1.First Program in Java

public class HelloWorld {

public static void main(String[] args)

{

System.out.println("Hello World");

}

}

Output Here

2.Simple Arthimetic in Java

public class SimpleArithmetic {

public static void main(String[] args) {

int j, k, p, q, r, s, t;

j = 5;

k = 2;

p = j + k;

q = j - k;

r = j \* k;

s = j / k;

t = j % k;

System.out.println("p = " + p);

System.out.println("q = " + q);

System.out.println("r = " + r);

System.out.println("s = " + s);

System.out.println("t = " + t);

}

}

Output Here

3.Short Hand Operator

public class ShortHandO {

public static void main(String[] args)

{

int j, p, q, r, s, t;

j = 5;

p = 1;

q = 2;

r = 3;

s = 4;

t = 5;

p += j;

q -= j;

r \*= j;

s /= j;

t %= j;

System.out.println("p =

" + p);

System.out.println("q =

" + q);

System.out.println("r =

" + r);

System.out.println("s =

" + s);

System.out.println("t =

" + t);

}

}

Output Here

4.Prepare a class of two shapes calculating their dimension.

class Square {

float Width;

float Length;

void Square\_area() {

System.out.println("The area of Square is" + (Length \* Width));

}

}

class Circle {

float pi = 3.14f;

float Radius;

void Circle\_area() {

System.out.println("The area of Circle is" + (pi \* Radius \* Radius));

}

}

public class Shapes {

public static void main(String[] args) {

Scanner sc = new Scanner(System.in);

Rectangle big = new Rectangle();

System.out.println(" ");

System.out.println("Enter Width for Rectangle");

big.Width = sc.nextFloat();

System.out.println("Enter Length for Rectangle");

big.Length = sc.nextFloat();

System.out.println("Enter Height for Rectangle");

big.Height = sc.nextFloat();

System.out.println(" ");

System.out.println("Area of Rectangle");

big.Rectangle\_area();

Square small = new Square();

System.out.println("Enter Width for Square");

small.Width = sc.nextFloat();

System.out.println("Enter Length for Square");

small.Length = sc.nextFloat();

System.out.println(" ");

System.out.println("Area of Square");

small.Square\_area();

Circle round = new Circle();

System.out.println("Enter Radius for Circle");

round.Radius = sc.nextFloat();

Output Here

4.Prepare a class of car and create two objects and display their data.

class Car {

int model;

String car\_name;

int price;

String owner;

void detail() {

System.out.println("Model: " + model);

System.out.println("Car\_name: " + car\_name);

System.out.println("Price: " + price);

System.out.println("Owner: " + owner);

}

public static void main(String [] args) {

Scanner sc = new Scanner(System.in);

Car one = new Car();

System.out.println("Enter Data for Car One");

System.out.println("Enter MODEL");

one.model = sc.nextInt();

System.out.println("Enter Car name");

one.car\_name = sc.next();

System.out.println("Enter PRICE");

one.price = sc.nextInt();

System.out.println("Enter Owner");

one.owner = sc.next();

Car two = new Car();

System.out.println("Enter Data for Car Two");

System.out.println("Enter MODEL");

two.model = sc.nextInt();

System.out.println("Enter Car name");

two.car\_name = sc.next();

System.out.println("Enter PRICE");

two.price = sc.nextInt();

System.out.println("Enter Owner");

two.owner = sc.next();

System.out.println(" ");

System.out.println("Data of car One is:-");

one.detail();

System.out.println(" ");

System.out.println("Data of car Two is:-");

two.detail();

}

}