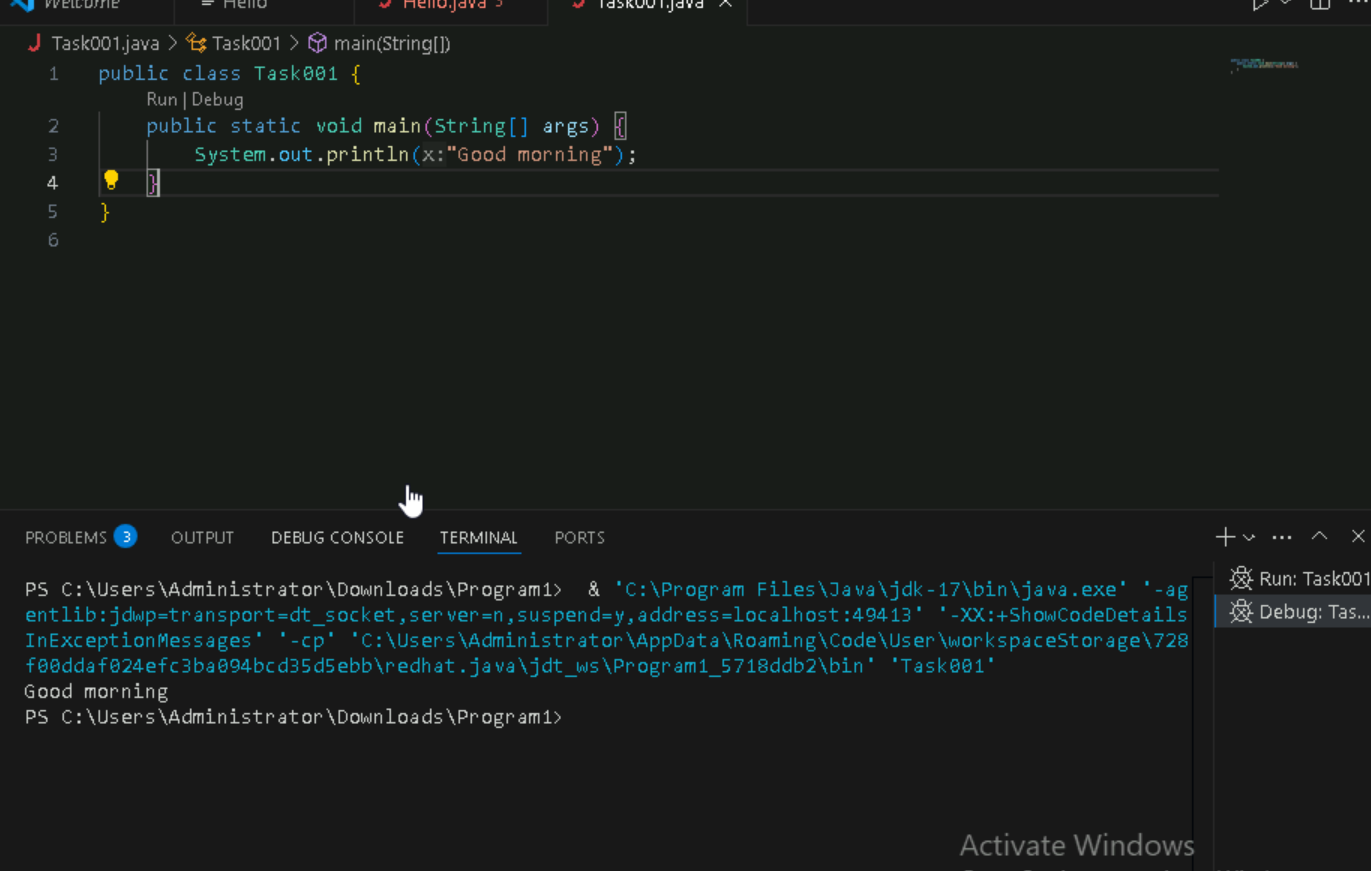
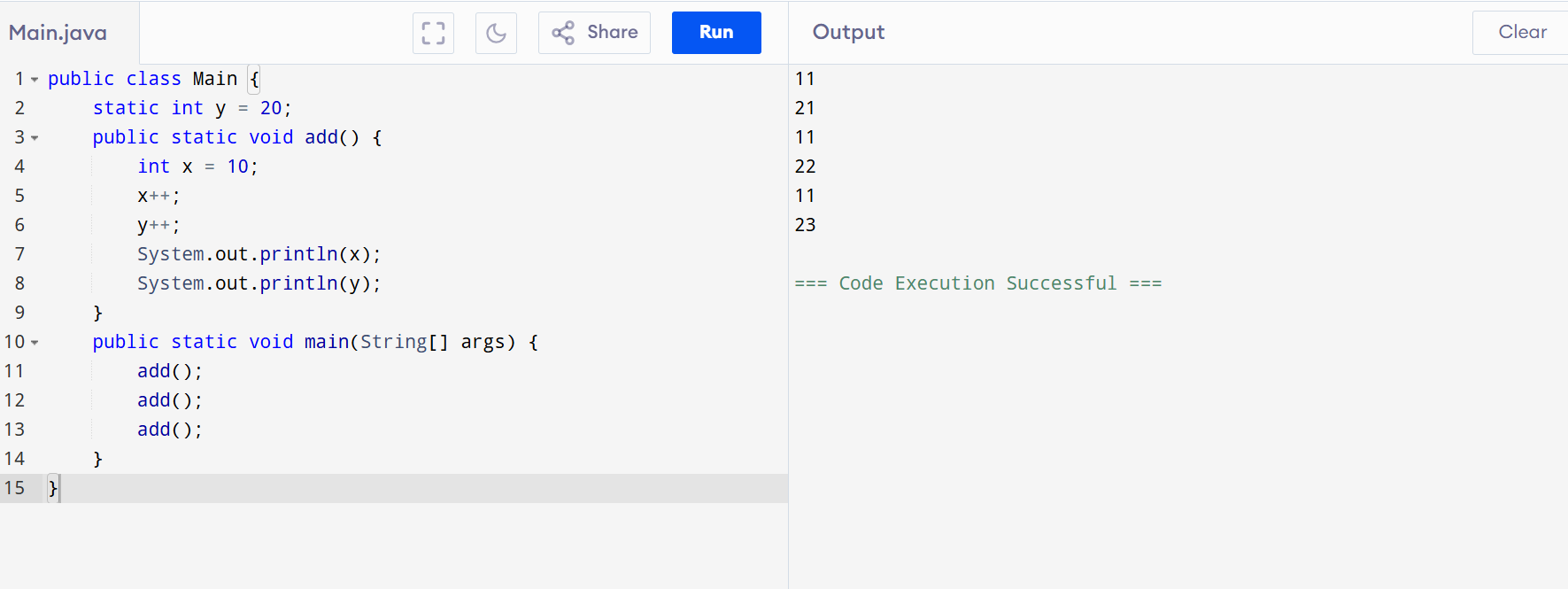
