

Aim :- Create debug and run Java program based on Constant, Variable, Operator.

Theory :-

Java :- Java is class based object-oriented programming language that is designed to have as few implementation dependencies as possible. Compiled for code can run on all platforms that support Java without need for recompilation.

Constant :- A constant is a variable whose value cannot change once it has been assigned. Java doesn't have built-in support for constants. A constant can make our program more easily read and understood others.

Syntax :- `Final Float pi = 3.14F;`

Keyword :- `Final`

Variables :- A variable provides us with named storage that our programs can manipulate. Each variable in Java has a specific type which determines

DATE: ___/___/___

the size and layout of the variable memory. There are 3 types of variable

- 1] local variable
- 2] Instance Variable
- 3] static variable.

Data Types Variable Value;

Operators; Java provide a rich set of operators to manipulate variable

1] ~~Ar~~ Arithmetic operator

Arithmetic operators are used in mathematical expression in some way as in algebra

Ex: + Addition
- Subtraction

2] Relational operator

There are following relational operators supported by Java

== (equal to) :- check if the values of operands are equal

!= (not equal to); check if the value of operands are not equal

> (greater than) :- check if value of left operand is greater than value of right operand.

3] Bitwise operator:

Java defines several bitwise oper. which can be applied to integer types long short char and types. bitwise operator work bits and performs bit-by-bit operation.

& (Bitwise and)	~ (bitwise complement)
(Bitwise or)	<< (Left shift)
^ (bitwise XOR)	>> (Right shift)

4] Logical operator

Assume Boolean variable A holds true and variable B holds false then && (Logical and) :- IF both operands are non - then conditions become true.

|| [Logical or] :- IF any two operands true are zero then condition become in.

! [Logical Not] :- IF condition is true then Logical Not operator will make false.

Program :-

```
import java.util.Scanner;

class practical 1 {
    public static void main (String [] args) {
        int r, s, l, b;
        double pi = 3.14, circle, square, rect;
        Scanner c = new Scanner (System.in);
        System.out.println ("Enter the radius of circle");
        r = c.nextInt();
        circle = pi * r * r;
        System.out.println ("Area of circle : " + circle);
        System.out.println ("Enter side of square : ");
        s = c.nextInt();
        square = s * s;
        System.out.println ("Area of square : " + square);
        System.out.println ("Enter the length and breadth of Rectangle : ");
        l = c.nextInt();
        b = c.nextInt();
        rect = l * b;
        System.out.println ("Area of Rectangle : " + rect);
    }
}
```

Conclusion :- Hence, we successfully create, run and debug Java program based on constant, Variable operator.


```
C:\Users\Public\Java>javac practical1.java
```

```
C:\Users\Public\Java>java practical1
```

```
Enter radius of circle:2
```

```
Area of circle:12.56
```

```
Enter Side of Square:4
```

```
Area of Square:16.0
```

```
Enter Length and Breadth of Rectangle:3
```

```
6
```

```
Area of Rectangle:18.0
```

```
C:\Users\Public\Java>_
```