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JAVA LAB PRACTICE – 1

1)Fibonacci Series in Java

```
D:\Java Lab Practice -1>javac Fibonacci.java

D:\Java Lab Practice -1>java Fibonacci
Enter the number of terms:6
Fibonacci Series: 0, 1
, 1, 2, 3, 5
D:\Java Lab Practice -1>
```

2) Prime Number Program in Java

```
D:\Java Lab Practice -1>javac PrimeNumber.java

D:\Java Lab Practice -1>java PrimeNumber
Enter a number: 11
11 is a prime number.

D:\Java Lab Practice -1>javac PrimeNumber.java

D:\Java Lab Practice -1>java PrimeNumber
Enter a number: 614
614 is not a prime number.

D:\Java Lab Practice -1>
```

3) Palindrome Program in Java

```
D:\Java Lab Practice -1>javac Palindrome.java

D:\Java Lab Practice -1>java Palindrome
Enter a string: radar
Original String: radar
Reversed String: radar
radar is a palindrome.

D:\Java Lab Practice -1>javac Palindrome.java

D:\Java Lab Practice -1>java Palindrome
Enter a string: keyboard
Original String: keyboard
Reversed String: draobyek
keyboard is not a palindrome.

D:\Java Lab Practice -1>
```

4) Factorial Program in Java

```
D:\Java Lab Practice -1>javac Factorial.java

D:\Java Lab Practice -1>java Factorial
Enter a number: 6
Factorial of 6 is 720

D:\Java Lab Practice -1>
```

5) Armstrong Number in Java

```
D:\Java Lab Practice -1>javac ArmstrongNumber.java

D:\Java Lab Practice -1>java ArmstrongNumber
Enter a number: 153
Calculated sum of cubes: 153
153 is an Armstrong number.

D:\Java Lab Practice -1>javac ArmstrongNumber.java

D:\Java Lab Practice -1>java ArmstrongNumber
Enter a number: 233
Calculated sum of cubes: 62
233 is not an Armstrong number.

D:\Java Lab Practice -1>
```

6) How to Generate Random Number in Java

```
D:\Java Lab Practice -1>javac GenerateRandomNumber.java

D:\Java Lab Practice -1>java GenerateRandomNumber
Enter the upper bound for random number: 100
Random Number between 0 and 99: 16

D:\Java Lab Practice -1>
```

7) How to Print Pattern in Java

```
D:\Java Lab Practice -1>javac PrintPattern.java

D:\Java Lab Practice -1>java PrintPattern
Enter the number of rows: 6
Printing pattern:
*
* *
* * *
* * * *
* * * * *
* * * * * *

D:\Java Lab Practice -1>
```

8) How to Compare Two Objects in Java

```
D:\Java Lab Practice -1>javac CompareObjects.java

D:\Java Lab Practice -1>java CompareObjects
Enter name for first object: Mahizha
Enter name for second object: Mahendran
First Object: Mahizha
Second Object: Mahendran
Objects are not equal.

D:\Java Lab Practice -1>java CompareObjects
Enter name for first object: Mahizha
Enter name for second object: Mahizha
First Object: Mahizha
Second Object: Mahizha
Objects are equal.

D:\Java Lab Practice -1>
```

9) How to Create Object in Java

```
D:\Java Lab Practice -1>javac CreateObject.java

D:\Java Lab Practice -1>java CreateObject
Enter a name for the object: Mahizha
Object created with name: Mahizha

D:\Java Lab Practice -1>java CreateObject
Enter a name for the object: 2345
Object created with name: 2345

D:\Java Lab Practice -1>
```

10) How to Print ASCII Value in Java

```
D:\Java Lab Practice -1>javac PrintASCIIValue.java

D:\Java Lab Practice -1>java PrintASCIIValue
Enter a character: d
ASCII value of 'd' is: 100

D:\Java Lab Practice -1>javac PrintASCIIValue.java

D:\Java Lab Practice -1>java PrintASCIIValue
Enter a character: D
ASCII value of 'D' is: 68

D:\Java Lab Practice -1>
```