1. Calculator Program:

Write a Java program to create a simple calculator that can perform basic arithmetic operations (addition, subtraction, multiplication, division) based on user input.

2. Even or Odd Checker:

Create a program that takes an integer as input and determines whether it's an even or odd number. Display an appropriate message.

2.1 Divisibility:

Create a program that takes an integer as input and determines whether it's divisible by 67 or not. Display an appropriate message.

3. Grade Calculator:

Build a program that calculates the grade of a student based on their percentage score. Use appropriate conditions for different grade ranges (A, B, C, D, F).

4. Temperature Converter:

Write a program to convert temperatures between Celsius and Fahrenheit. Allow the user to choose the conversion type.

5. Leap Year Checker:

Create a program that checks if a given year is a leap year or not. Display the result.

6. \*\*Factorial Calculator\*\*:

Implement a program to calculate the factorial of a given number. Use a loop to perform the calculation.

7. \*\*Palindrome Checker\*\*:

Write a program that checks if a given word is a palindrome (reads the same forwards and backwards). Ignore spaces and capitalization.

8. \*\*Prime Number Checker\*\*:

Create a program to check whether a given number is prime or not. Display an appropriate message.

9. \*\*Multiplication Table Generator\*\*:

Generate the multiplication table of a given number (up to a specified range) using loops.

10. \*\*Fibonacci Series\*\*:

Write a program to generate the Fibonacci series up to a specified number of terms.

11. \*\*Pattern Printing\*\*:

Create a program to print patterns, such as triangles, rectangles, or diamond shapes, based on user input.

12. \*\*Sum of Digits\*\*:

Implement a program to calculate the sum of digits of a given number.

13. \*\*Power Calculator\*\*:

Build a program that calculates the power of a number raised to an exponent using loops.

14. \*\*Factor Finder\*\*:

Write a program that finds and displays all the factors of a given number.

15. \*\*Random Number Game\*\*:

Create a number guessing game where the computer generates a random number, and the user has to guess it. Provide hints for higher or lower guesses.

16. \*\*Simple Interest Calculator\*\*:

Implement a program to calculate simple interest based on user input for principal amount, rate, and time.

17. \*\*Quadratic Equation Solver\*\*:

Build a program that solves quadratic equations of the form ax^2 + bx + c = 0 and displays the roots.