (n1==n2 || n1==n3 || n2==n3)
            System.out.println ("Isosceles triangle");
        else
            System.out.println ("scalene triangle");
    }
}
```

output:
Scalene triangle

Q) program to calculate simple interest

→ class SI

```
{
    public static void main (String a[])
    {
        int p=10000, t=2, r=8, si;
        si=(p*t*r)/100;
        System.out.println("simple interest=" + si);
    }
}
```

Output:

Simple interest = 1600

Q) program to swap two numbers

→ class swap

```
{
    public static void main (String a[])
    {
        int x=10, y=20, t;
        System.out.println("Before swapping x=" +x+ " y=" +y);
        t=x;
        x=y;
        y=t;
        System.out.println("After swapping x=" +x+ " y=" +y);
    }
}
```

Output:

Before swapping x=10 y=20

After swapping x=20 y=10

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