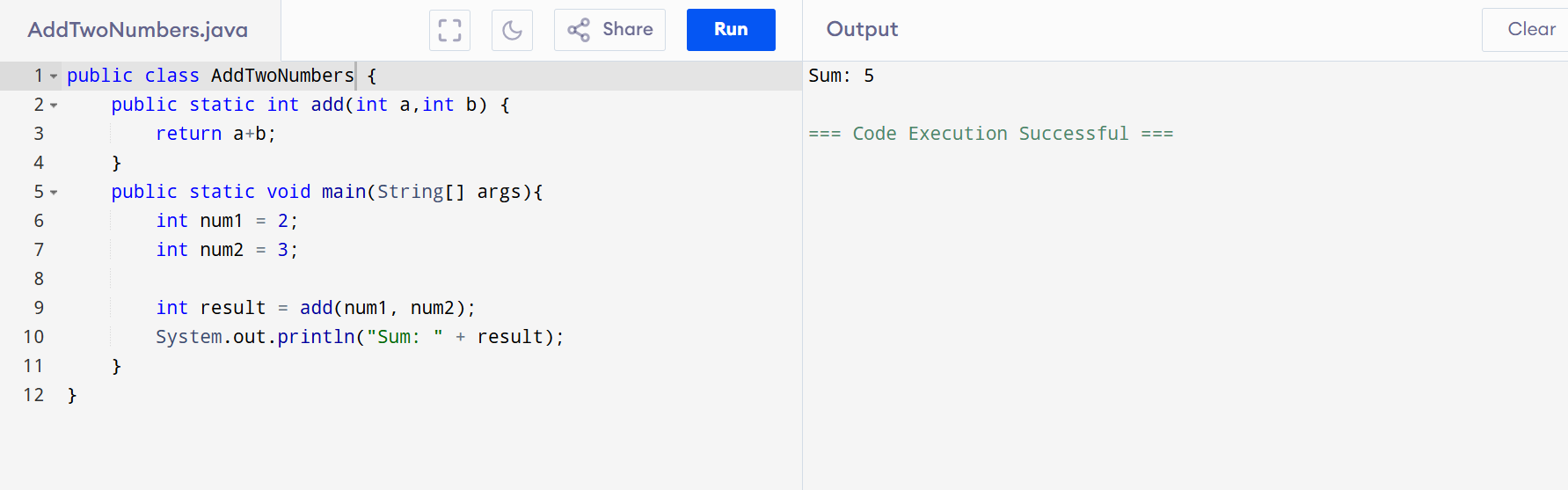
Task 1

