JavaClass15

package class15;

public class Dog {

String name; //instance

static int noOfLegs=4;

String color;

void bark(){

int i=10; //local

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

//int j is also a local variable

System.out.println("Barking....");

}

}

void printInfo(){

System.out.println("name "+name+" color "+color);

}

void printName(){

System.out.println("name "+name);

}

// Break till 1:50

public static void main(String[] args) {

Dog dog1=new Dog();

dog1.name="Tomy";

dog1.bark();

Dog dog2=new Dog();

dog2.name="Lucky";

}

}

package class15;

public class HondaBike {

static int topSpeed=200;

static int noOfTyres=2;

String model;

int year;

void printTotalDistance(int noOfGallons,int avg ){

double distance=noOfGallons/10;

System.out.println("Your bike can go max "+distance+

" with this much "+noOfGallons);

}

public static void main(String[] args) {

System.out.println(HondaBike.noOfTyres);

HondaBike ybr=new HondaBike();

ybr.model="ybr100";

ybr.printTotalDistance(10,20);

}

}

package class15;

public class LocalVarDemo {

static String name="Confused";

public static void main(String[] args) {

int number=0;

System.out.println();

/\*

local variables are defined inside blocks of code

and can only be used inside those blocks

\*/

//System.out.println(name);

for (int i = 0; i < 10; i++) {

System.out.println(i);

//System.out.println(HondaBike.noOfTyres);

}

{

int i=0;

}

// System.out.println(i);

}

void printNumber(){

int number=4;

System.out.println(name);

// System.out.println(number);

String name="Allan";

}

}

package class15;

import class16.Person;

public class PersonTester {

public static void main(String[] args) {

Person person=new Person();

// System.out.println(person.password);

// System.out.println(person.salary);

System.out.println(person.name);

// Bank bank=new Bank();

}

}

package class15;

import java.util.Scanner;

public class Task1 {

/\*

Create a method that will take 2

parameters as a numbers and prints which

number is larger

\*/

void printLarger (int num1,int num2){

if(num1>num2){

System.out.println("Number 1 is larger "+num1);

}else if(num2>num1){

System.out.println("Number 2 is larger "+num2);

}else {

System.out.println("Numbers are equal");

}

}

public static void main(String[] args) {

Scanner scanner=new Scanner(System.in);

System.out.println("Please Enter the first Number");

int number1 = scanner.nextInt();

System.out.println("Please Enter the second Number");

int number2 = scanner.nextInt();

Task1 task1=new Task1();

task1.printLarger(number1,number2);

task1.printLarger(50,12);

}

}

package class15;

public class Task2 {

/\*

/Create a method that will take a number and prints whether the number is even or odd./

\*/

void printEvenOdd(int number){

if(number%2==0){

System.out.println(number+" is Even");

}else {

System.out.println(number+" is Odd");

}

}

public static void main(String[] args) {

Task2 task=new Task2();

task.printEvenOdd(45);

task.printEvenOdd(50);

}

}

package class15;

public class Task3 {

/\*Create a method that will print whether given String is palindrome or not.\*/

void printPalindrome(String str){

str=str.toLowerCase();

StringBuilder stringBuilder=new StringBuilder(str);

stringBuilder.reverse();

if(stringBuilder.toString().equals(str)){

System.out.println("The String is Palindrome");

}else {

System.out.println("The String not Palindrome");

}

}

// Break till 11:50

public static void main(String[] args) {

Task3 task=new Task3();

task.printPalindrome("Dad");

task.printPalindrome("Thor");

}

}

package class15;

public class Task4 {

/\*

Create a method that will say Hello in

different language based on the country

that will passed when method is executed

\*/

void sayHello(String country){

switch (country) {

case "USA":

System.out.println("Hello");

break;

case "India":

System.out.println("Namaste");

break;

case "Turkiye":

System.out.println("Merhaba");

break;

case "Pakistan":

System.out.println("AOA");

break;

case "Japan":

System.out.println("Nihau");

break;

default:

System.out.println("Country not supported");

}

}

public static void main(String[] args) {

Task4 task4=new Task4();

task4.sayHello("USA");

task4.sayHello("Turkiye");

}

}

package class15;

public class Task5 {

/\* Create a method createEmail(). Based on values of users first name,

lastName and email type, your method should return complete email Address.

Example: createEmail(John, Snow,gmail)-->johnsnow@gmail.com\*/

String createEmail(String firstName,String lastName,String emailType){

return (firstName+lastName+"@"+emailType+".com").toLowerCase();

}

public static void main(String[] args) {

Task5 task5=new Task5();

String fullEmail=task5.createEmail("John","Snow","gmail");

System.out.println(fullEmail);

System.out.println(task5.createEmail("Niazi","Zamir","outlook"));

}

}

package class15;

public class Task6 {

/\*Write a method to return whether given number is prime or not?\*/

boolean isPrime(int num){

boolean isPrime=true;

if (num > 1) {

for(int i=2;i<num;i++) {

if(num%i==0) {

isPrime=false;

break;

}

}

}else {

isPrime=false;

}

return isPrime;

}

public static void main(String[] args) {

Task6 task6=new Task6();

System.out.println(task6.isPrime(12));

System.out.println(task6.isPrime(5));

}

}

package class15;

public class Task7 {

/\*

method getGrade. Your method should accept the score of a student and return a grade:

score > 90 - A

score >80 - B

score >70 - C

score > 50 - D

anything else - F

\*/

char getGrade(int score){

char grade;

if(score>90){

grade='A';

}else if( score>80){

grade='B';

}else if(score>70){

grade='C';

}else if(score>50){

grade='D';

}else {

grade='F';

}

return grade;

}

public static void main(String[] args) {

Task7 task7=new Task7();

System.out.println(task7.getGrade(81));

}

}