**Practice following Programs**

Do the following java programs **without using Object Oriented Concepts**

1. Add 2 numbers
2. Find out factorial of a number.
3. Generate Fibonacci series till a given number.
4. Find out maximum of 3 numbers.
5. Find out simple interest when principle, rate and rate of interest are known.
6. Find out area and perimeter of a rectangle
7. Find out grade of a student when percentage of marks is known.
8. Find whether the number given is odd or even.
9. [Display Even Numbers From 1 to 100](https://www.javatpoint.com/java-program-to-display-even-numbers-from-1-to-100)
10. Find sum of natural numbers.

Do the following java programs **using Object Oriented way of Programming**

1. Find out factorial of a number.
2. Generate Fibonacci series till a given number.
3. Find out maximum of 3 numbers.
4. Find out simple interest when principle, rate and rate of interest are known.
5. Find out area and perimeter of a rectangle when length and breadth is known.
6. Find whether the number given is odd or even.
7. Find out Area, Circumference, and Diameter of a Circle with a given radius.
8. Calculator class to find out addition, subtraction, division, multiplication, and remainder of given numbers.
9. Class to find total marks obtained and percentage when marks of any 5 subjects are given. Consider 100 to be maximum marks of each subject.
10. Create a Car Class with attributes and behaviors that you feel that it should be there.

**Refer this link for naming conventions for class, variables, and methods**

https://www.javatpoint.com/java-naming-conventions