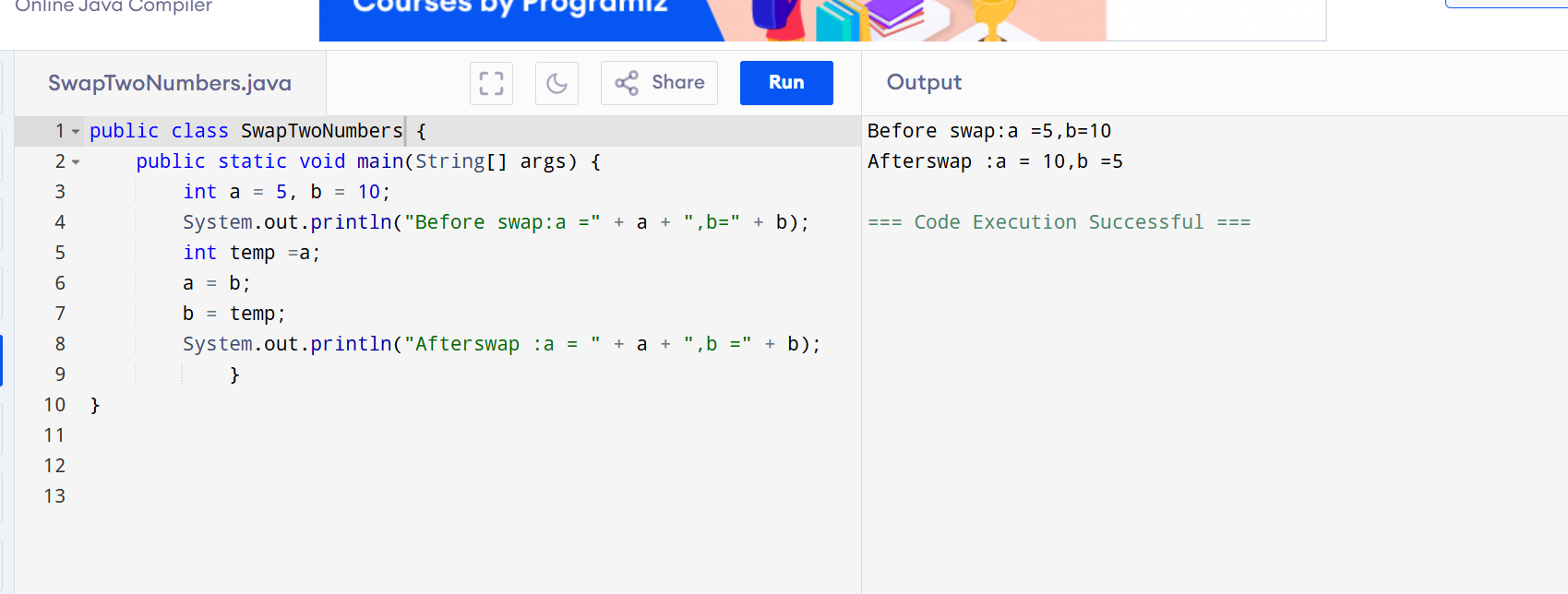
Task 2



Task 3



Task 4



Task 5-

**Create a code in which you have 4 methods add, subtract, multiply and divide (return type int) with a main method..to call all the other methods**

public class Task005 {

public static int add(int a, int b) {

return a + b;

}

public static int subtract(int a,int b) {

return a - b;

}

public static int multiply(int a, int b) {

return a \* b;

}

public static int divide(int a, int b) {

if (b == 0) {

System.out.println("Error: Division by zero");

return 0;

}

return a / b;

}

public static void main(String[] args) {

int num1 = 20;

int num2 = 5;

System.out.println("Addition: " + add(num1, num2));

System.out.println("Subtraction: " + subtract(num1, num2));

