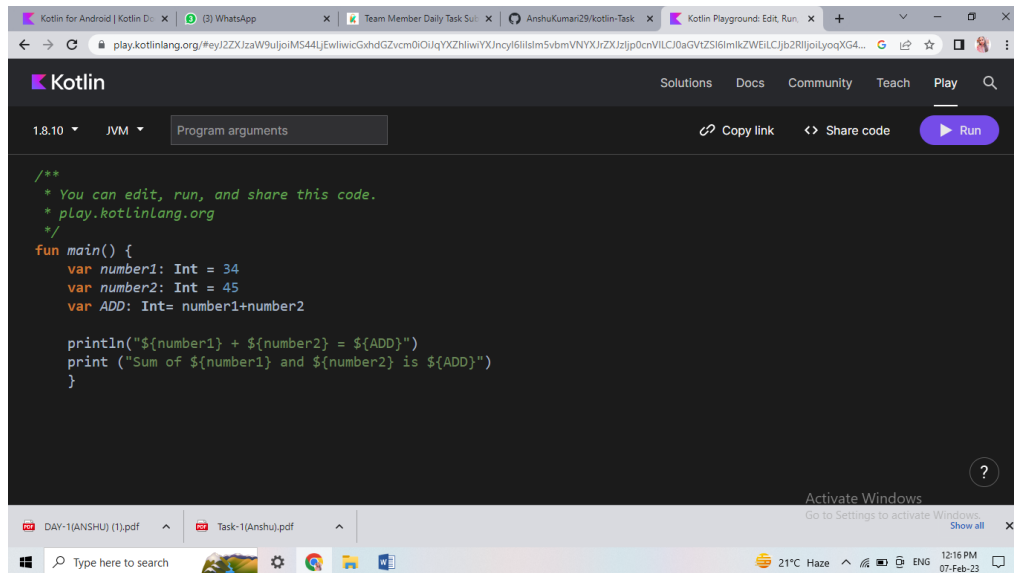


# DAY-2 TASK

## 1. Write a program to add two integers in Kotlin.

### Solution:



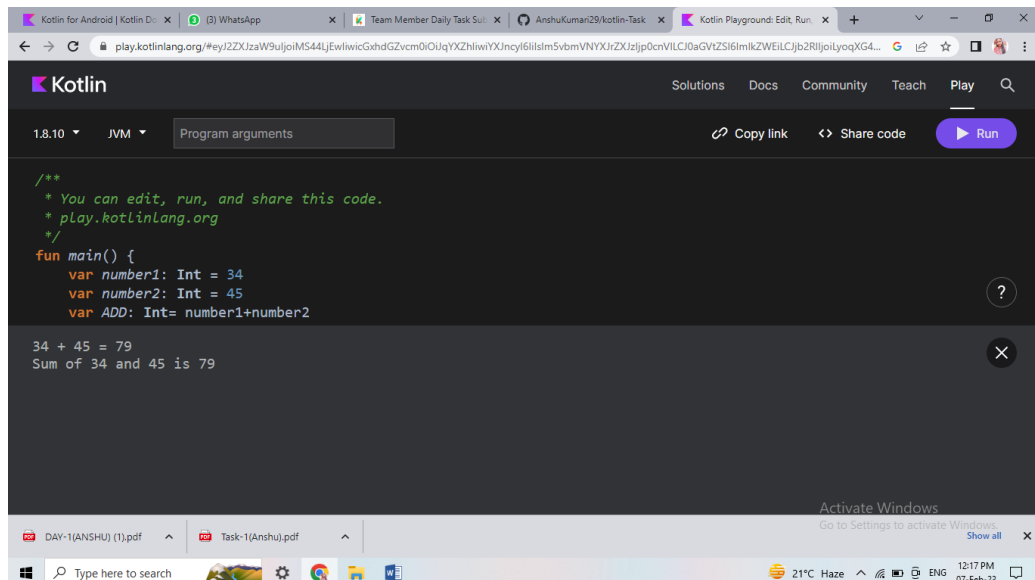
The screenshot shows the Kotlin Playground web interface. The code editor contains the following Kotlin code:

```
/**
 * You can edit, run, and share this code.
 * play.kotlinlang.org
 */
fun main() {
    var number1: Int = 34
    var number2: Int = 45
    var ADD: Int = number1 + number2

    println("${number1} + ${number2} = ${ADD}")
    print("Sum of ${number1} and ${number2} is ${ADD}")
}
```

The interface includes tabs for 'Solutions', 'Docs', 'Community', 'Teach', and 'Play'. There are buttons for 'Copy link', 'Share code', and 'Run'. The bottom of the browser window shows a Windows taskbar with the date 07-Feb-23 and time 12:16 PM.

