Day 2 - Programs at Bootcamp -

Section A - Elements of Programing :- Basic and Built-in Data Types

1. Write a program to produce runtime error java.lang.NoSuchMethodError
2. Write a *IntOpt.java* program by taking a, b and c as input values and print the following integer operations a + b *c, a * b + c, c + a / b, and a % b + c. Please also understand the precedence of the operators.
3. Similarly write the *DoubleOpt.java* program by taking double value and doing the same operations.

Day 2 - Programs at Home

Section A - Elements of Programing :- Built-in Data Types

1. Write a program *Distance.java* that takes two integer command-line arguments x and y and prints the Euclidean distance from the point (x, y) to the origin (0, 0). The formulae to calculate distance = sqrt(x*x + y*y). Use Math.power function
2. Write a program *SumOfTwoDice.java* that prints the sum of two random integers between 1 and 6 (such as you might get when rolling dice).