Object Oriented Programming with Java
Practical-2
Basic Programming in Java

1. Write a simple java program to print minimum and maximum values of primitive data types [byte, short, int, long, float, and double] in java.

   Hint: *To get the minimum or maximum value of primitive data types such as byte, short, int, long, float, and double you can use the wrapper class provided for each of them, the wrapper classes are Byte, Short, Integer, Long, Float and Double which is located in java.lang package. eg.*

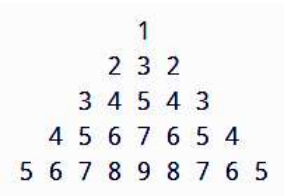
2. Write a Java program to perform Addition, Subtraction, and Multiplication between two Matrices of size M x M. Declare a Class named as MatrixOperations. (Use predefined matrix of size 4x4)

   To take input from the user you can use Scanner class from the java.util package.
   Scanner scan = new Scanner(System.in);
   int n = scan.nextInt();
   double b= scan.nextDouble();

3. Write a Java program to Reverse a Number. (Use Iterative approach)
4. Write a Java program to print the following pattern based on user input.

```
1
1 2
1 2 3
1 2 3 4
1 2 3 4 5
```

5. Write a Java program to print the following pattern based on user input.



6. Write a Java program to print the following pattern based on user input.

7. Create a class named Circle with fields named radius, area and diameter.Include methods named setRadius (), getRadius, computeDiameter(), which calculates circle's diameter, and computeArea(), which computes circle's area and returns area.
   Now, Create a class named TestCircle whose main() method declares three Circle objects. Using setRadius() method to assign radius values. Call the methods and display the output.