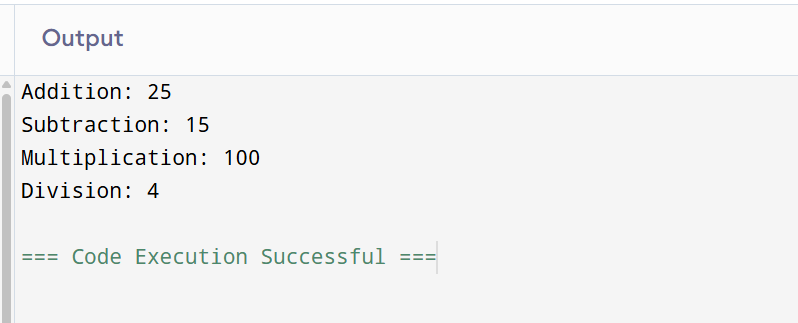
System.out.println("Multiplication: " + multiply(num1, num2));

System.out.println("Division: " + divide(num1, num2));

}

}

**Output :**



**Task 006 :**

**Write a program to check if a is greater or b.. Use ternary operators**

public class Task006{

public static void main(String[] args){

int a=5;

int b=7;

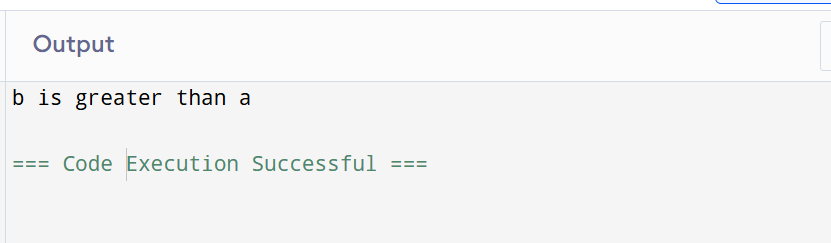
String result = (a>b) ? "a is greater than b" :"b is greater than a";

System.out.println(result);

}

}

**Output:**

****

**Task007:**

**Write a program to take input from the user and display it to the user**

**Hint :**

**For scanner … import java.util.scanner;**

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

**Id = sc.nexLine();**

**Program:**

import java.util.Scanner;

public class Task008{

public static void main(String[]args){

Scanner scanner=new Scanner(System.in);

System.out.print("Enter Id:");

String id =scanner.nextLine();

System.out.print("Enter Password:");

String password =scanner.nextLine();

System.out.println("Welcome:");

System.out.println("Id:" +id);

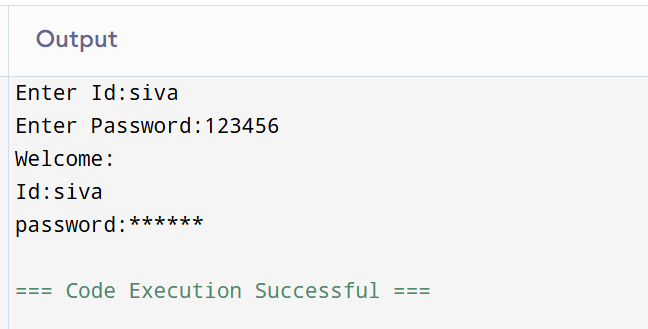
System.out.println("Password:" +password);

scanner.close();

}

}

**Output:**

****

**Task008:**

Write a program to create a class named Customer

Call the customer class in Task008 class using an object.

**Hint**

**In the main method**

Class Customer{

void accept(){

sysout(“accept customer called”);

}

Void display(){

sysout(“display customer called”);

}

}

Public class Test008{

psvm(String[] args){

Customer cobj = new Customer();

cobj.accept();

cobj.display();

}

}

**Code:**

class Customer {

public void accept (){

System.out.println("accept customer called");

}

public void display(){

System.out.println("display customer called");

}

}

public class Task008{

public static void main(String[]args)

{

Customer cobj = new Customer();

