Java - Printing(Output), variable, data types

Assignment Solutions







Q1 - Take 2 integer values in two variables x and y and print their product.

```
public class Main
{
     public static void main(String[] args) {
          int x=2;
          int y=4;
          System.out.print(x*y);
     }
}
   9
     public class Main
  10 - {
           public static void main(String[] args) {
  11 -
  12
                int x=2;
  13
  14
                int y=4;
  15
                System.out.print(x*y);
           }
  16
  17
      }
  18
                                                            input
 .. Program finished with exit code 0
Press ENTER to exit console.
```

Q2 - Print the ASCII value of character 'U'.

```
public class Main
{
     public static void main(String[] args) {
        int x='U';
        System.out.print("The ascii value of U is : " + x);
    }
}
```



```
9 public class Main
10 {
11     public static void main(String[] args) {
12
13     int x='U';
14     System.out.print("The Ascii value of U is : " + x);
15     }
16 }
17
The ascii value is : 85
...Program finished with exit code 0
Press ENTER to exit console.[]
```

Q3 - Write a Java program to take the length and breadth of a rectangle and print its area.

```
public class Main
{
    public static void main(String[] args) {

        int length=6;
        int breadth=5;
        System.out.println("The length is : "+ length);
        System.out.println("The breadth is : "+ breadth);
        int area=length*breadth;
        System.out.println("The area is : "+area);
    }
}
```

```
public class Main
10 - {
11 -
        public static void main(String[] args) {
12
13
            int length=6;
14
15
            int breadth=5;
            System.out.println("The length is : "+ length);
16
            System.out.println("The breadth is : "+ breadth);
17
18
            int area=length*breadth;
19
            System.out.println("The area is : "+area);
20
21
        }
22
```

```
The length is : 6
The breadth is : 5
The area is : 30
```



Q4 - Write a Java program to calculate the cube of a number.

```
public class Main
{
    public static void main(String[] args) {
        int x = 2;
        int cube=x*x*x;
        System.out.println("The side is : "+x);
        System.out.println("The cube is : "+cube);
    }
}
```

```
public class Main
  10 - {
          public static void main(String[] args) {
  11 -
  12
               int x = 2;
               int cube=x*x*x;
  13
               System.out.println("The side is : "+x);
  14
               System.out.println("The cube is : "+cube);
  15
  16
  17
          }
  18
  19
                                                       input
The side is : 2
The cube is : 8
```



Q5 - Write a Java program to swap two numbers with the help of a third variable.

```
public class Main
{
    public static void main(String[] args) {

        int num1=2;
        int num2=3;
        System.out.println("The first number before swap is :" + num1);
        System.out.println("The second number before swap is : " + num2);
        int temp; //variable used to swap two numbers
        temp=num1;
        num1=num2;
        num2=temp;
        System.out.println("The first number after swap is :" + num1);
        System.out.println("The second number after swap is :" + num2);
    }
}
```

```
9 public class Main
  10 - {
  11 -
          public static void main(String[] args) {
  12
  13
              int num1=2;
  14
              int num2=3;
  15
                    .out.println("The first number before swap is :" + num1);
                    .out.println("The second number before swap is : " + num2);
  16
              int temp; //variable used to swap two numbers
  17
  18
              temp=num1:
  19
              num1=num2;
  20
              num2=temp;
  21
                ystem.out.println("The first number after swap is :" + num1);
              System.out.println("The second number after swap is : " + num2);
  22
          23
  24
                                                     input
The first number before swap is :2
The second number before swap is: 3
The first number after swap is :3
The second number after swap is : 2
```