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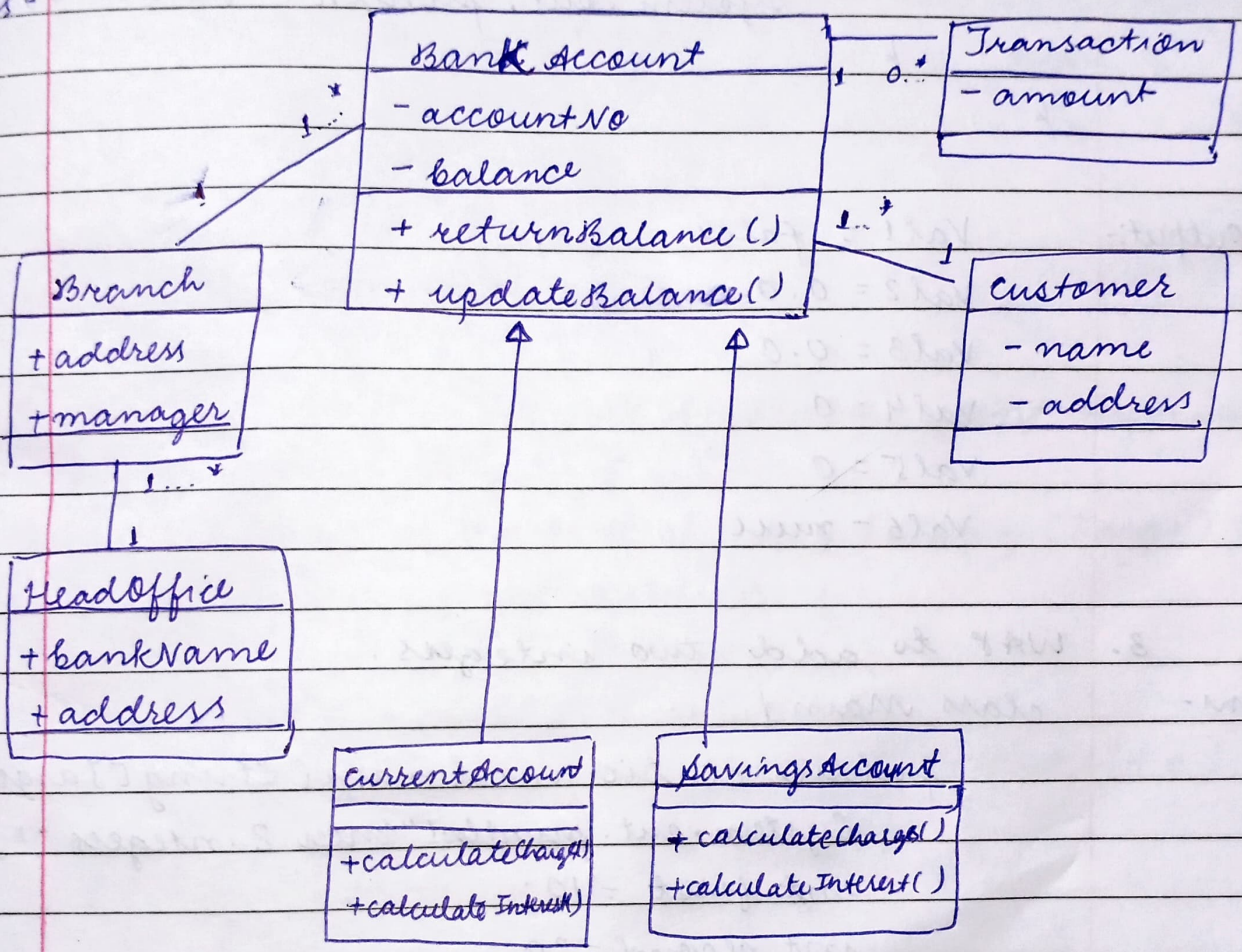
Unit-1 Practice Questions

1. Make a class diagram for bank management system showing concept of multiplicity i.e relationship / association / cardinality, generalization and specialization.