### Output:



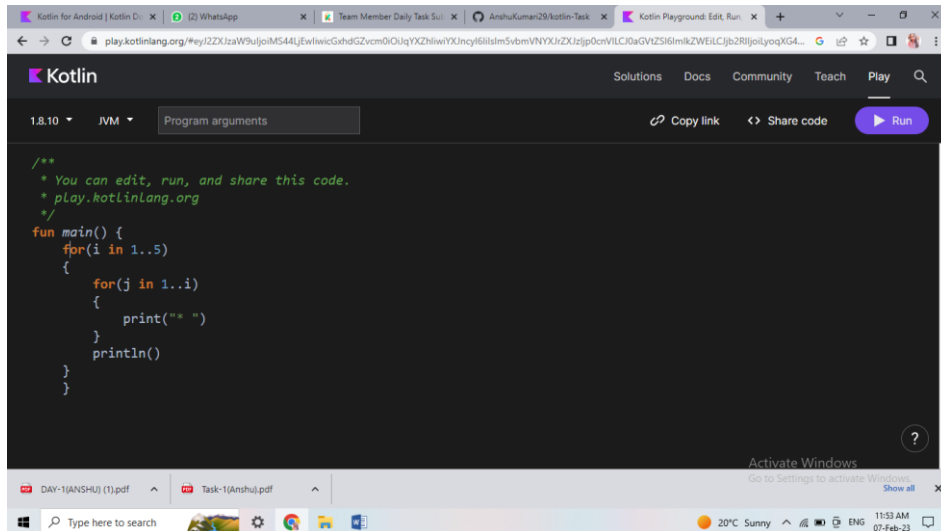
The screenshot shows the same Kotlin Playground interface, but now displaying the output of the program. The code is the same as in the previous screenshot. The output area shows:

```
34 + 45 = 79
Sum of 34 and 45 is 79
```

The 'Run' button is now disabled, and a close button (X) is visible in the output area. The Windows taskbar at the bottom shows the time as 12:17 PM on 07-Feb-23.

## 2. Program to print half pyramid using \*.

### Solution:

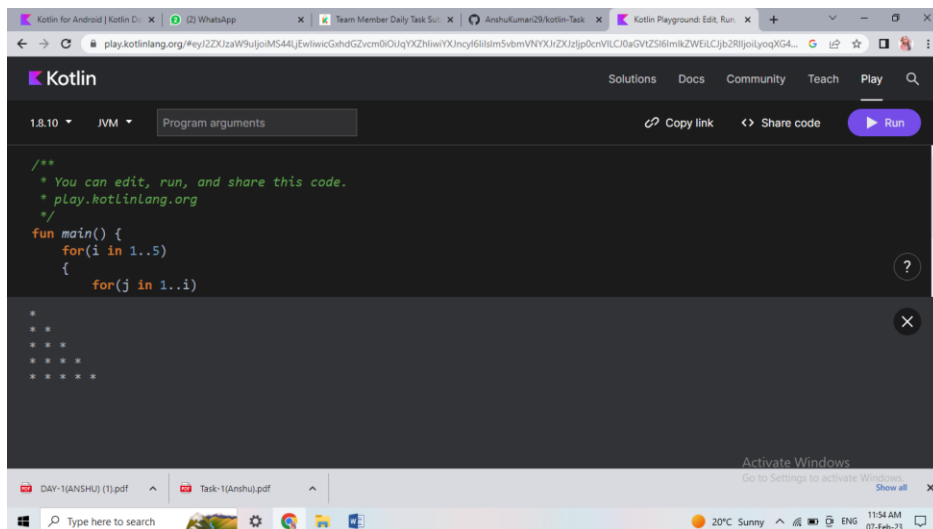


The screenshot shows the Kotlin Playground interface. The code editor contains the following Kotlin code:

```
/**
 * You can edit, run, and share this code.
 * play.kotlinlang.org
 */
fun main() {
    for(i in 1..5)
    {
        for(j in 1..i)
        {
            print(" ")
        }
        println()
    }
}
```

The interface includes a top navigation bar with links to Solutions, Docs, Community, Teach, and Play. Below the code editor are buttons for Copy link, Share code, and Run. The bottom of the window shows a Windows taskbar with the search bar, task view, and system tray.