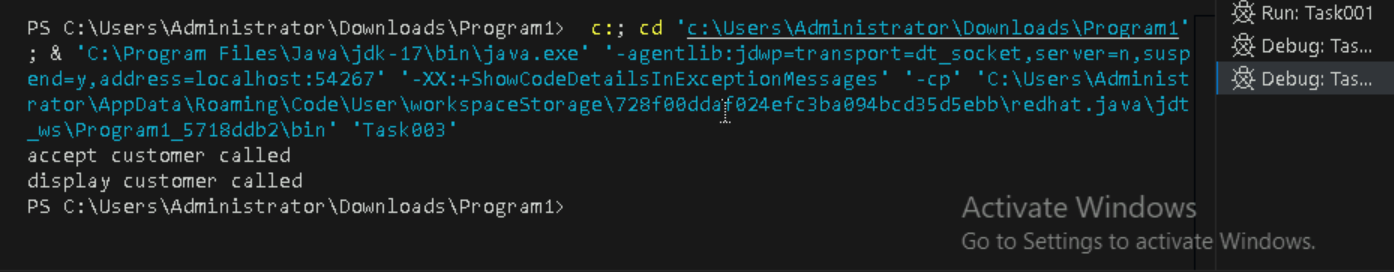
cobj.accept();

cobj.display();

}

}

**Output:**

****

**Task009:**

Wap to check the greater of 2 numbers

Hint:

Use if else

If ( num1 > num2){

sout(“num1 is greater”);

}

Else {

sout(“num2 is greater”);

}

**Code :**

import java.util.Scanner;

public class Task009 {

public static void main(String[] args) {

Scanner input = new Scanner(System.in);

System.out.print("Enter the first number (num1): ");

int num1 = input.nextInt();

System.out.print("Enter the second number (num2): ");

int num2 = input.nextInt();

if (num1 > num2) {

System.out.println("num1 is greater");

} else {

System.out.println("num2 is greater");

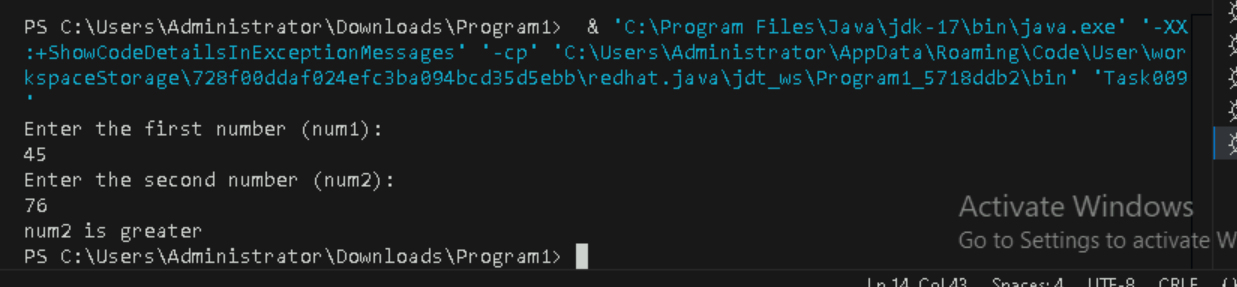
}

input.close();

}

}

**Output:**

****

**Task010:**

Wap to check greater of 3 numbers

Hint :

Use elseif

**Code:**

import java.util.Scanner;

public class GreaterOfThreeNumbers {

public static void main(String[] args) {

Scanner input = new Scanner(System.in);

System.out.print("Enter the first number (num1): ");

int num1 = input.nextInt();

System.out.print("Enter the second number (num2): ");

int num2 = input.nextInt();

System.out.print("Enter the third number (num3): ");

int num3 = input.nextInt();

if (num1 >= num2 && num1 >= num3) {

System.out.println("num1 (" + num1 + ") is the greatest.");

} else if (num2 >= num1 && num2 >= num3) {

System.out.println("num2 (" + num2 + ") is the greatest.");

} else {

System.out.println("num3 (" + num3 + ") is the greatest.");

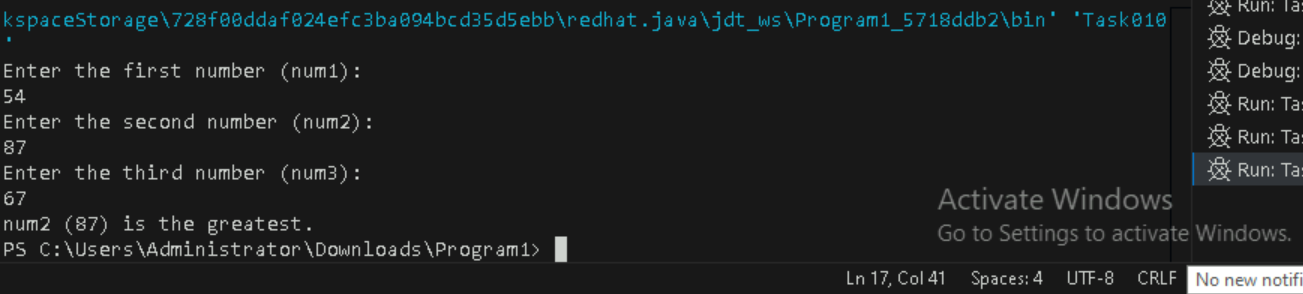
}

input.close();

