

Java Practical 13 April

- 1) WAP with a class named `SumProductMinMax3` that prompts the user for three integers. The program shall read the inputs as `int`; compute the sum, product, minimum and maximum of the three integers; and print the results.
- 2) WAP with a class named `Fact` that prompts the user to enter a positive integer `n`, calculates its factorial and prints the result. (Assume `n <= 12`)
- 3) WAP with a class named `CircleComputation` that prompts the user for the radius of a circle. The program shall read the input as `double`; compute the diameter, circumference, and area of the circle in double. Use System-provided constant `Math.PI`.
- 4) WAP with a class named `SumOfDigits` that prompts the user for a positive integer. The program shall read the input as `int`; compute and print the sum of all its digits. No input validation is needed.

Note: For all the questions, a single class with the given name has to be created and all the computation logic must be present inside the `main` method.