

Even or Odd:

```
public class Even {
    public boolean isEven(int num){
        if(num%2==0){
            return true;
        }
        if(num%2!=0){
            return false;
        }
        return false;
    }
    public static void main(String[] args){
        Even obj=new Even();
        System.out.println("is 7 is an even:"+obj.isEven(7));
    }
}
```

Positive or Negative:

```
public class Two {
    public String checkNumber(int num){
        if(num<0){
            return "negative";
        }
        if(num>0){
            return "positive";
        }
        if(num==0){
            return "zero";
        }
        return "abc";
    }
    public static void main(String[] args){
        Two obj=new Two();
        System.out.println("Result is:"+obj.checkNumber(-5));
    }
}
```

Eligibility to Vote:

```
public class Three {
    public boolean canVote(int age){
        if(age>18){
            return true;
        }
        if(age<18){
            return false;
        }
    }
}
```

```

        return false;
    }
    public static void main(String[] args){
        Three obj=new Three();
        System.out.println("Eligible to vote:"+obj.canVote(15));
    }
}

```

Greater Number:

```

public class Four {
    public int findGreater(int num1, int num2){
        if(num1>num2){
            return num1;
        }
        if(num1<num2){
            return num2;
        }
        if(num1==num2){
            return 0;
        }
        return num1;
    }
    public static void main(String[] args){
        Four obj=new Four();
        System.out.println("Greater number in (15,20):"+obj.findGreater(15,20));
    }
}

```

Divisibility by 5:

```

public class Five {
    public boolean isDivisibleBy5(int num){
        if(num%5==0){
            return true;
        }
        if(num%5!=0){
            return false;
        }
        return false;
    }
    public static void main(String args[])
    {

        Five obj=new Five();
        System.out.println("30 is divisible by 5:"+obj.isDivisibleBy5(30));

    }
}

```

