**DAY – 1 ASSIGNMENT**

**1: Classes and Objects in Java**

**1.1 Write a program to list all, even numbers less than or equal to the number n. Take the value of n as input from the user.**

**package** king.org;

**import** java.util.Scanner;

**public** **class** Evennumber {

**public** **static** **void** main(String[] args) {

Scanner scanner = **new** Scanner(System.***in***);

System.***out***.print("Enter a number: ");

**int** n = scanner.nextInt();

System.***out***.println("Even numbers less than or equal to " + n + ":");

**for** (**int** i = 2; i <= n; i += 2) {

System.***out***.print(i + " ");

}

System.***out***.println();

}

}

**1.2 Class Rectangle with its length and breadth .**