

## Assignment - 1

## 1. student grading system :-

```

import java.util.Scanner;

public class studentgradingSystem {

    public static void main (String[] args) {

        Scanner scanner = new Scanner(System.in);

        char choice;

        do {
            System.out.print("enter student's score: ");
            int score = scanner.nextInt();
            char grade;

            if (score >= 90) {
                grade = 'A';
            } else if (score >= 80) {
                grade = 'B';
            } else if (score >= 70) {
                grade = 'C';
            } else if (score >= 60) {
                grade = 'D';
            } else {
                grade = 'F';
            }

            System.out.println("Grade: " + grade);
            System.out.print("Do you enter another score ? Y/N:");
            choice = scanner.next().charAt(0);
        } while (choice == 'y' || choice == 'Y');

        scanner.close();
    }
}

```

Output :-

Input : 85

output : Grade B.

## 2. Number guessing game:-

```
import java.util.Scanner;
import java.util.Random;

public class NumberGuessingGame {
    public static void main (String[] args) {
        Scanner scanner = new Scanner(System.in);
        Random random = new Random();
        char playAgain;
        do {
            int randomNumber = random.nextInt(10) + 1;
            boolean guessedCorrectly = false;
            System.out.print("Guess number b/w 1 to 10. You
                               have 3 attempts ");
            for (int i = 1; i <= 3; i++) {
                System.out.print("Attempt " + i + ": ");
                int guess = scanner.nextInt();
                if (guess == randomNumber) {
                    System.out.println("Correct! " + i + " attempts.");
                    guessedCorrectly = true;
                    break;
                } else if (guess < randomNumber) {
                    System.out.println("Too low.");
                } else {
                    System.out.println("Too high.");
                }
            }
            if (!guessedCorrectly) {
                System.out.println("Sorry! correct is: " +
                                   randomNumber);
            }
        } while (playAgain != 'n');
```



```

        System.out.print("Do you want to play again? (Y/N):");
        playAgain = scanner.next().charAt(0);
    } while (playAgain == 'y' || playAgain == 'Y');
    scanner.close();
}
}

```

output:-

Random Number = 7

Player inputs = 5, 8, 7

output:- "Too low", "Too high", correct! 3 attempts.

### 3. Multiplication table:-

```

import java.util.Scanner;
public class multiplicationTable {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        System.out.print("Enter the range:");
        int range = scanner.nextInt();
        System.out.print("enter number:");
        int number = scanner.nextInt();
        for (int i = 1; i <= range; i++) {
            System.out.println(number + " * " + i + " = " +
                               (number * i));
        }
        scanner.close();
    }
}

```

output:-

Input n = 5

range = 3

5 x 1 = 5

5 x 2 = 10

5 x 3 = 15

#### 4. Even or odd number counter:-

```
import java.util.Scanner;

public class Evenoddcounter {

    public static void main (String[] args) {

        Scanner scanner = new Scanner(System.in);

        System.out.println("Enter the number of elements:");

        int n = scanner.nextInt();

        int[] numbers = new int[n];

        System.out.println("Enter the element:");

        for (int i = 0; i < n; i++) {

            numbers[i] = scanner.nextInt();

        }

        int evencount = 0;
        int oddcount = 0;
        int evensum = 0;
        int oddsum = 0;

        for (int number : numbers) {

            if (number % 2 == 0) {

                evencount++;
                evensum += number;

            } else {

                oddcount++;
                oddsum += number;

            }

        }

        System.out.println(evencount);
        System.out.println(oddcount);
        System.out.println(evensum);
        System.out.println(oddsum);

        scanner.close();

    }

}
```



output:-

input : { 2, 3, 4, 5, 6 }

even count : 3

even sum : 12

odd count : 2

odd sum : 8

### 5. Simple ATM Simulation :-

```
import java.util.Scanner;
```

```
public class ATMSimulation {
```

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

```
        Scanner scanner = new Scanner(System.in);
```

```
        int balance = 1000;
```

```
        int choice;
```

```
        do {
```

```
            System.out.println("ATM menu:");
```

```
            System.out.println("1. check Balance:");
```

```
            System.out.println("2. Deposit money:");
```

```
            System.out.println("3. withdraw money");
```

```
            System.out.println("4. exit");
```

```
            System.out.println("choose an option:");
```

```
            choice = scanner.nextInt();
```

```
            switch (choice) {
```

```
                case 1:
```

```
                    System.out.println(balance);
```

```
                    break;
```

```
                case 2:
```

```
                    System.out.println("Deposit amount:");
```

```
                    if (deposit > 0) {
```

```
                        balance += deposit;
```

```
                    System.out.println(deposit);
```

```

} else {
    system.out.println("Invalid");
}
break;

case 3:
    system.out.println("Withdraw amount:");
    int withdraw = scanner.nextInt();
    if (withdraw > balance) {
        system.out.println("error");
    } else {
        system.out.println(withdraw);
    }
    break;

case 4:
    system.out.println("Thank you, ");
    break;

default:
    system.out.print("Invalid");
}

while (choice != 4);
scanner.close();
}
}

```

**Output:-**

Initial balance = 1000

Deposit = 200

Withdrawal = 150

Balance = 1050