1. MAGIC NUMBER

```
package test1;
import java.util.Scanner;

abstract class Magics {
	abstract public void magic();
}
class Magic1 extends Magics{
	Scanner s = new Scanner(System.in);
	int n;



	public void magic() {
		System.out.println("Enter a number:");
		n=s.nextInt();

		if(n%9==1) {
			System.out.println(n+" is a Magic Number.");
		}
		else {
			System.out.println(n+" ia not a Magic Number.");
		}



	}
}
public class Magic {

	public static void main(String[] args) {
		Magic1 m = new Magic1();
		m.magic();



	}
```

```
}
```
OUTPUT:

```
Enter a number:
2233
    2233a Magic Number.
```

2. PRONIC NUMBER

```
package test1;
import java.util.Scanner;

interface Pronic{
        public void pronic();
}
class Pronic1 implements Pronic{
        Scanner s = new Scanner(System.in);
        int n;
        boolean pro;
        public void pronic(){
                System.out.println("Enter a Number:");
                n=s.nextInt();
                pro=false;
                for(int i=0;i<=n;++i) {
                        if(i*(i+1)==n) {
                                pro=true;
                                break;
                        }
                }
                if(pro) {
                        System.out.println(n+" is a Pronic Number.");
                }
                else {
                        System.out.println(n+" is not a Pronic Number.");
```

```
            }



        }
}
public class PronicN {

        public static void main(String[] args) {
                Pronic1 p = new Pronic1();
                p.pronic();


        }

}
```

OUTPUT:

Enter a Number:
72
72 is a Pronic Number.