**Week1**

# Gollamandala Harika

**1.Write a program to perform basic arithmetic operations (addition, subtraction, multiplication, division).**

***Program:***

class arithmaticOperations

{

public static void main(String[] args)

{

int a=5; int b=5;

System.out.println("Addition = "+ (a+b));

System.out.println("Subtraction = "+(a-b));

System.out.println("Multiplication= "+(a\*b));

System.out.println("Division = "+(a/b));

}

}

***Output:***

Addition = 10

Subtraction = 0

Multiplication =25 Division = 0

**2.Create a program that takes user input and checks if the number is even or odd.**

***Program:***

import java.util.Scanner; class evenOdd

{

public static void main(String[] args)

{

Scanner b=new Scanner(System.in);

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

int a=b.nextInt(); if(a%2 == 0)

{

System.out.println("The given number is Even");

}

else

{

System.out.println("The number is odd");

}

}

}

***Output:***

Number :

11

11 is Odd Number

**3.Implement a simple calculator using switchcase statements.**

***Program:***

import java.util.Scanner; class calculator

{

public static void main(String[] args)

{

Scanner sc=new Scanner(System.in); System.out.println("Enter first number :"); int a= sc.nextInt();

System.out.println("Enter second number :"); int b= sc.nextInt();

System.out.println("Enter an operator + , - , \* , / : "); char c= sc.next().charAt(0); sc.close(); double output; switch(c)

{ case'+':

output = a + b;

break;

case'-':

output = a - b; break;

case'\*':

output = a \* b; break; case'/':

output = a / b; break;

default:

System.out.println("Invalid "); return;

}

System.out.println(a+" "+c+" "+b+" = "+output);

}

}

***Output:***

Enter first number :

30

Enter second number :

32

Enter an operator + , - , \* , / :

\*

30 \* 32 = 960.0