### Output:



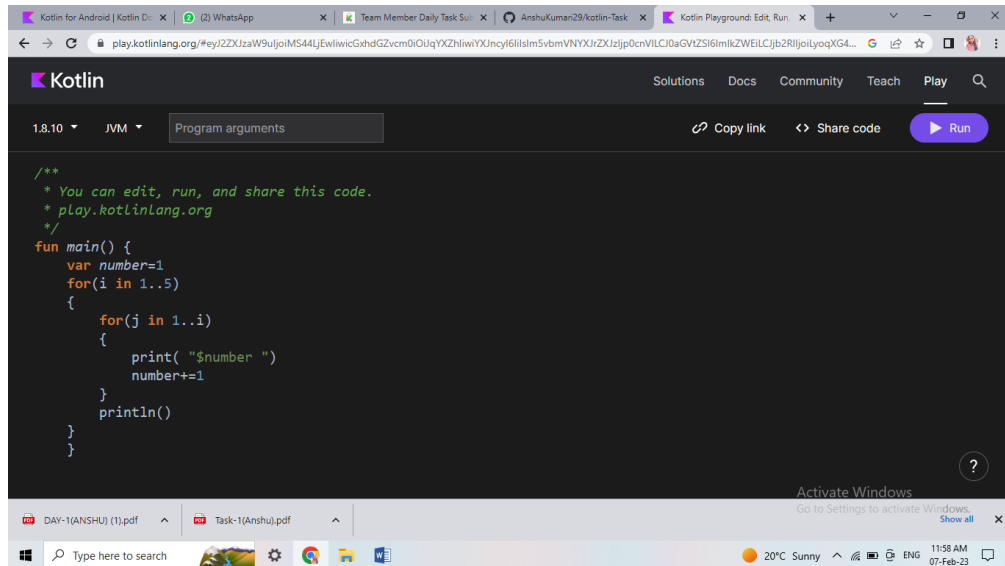
The screenshot shows the Kotlin Playground interface after running the code. The output area displays the following pattern of spaces:

```
*
 *
 *
 *
 *
 *
 *
 *
 *
 *
```

The interface is identical to the previous screenshot, showing the same top navigation bar, code editor, and buttons. The bottom of the window shows the same Windows taskbar.

### 3. Program to print a half pyramid using numbers in increasing order.

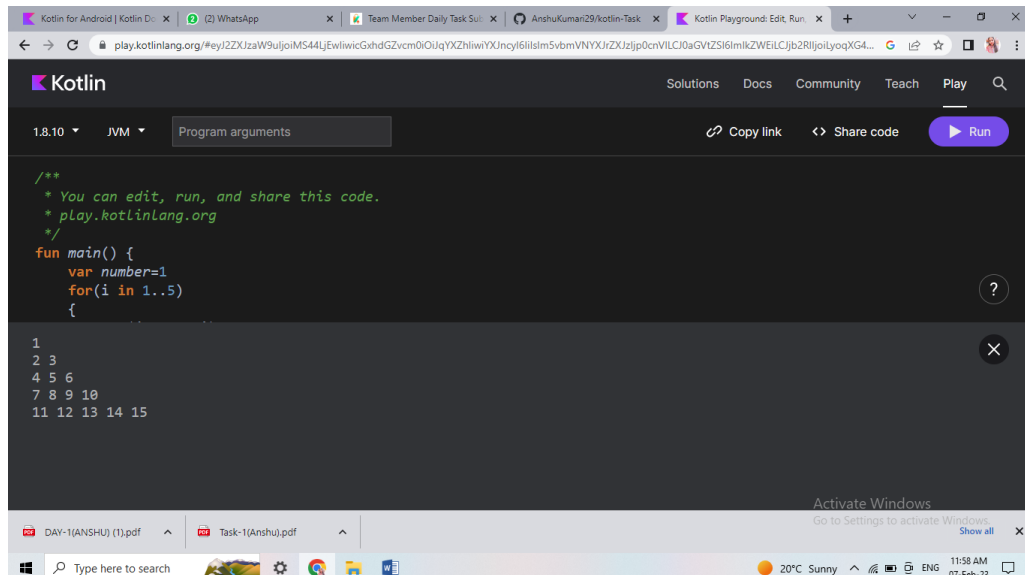
#### Solution:



The screenshot shows the Kotlin Playground editor interface. The code is as follows:

```
/**
 * You can edit, run, and share this code.
 * play.kotlinlang.org
 */
fun main() {
    var number=1
    for(i in 1..5)
    {
        for(j in 1..i)
        {
            print( "$number ")
            number+=1
        }
        println()
    }
}
```

#### Output:



The screenshot shows the Kotlin Playground editor interface with the output of the program displayed below the code editor. The output is a half pyramid of numbers:

```
1
2 3
4 5 6
7 8 9 10
11 12 13 14 15
```