}

}

**OutPut:**



**Task11 :**

Wap to check if week days

1 ===> sunday

2 ===> monday

So on

8 and above ===> invalid input

Hint : use Switch case

**Code :**

import java.util.Scanner;

public class WeekdayChecker {

public static void main(String[] args) {

Scanner input = new Scanner(System.in);

System.out.print("Enter a number (1-7 for days, 8 or above for invalid): ");

int dayNumber = input.nextInt();

switch (dayNumber) {

case 1:

System.out.println("1 ===> Sunday");

break; // Exit the switch statement

case 2:

System.out.println("2 ===> Monday");

break;

case 3:

System.out.println("3 ===> Tuesday");

break;

case 4:

System.out.println("4 ===> Wednesday");

break;

case 5:

System.out.println("5 ===> Thursday");

break;

case 6:

System.out.println("6 ===> Friday");

break;

case 7:

System.out.println("7 ===> Saturday");

break;

default: // This case handles any number not matched by the above cases

System.out.println(dayNumber + " ===> Invalid Input");

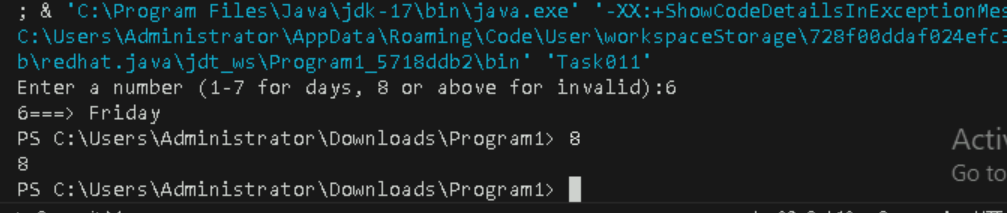
break;

}

input.close();

}

}

**Output :**

**Task012:**

import java.util.Scanner;

public class Task012 {

public static void main(String[] args) {

Scanner input = new Scanner(System.in);

String Username = "user123";

String Password = "password123";

boolean loggedIn = false;

while (!loggedIn){

System.out.print("Enter username: ");

String username = input.nextLine();

System.out.print("Enter password: ");

String password = input.nextLine();

if (username.equals(Username) && password.equals( Password))

{

System.out.println("Login successful!");

loggedIn = true;

}

else {

System.out.println("invalid username or password please try again");

}

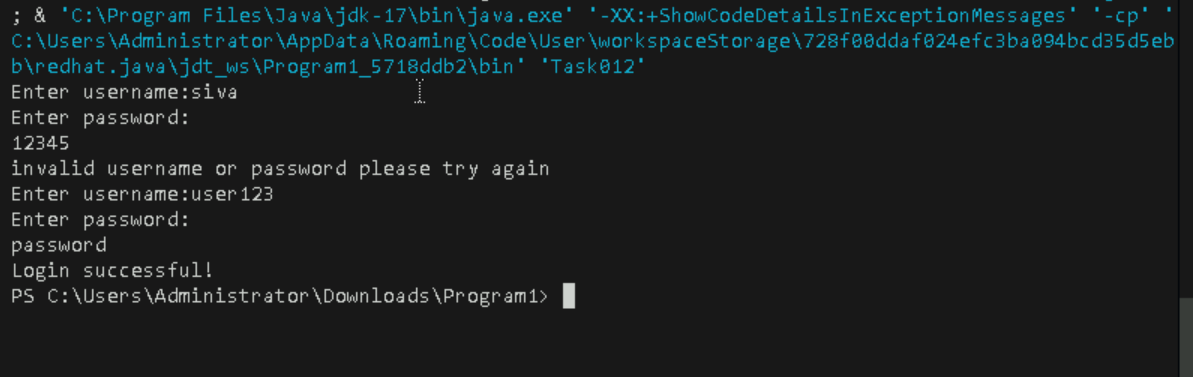
}

input.close();

}

}

**Output:**

****

**Task013:**

Wap to display numbers from 10 to 1 .. skip 7 and 5.

for(int i= 10; i >0; i–){

If ( i == 5 || i == 7)

Continue;

sout(i);

}

**Code :**

public class Task013 {

public static void main(String[] args) {

for (int i = 10; i >= 1; i--) {

if (i == 7 || i == 5) {

continue;

