

# Object Oriented Java Programming

## Lab 1

1. Program to print "Hello World"

Prog:

```
class hello
```

```
{
```

```
public static void main (String o[])
```

```
{
```

```
System.out.println ("Hello World");
```

```
}
```

```
}
```

Output:

Hello World

2. Program to check if a number is prime or not

Prog:

```
class prime
```

```
{
```

```
public static void main (String a[])
```

```
{
```

```
int num = 8, c = 0, i;
```

```
for (i = 2; i < num; i++)
```

```
{ if (num % i == 0)
```

```
    c = 1;
```

```
}
```

```
if (c == 0)
```

```
    System.out.print (num + " is prime");
```

```
else
```

```
    System.out.print (num + " is not prime");
```

```
}
```

```
}
```

Output:

8 is not prime.

3. Program to print fibonacci series.

Prog:

```
class fibo
{
    public static void main (String a[])
    {
        int n1=0, n2=1, n3, i;
        System.out.print (n1+" "+n2);
        for (i=2; i<5; i++)
        {
            n3 = n1+n2;
            System.out.print (" "+n3);
            n1 = n2;
            n2 = n3;
        }
    }
}
```

Output:

0 1 1 2 3

4. Program to check if a triangle is scalene, isosceles or equilateral.

Prog:

```
class triangle
{
    public static void main (String a[])
    {
        int side1=2, side2=5, side3=2;
        if (side1==side2 && side2==side3)
            System.out.print ("triangle is equilateral");
        else if (side1==side2 || side2==side3 || side3==side1)
            System.out.print ("triangle is isosceles");
        else
            System.out.print ("triangle is scalene");
    }
}
```

Output:

Triangle is isosceles

5. Program to calculate simple interest.

Prog:

```
class simple
```

```
{  
    public static void main (String a[])
```

```
{  
    int p = 1000, r = 4, t = 3, si;
```

```
    si = (p * r * t) / 100;
```

```
    System.out.println ("simple interest for principal = " + p +  
        " at rate = " + r + " at time = " + t + " is " + si);
```

```
}
```

```
}
```

Output:

simple interest for principal = 1000 rate = 4 time = 3 is 120.

6. Program to swap 2 numbers.

Prog:

```
class swap
```

```
{  
    public static void main (String a[])
```

```
{  
    int x = 1, y = 2, temp;
```

```
    System.out.println ("Before Swapping x = " + x + " y = " + y);
```

```
    temp = x;
```

```
    x = y;
```

```
    y = temp;
```

```
    System.out.println ("After Swapping x = " + x + " y = " + y);
```

```
}
```

```
}
```

Output:

Before Swapping x = 1 y = 2

After Swapping x = 2 y = 1.

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