**Basic Scenarios**

**Scenario:1**

Create a integer variable initialize the variable to 0

Now loop till the integer becomes 50

**Scenario:2**

Create a integer variable initialize the variable to 0

But increment is by initialized value by 1

Now loop till the integer becomes 10

**Scenario:3**

Create a double value example 42.234556

Round off correct to 2 decimal places

Hint:

Decimalformat

(or)

math

**Scenario:4**

Convert a integer to string

Hint:

valueof

**Scenario:5**

Convert integer to decimal

**Scenario:6**

Create 2 class classA and classB

Let classA have the main method

Create a method with string as return type in ClassB with a parameter string

Now in the main method give an input for the method and print it

Scenario: 7(ignore)

Create a scanner

Initialise an integer value in a variable

Now get the input from the user to get the total size of array

Now use a looping concept to iterate through the array for auto increment

**Scenario: 8**

Initialise a string called “sample”

Now convert to characters

Output should be à s,a,m,p,l,e (or)

s

a

m

p

l

e

HINT:

char[] test = name.toCharArray()

**Scenario: 9**

Initialise a string called “collection”

Now try to count the repetition of characters in the string

Example : I=2

**Scenario: 10**

Try to create a two dimensional array

And retrieve the elements using for loop

Hint:

int[][] sample = {{1,2},{3,4},{5,6}}

**OOPS Scenarios:**

**Scenario:1**

Create three variables of int, String and Boolean

Perform operation so that the int is multiplied by 2

And get the result in the output console

**Scenario:2**

Create a parent class with method which has a parameter as int x and int y

The method should return the result of addition of x and y

Now use the method in another class to perform the multiply operation

The multiply operation should hold the addition result as one of the variable

**Scenario:3**

Declare a method which can be used commonly across two classes.

In one class it should perform addition

In another class it should perform subtraction

**Scenario:4**

I need a parent class which can hold a method A and also a method B with definition

I need to use the method A to perform two different operation in two separate classes

I need to invoke the method B in main class

**Scenario:5**

Is there any possible way to avoid overriding if so try a sample program

Hint:

Final keyword