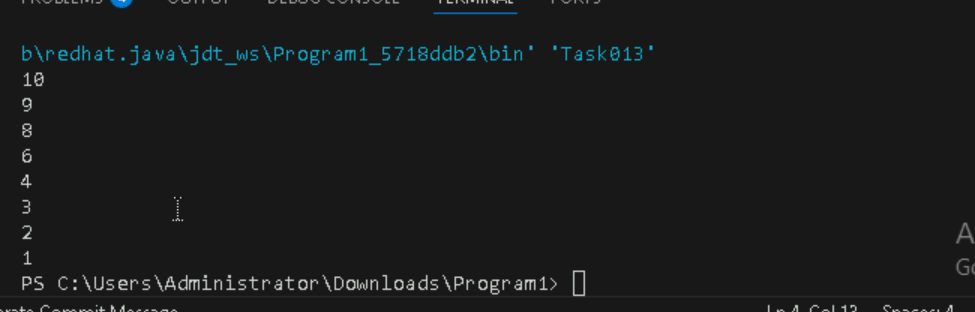
}

System.out.println(i);

}

}

}

****

**Task 14:**

Task 015:

String – non primitive data type —> collection of characters or any value within “ ”

– immutable ⇒ cannot be changed

String Name = “Prasunamba is a trainer”;

Name = “Hello”;

Variables are mutable ⇒ which can be changed

package StringHandling;

public class Demo01 {

public static void main(String[] args) {

// TODO Auto-generated method stub

String str1 = "Java Strings "; // string Literal

String str2 = new String(str1); // obj of the string - new keyword

String str3 = new String("are easy to learn ");

char ch[] = {'S', 't', 'r' ,'i', 'n', 'g'};

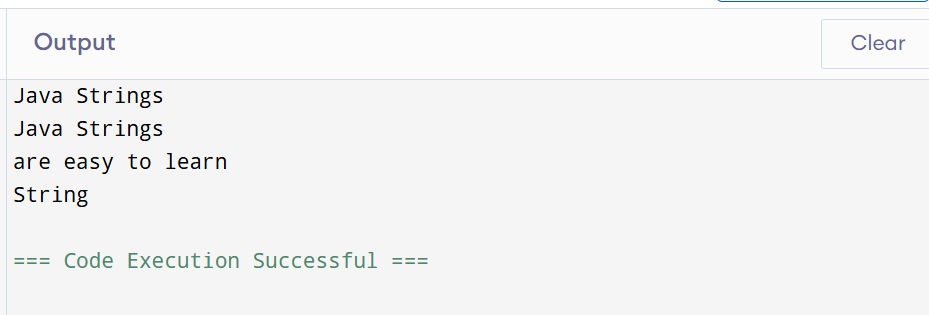
String str4 = new String(ch);

System.out.println(str1 + "\n" + str2 + "\n" +str3 + "\n" +str4);

}

}

**Output:**

****

**Task 16:**

**Enums or Enumerations**

1.package Enumerations;

enum color{

red, blue, green, yellow

}

public class Demo01 {

public static void main(String[] args) {

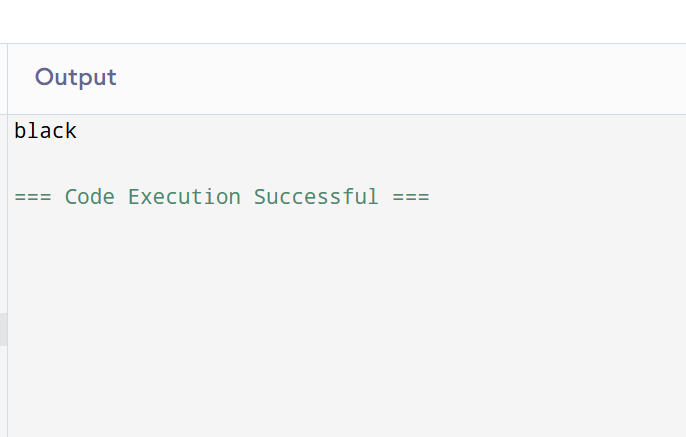
color c1 = color.yellow;

System.out.println(c1);

}

}

**Output:**

****

2.public class Demo01 {

public static void main(String[] args) {

Weekdays c1 = Weekdays.monday;

