

```
import java.util.Scanner;

class calculate {
    public static void main(String[] args){
        Scanner sc= new Scanner(System.in);
        System.out.println("Enter the first number:");
        int x = sc.nextInt();
        System.out.println("Enter the second number:");
        int y= sc.nextInt();
        System.out.println("Enter the third number:");
        int z = sc.nextInt();

        int sum= x+y+z;
        float avg= (x+y+z)/3;

        System.out.println("Sum of three numbers:" +sum);
        System.out.println("Average of three numbers:" +avg);

    }
}
```

```
import java.util.Scanner;
public class even_odd {
    public static void main(String[] args){
        Scanner sc= new Scanner(System.in);
        System.out.println("Enter the number:");
        int num= sc.nextInt();

        if(num % 2 == 0){
            System.out.println(num +" is an Even number!! ");
        } else {
            System.out.println(num +" is an Odd number!!");
        }
    }
}
```

```
class HelloWorld {  
    public static void main(String[] args) {  
        System.out.println("Hello, World!");  
    }  
}
```

```

import java.util.Scanner;
public class mini_project_java {
    public static void main(String[] args) {
        int random_number;
        int user_input;
        random_number= (int)(Math.random()*100);
        System.out.println("-----**WELCOME TO THE GAME: GUESS THE NUMBER**-----");
        System.out.println("Guess the number or enter -1 to quite the game :");
        while(true){

            Scanner sc= new Scanner((System.in));
            user_input= sc.nextInt();

            if(user_input == -1){
                System.out.println("Well the number was:" +random_number);
                System.out.println("Quiting the game...");
                break;
            }

            else if(user_input == random_number){
                System.out.println("Wooho!! Congratulation you guessed
correctly.");
                System.out.println("___GAME OVER___");
                break;
            }
            else if(user_input > random_number){
                System.out.println("Hint: Choose smaller numbers!!");
            }
            else if(user_input < random_number){
                System.out.println("Hint: Choose greater numbers!!");
            }
            else{
                System.out.println("Please input only numbers!!");
            }
        }
    }
}

```

```
class Name {  
    public static void main(String[] args) {  
        System.out.println("Anchal Vishwakarma");  
    }  
}
```

```
public class sum&avg {  
}
```

```
import java.util.Scanner;
class sum_avg {
    public static void main(String[] args) {
        int x,y,z,sum;
        Scanner sc= new Scanner(System.in);
        System.out.println("Enetr the first number:");
        x= sc.nextInt();
        System.out.println("Enetr the first number:");
        y= sc.nextInt();
        System.out.println("Enetr the first number:");
        z= sc.nextInt();

        sum= sum(x,y);

    }
}
```

```
import java.util.Scanner;
public class Sum_of_Digits {
    public static void main(String[] args){
        Scanner sc= new Scanner(System.in);
        System.out.println("Enter the number:");
        int num= sc.nextInt();

        int sum=0;
        while(num>0){
            int remainder=num%10;
            sum+=remainder;
            num=num/10;

        }

        System.out.println("Sum of digits is:" +sum);

    }
}
```



```
class sum-avg {  
}
```

```
import java.util.Scanner;
public class Swap {
    public static void main(String[] args) {
        Scanner sc= new Scanner(System.in);
        System.out.println("Enter the first number:");
        int x= sc.nextInt();
        System.out.println("Enter the second number:");
        int y= sc.nextInt();

        // Before Swapping
        System.out.println("Before Swapping");
        System.out.println("Value of x is :" +x);
        System.out.println("Value of y is :" +y);

        //Swapping
        x= x+y;
        y=x-y;
        x=x-y;

        // After Swapping
        System.out.println("After Swapping");
        System.out.println("Value of x is :" +x);
        System.out.println("Value of y is :" +y);
    }
}
```