Associates For Given Technology

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## control of the con
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Autonomous Car

Char At Odd Position

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Data Transmission

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Device Management

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Septem - Control Saver Control - Con
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Institution

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Section workspace - Day Var/Institution/Sokinon/war - Edignet IDE

File Est Source Relator Navigate Search Project Ram Window Help

In Richage Explorer X

I Polymore (IDE) | Polymore Part |
```

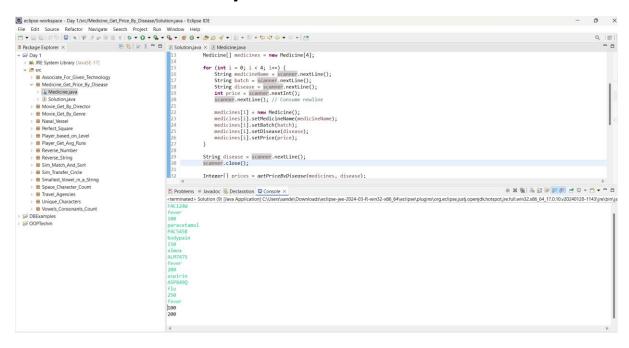
Inventory Replenish

```
Section environmental properties for Source Post Variation enters (Septembril) Southerning (Sept
```

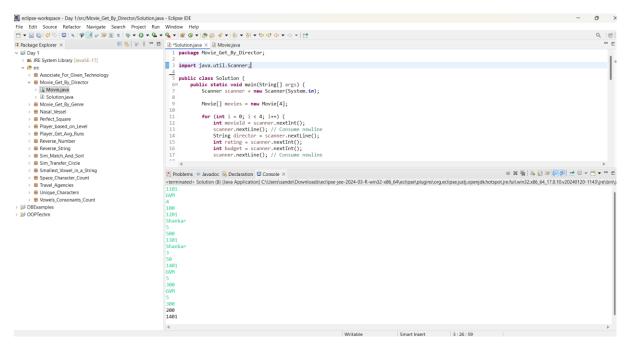
Last Character of every Word

```
| Section workspace - Day / InvoChast_Char_word(flastChar/word)pace - Edipse IDE
| File Edit Source Editation Numytate Search Project Raw Workspace - Vision - Vision
```

Medicines Get Price by Disease



Movies Get By Director



Movies Get By Genre

Naval Vessel

```
© ection-workspace - Day TuerChanal Meast/Scalifor(Juana - Edipse IDF |

Fee Edit Source Education Monday Media

Fee Edit Sou
```

Perfect Square

```
eclipse-workspace - Day 1/src/Perfect_Square/PerfectSquare.java - Eclipse IDE

    ⇒ Day 1
    ⇒ Marke System Library [JavaSE-17]
    ⇒ Marke System Library [JavaSE-17]
    ⇒ Market System Library [JavaSE-17]
    ⇒ Market System Library [JavaSE-17]
    ⇒ Market Square System Library [JavaSE-17]
    ⇒ Perfect Square
    ⇒ Market Square System Library [JavaSE-17]

                                                                                                                                                                                                                                                                                                                                                                                     import java.util.Scanner;
                                                                                                                                                                                                                                                                                                                                                            public static void main(String args[

Scanner scannew Scanner(System.in

int =sc.nextInt();

doubte be Math.gar(a);

if(Math.floor(b)==b)

System.out.println("TRUE");

else

System.out.println("FALSE");

System.out.println("FALSE");

System.out.println("FALSE");

21

}
                                 > ## Player_based_on_Level
> ## Player_Get_Avg_Runs
                                                                                                                                                                                                                                                                                                                                                                                        public static void main(String args[]) {
                                                                                                                                                                                                                                                                                                                                                                                                                                     Scanner Scanner (System.in);
int a=sc.nextInt();
double b= Math.sqrt(a);
if(Math.floor(b)=b)

                                 > # Reverse_Number
> # Reverse_String
> # Sim_Match_And_Sort
> # Sim_Transfer_Circle
                                               # Smallest_Vowel_in_a_String
# Space_Character_Count
                                             # Travel_Agencies
# Unique_Characters
# Vowels_Consonants_Count
                                                                                                                                                                                                                                                                                                                                                                                                                                                                         System.out.println("FALSE");

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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               <terminated > PerfectSquare [Java Application] C.\Users\sande\Downloads\ecilipse-jee-2024-03-R-win32-x86_64\ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.ecilipse\plugins\org.eci
```

Player Based on Skill

```
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```

Player Avg Runs

Reverse of a Number

Reverse of a String

```
| Project Section Notice Search Project Bit Window Help | Project Search Project Bit Window Search Project Bit Search Project Bit Window Search Project Bit Window Search Project Bit Search
```

Sim Match and Sort

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Septem-workspace. Day / Intraffin. Match, And. Sort/Solution.jnes. Eclare DCF.

File Sortic Sortic Enfector Manager Seach Report No. Workson Help

Through Epidem X

Through Epidem And T
```

Sim Transfer Circle

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| Because Armonic Control Cont
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Smallest Vowel in string

Space Character Count

```
| Bell State Retards Noting as Each Pojet Bin | Delivation | Delivate | Deliv
```

Travel Agencies

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## clast Source Retarch Norget Search Poyler Am Workow Help

## Finds Source Retarch Norget Search Poyler Am Workow Help

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## Finds Source Retarch Norget Search Poyler Am Workow Help

## Finds Source Retarch Norget Search Poyler Search Poyle
```

Unique Characters

```
| Bell content Retain Number | Search Pey Land Content | Search Pey La
```

Vowel Consonant Count

```
eclipse-workspace - Day 1/src/Vowels_Consonants_Count/VowelConstCount.java - Eclipse IDE
   | Be Edit Source Relation Navigate Search Project Ran Window Help
| Particle Edit Source Relation Navigate Search Project Ran Window Help
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         > M. IRE System Library Junva5E-TJ

- If stasociate For Given, Technology

- If Autonomous Car

- If Autonomous Car

- If Autonomous Carjava

- If Solution java

- If Solution java

- If Solution java

- If Solution java

- If Device, Management

- If Institution

                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             import java.util.Scanner;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            5 public class VowelConstCount {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            70 public static void main(String args[])
8  {
9     String s:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  String s;

Scanner scenew Scanner(System.in);

sc.close();

int v,c;

v=0;

c=0;

for(int i=0;i<s.length();++i) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                if(Character.isAlphabetic(s.charAt(i)))
{
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     char a=s.charAt(i);
if(a=='a' || a=='e' || a=='i' || a=='o' || a=='u'
|| a=='A' || a=='E' || a=='I' || a=='0' || a=='U')
                ## I rukal_reset
## I rukal_reset
## Player_based_on_Level
## Player_based_on_Level
## Player_based_on_Level
## Player_based_on_Level
## Player_based_on_level
## Player_based_on_level
## Reverse_Variet
## Reverse_Variet
## Reverse_Variet
## Sim_Martch_And_Sort
## Sim_Martch_Criticle
## Sim_Martch_Criticle
## Sim_Martch_Criticle
## Sim_Aller_Criticle
## Sim_Aller_Criticle
## Sim_Criticle
## Sim_Aller_Criticle
## Unique_Characters
## Unique_Charact
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     {
v=v+1;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              }
else if(a==' ')
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               c=c+1;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         minated > YowelConstCount [Java Application] C\Users\sande\Downloads\eclipse-jee-2024-03-R-win32-x86_64\eclipse\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32-x86_64_17.0.10.v20240120-1143\jre'
```