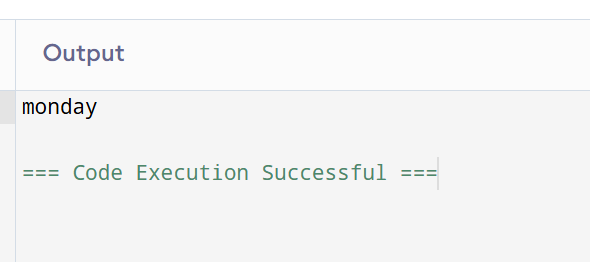
System.out.println(c1);

}

enum Weekdays { sunday , monday, tuesday}

}

**Output:**

****

**Task 17:**

**Getter & Setter**

public class Task017{

public static void main(String[] args) {

Person myObj = new Person();

myObj.setName("John");

System.out.println(myObj.getName());

}

}

public class Person {

private String name;

// Getter

public String getName() {

return name;

}

// Setter

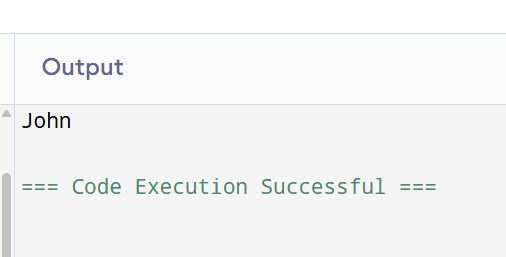
public void setName(String newName) {

this.name = newName;

}

}

Output :



**Task 18:**

public class Main {

public static void main(String[] args) {

Person myObj = new Person();

myObj.setName("John");

System.out.println(myObj.getName());

}

}

class Person {

private String name;

// Getter

public String getName() {

return name;

}

// Setter

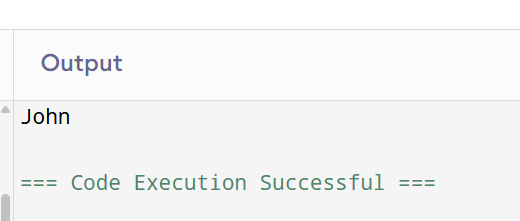
public void setName(String newName) {

this.name = newName;

}

}

Output:



**Task19.**

**Code:**

public class Task016\_1 {

public enum Element {

H("Hydrogen", 1, 1.008f),

HE("Helium",2, 4.0026f),

NE("Neon", 10, 20.180f);

public final String label;

public final int atomicNumber;

public final float atomicWeight;

private Element(String label, int atomicNumber, float atomicWeight) {

this.label = label;

this.atomicNumber = atomicNumber;

this.atomicWeight = atomicWeight;

}

}

public static void main(String[] args) {

System.out.println("Element Details:");

for (Element e : Element.values()) {

System.out.println("Symbol: " + e.name() +

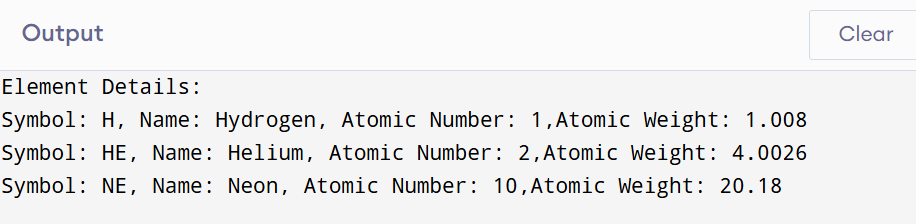
", Name: " + e.label +

", Atomic Number: " + e.atomicNumber + ",Atomic Weight: " + e.atomicWeight);

}

}

}



**Task20:**

public class Task020 {

public static void main(String[] args) {

char[] name = {'A', 'M', 'A', 'Z', 'O', 'N'};

System.out.println("Characters in the name:");

for (char c : name) {

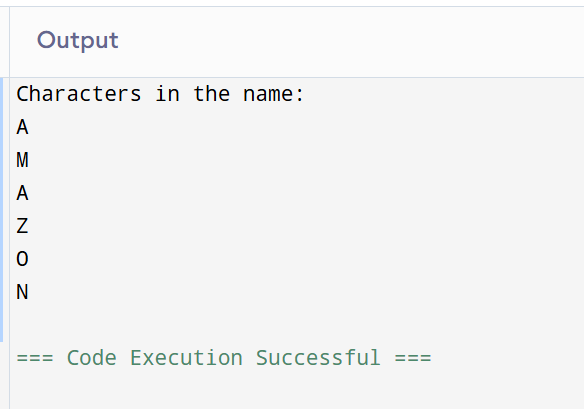
System.out.println(c);

}

}

}

**Output:**

****