Assignment 1:

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**1. Check Positive Number:**

Task: Create a flowchart to check whether a number is positive.

Next Step: Write a Java program that checks if a predefined number is positive using an

if-else statement and prints the appropriate message

A diagram of a flowchart

Description automatically generated

Code:

class positivenum

{

public static void main(String args[])

{

int n=1;

System.out.println("Enter the number"+n);

if(n>0)

System.out.println(n+"is a positive number");

else

System.out.println(n+"is negative number");

}

}

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**2. Check Negative Number:**

 Task: Create a flowchart to check whether a number is negative.

 Next Step: Write a Java program that checks if a predefined number is negative using an

if-else statement and displays the result.

A diagram of a flowchart

Description automatically generated

Code:

class positivenum

{

public static void main(String args[])

{

int n=-1;

System.out.println("Enter the number"+n);

if(n>0)

System.out.println(n+"is a positive number");

else

System.out.println(n+"is negative number");

}

}

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3. Check Odd or Even Number:

 Task: Create a flowchart to determine whether a number is odd or even.

 Next Step: Write a Java program that checks if a predefined number is odd or even. Use

an if-else statement and the modulus operator (%) to determine whether the number is

divisible by 2 or not.

Flowchart:

A diagram of a flowchart

Description automatically generated

class oddeven

{

public static void main(String args[])

{

int n=10;

if(n%2==0)

System.out.println(n+"is a Even number");

else

System.out.println(n+"is even number");

}

}

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4. Display Good Morning Message Based on Time:

 Task: Create a flowchart to display a "Good Morning" message based on a given time.

 Next Step: Write a Java program that displays a "Good Morning" message if the

predefined time is between 5 AM and 12 PM. Use an if statement to implement the logic.

Flow chart:

A diagram of a flowchart

Description automatically generated

public class goodmorning

{

public static void main(String args[])

{

int time=5;

if(time>= 5 && time<12)

System.out.println("Good Morning");

else

System.out.println("Good Afternoon");

}

}

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5. Print Area of a Square:

 Task: Create a flowchart to calculate and print the area of a square.

 Next Step: Write a Java program that calculates the area of a square using the formula

area = side \* side. Use a predefined side length.

public class areaofsquare

{

public static void main(String args[])

{

int side=5;

int area;

area= side\*side;

System.out.println("area of Square is:"+area);

}

}

A diagram of a flowchart

Description automatically generated

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6. Print Area of a Rectangle:

 Task: Create a flowchart to calculate and print the area of a rectangle.

 Next Step: Write a Java program that calculates the area of a rectangle using the formula

area = length \* width. Use predefined values for length and width.

Flow chart:

A diagram of a diagram

Description automatically generated

public class areaofrectangle

{

public static void main(String args[])

{

int l=5;

int b=10;

int area;

area= l\*b;

System.out.println("area of rectangle is:"+area);

}

}

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7. Find the Largest of Three Numbers:

 Task: Create a flowchart to find the largest of three numbers.

 Next Step: Write a Java program that finds and prints the largest of three predefined

numbers using if-else statements.

Flowchart:

A diagram of a flowchart

Description automatically generated

class largestNum

{

public static void main(String args[])

{

int n=10;

int m=4;

int o=8;

if(n>=m || m>=o)

{

System.out.println(n+"is largest number");

}

else if(m>=n || n>=o)

{

System.out.println(m+"is largest number");

}

else

{

System.out.println(m+"is largest number");

}

}

}