Ans -



2. WAP to print all primitive data types values.

Ans -

```
public class Demo {
        static boolean val1;
        static double val2;
        static float val3;
        static int val4;
        static long val5;
        static String val6;
```

```
    public static void main(String[] args){
        System.out.println("Val1 = " + val1);
        System.out.println("Val2 = " + val2);
        System.out.println("Val3 = " + val3);
        System.out.println("Val4 = " + val4);
        System.out.println("Val5 = " + val5);
        System.out.println("Val6 = " + val6);
    }
}
```

Output:-

```
Val1 = false
Val2 = 0.0
Val3 = 0.0
Val4 = 0
Val5 = 0
Val6 = null
```

3. WAP to add two integers.

Ans-

```
class Main{
    public static void main(String[] args){
        System.out.println("Enter 2 integers ");
        int first = 10;
        int second = 20;
        System.out.println(first + " " + second);
        int sum = first + second;
        system.out.println("Sum:" + sum);
    }
}
```

Output..

```
Enter 2 number
10 20
Sum : 30
```

4. WAP to find ascii value of a character.

Ans-
```
public class AsciiValue {
    public static void main(String[] args) {
        char ch = 'a';
        int ascii = ch;
        int castAscii = (int)ch;
        System.out.println("ASCII value"+ch+"is"+
                                    ascii);
    }
}
```

Output The ASCII value of a is 97

5. WAP to multiply two floating point numbers.

Ans-
```
public class Multi {
    public static void main (String[] args) {
        float a = 1.5f;
        float b = 2.0f;
        float c = a * b;
        System.out.println("Product:" + c);
    }
}
```

Output. Product: 3.0

6. WAP to compute quotient and remainder.

Ans-
```
public class Quorem {
    public static void main(String[] args) {
        int dividend = 25, divisor = 4;
        int quo = dividend / divisor;
        int rem = dividend % divisor;
        System.out.println("Quotient=" + quo);
```

```
        System.out.println("Remainder="+rem);
    }
}
```

Output

Quotient = 6
Remainder = 1

7. WAP to swap two numbers.

Ans-

```
public class Swap {
    public static void main(String[] args) {
        float first = 12.0f, second = 24.5f;
        System.out.println("Before swap");
        System.out.println("Number1 = " + first);
        System.out.println("Number2 = " + second);
        first = first - second;
        second = first + second;
        first = second - first;

        System.out.println("After swap");
        System.out.println("Number1 = " + first);
        System.out.println("Number2 = " + second);
    }
}
```

Output-

Before swap
Number 1 = 12.0
Number 2 = 24.5
After swap
Number1 = 24.5
Number2 = 12.0

8. WAP to take two numbers and perform

all arithmetic operations.

```
import java.util.Scanner;
public class Arithop {
    public static void main (String [] args) {

        Scanner in = new Scanner (System.in);

        System.out.println("Enter first number");
        int num1 = in.nextInt();
        System.out.println("Enter second number");
        int num2 = in.nextInt();

        int sum = num1 + num2;
        int diff = num1 - num2;
        int product = num1 * num2;
        int quotient = num1 / num2;
        int modulo = num1 % num2;

        System.out.println("Sum" + sum);
        System.out.println("Difference" + diff);
        System.out.println("Product" + product);
        System.out.println("Quotient" + quotient);
        System.out.println("Modulo" + modulo);
    }
}
```

Output

```
Enter first number 15
Enter second number 4

Sum 19
Difference 11
Product 60
Quotient 3
Remainder 3
```

9. WAP to round a number.

Ans-

```
public class Roundnum{
    public static void main(String[]args){
        double num = 1.3657;
        System.out.format("%.3f"+num);
    }
}
```

Output 1.366

10. WAP to show mechanism of class, method and object.

Ans-

```
// defining a student class.
class Student{
    int id;
    String name;
    // creating method inside Student class
    public static void main(String args[]){
    // creating an object
    Student s1 = new Student();

    System.out.println(s1.id);
    System.out.println(s1.name);
    }
}
```

Output 0
null