

Assignment - II

① import java.util.Scanner ;

public class Equal_Integer

{

public static void main (String[] args)

{

int m, n;

Scanner S = new Scanner (System.in);

System.out.print ("Enter the first no:");

m = S.nextInt();

System.out.print ("Enter the second no:");

n = S.nextInt();

if (m == n)

{ System.out.println (m + "and" + n
+ "are equal");

}

else

{

System.out.println (m + "and" + n
+ "are not equal");

}

}

② Import java.util.Scanner;

public class Inclusive

{

Public static void main (String[] args)

{

int n;

Scanner S = new Scanner (System.in)

System.out.println("Enter a number");

n = S.nextInt();

if (0 ≤ n ≤ 100) (0 ≤ n || n ≤ 100)

// ma'am can I write like this

{

System.out.println("Within Range");

else

{

System.out.println("out of Range");

}

}

```

③ import java.util.Scanner;

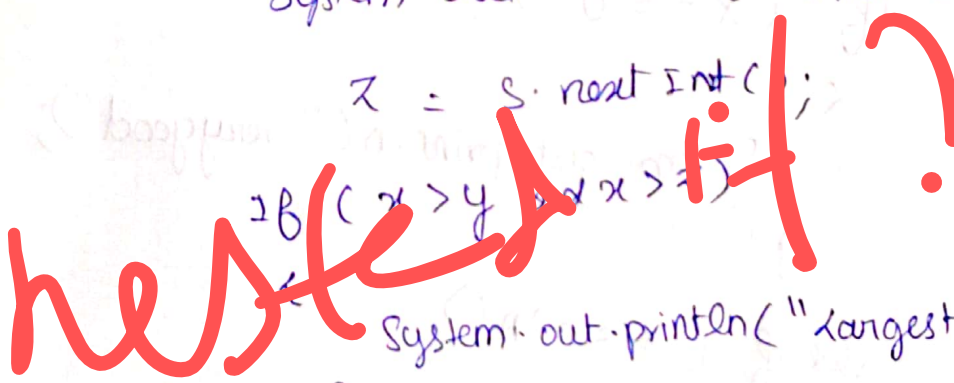
public class Biggest -number
{
    public static void main (String[] args)
    {
        int x, y, z;

        Scanner s = new Scanner (System.in)

        System.out.println("Enter the 1st no:");
        x = s.nextInt();
        System.out.println("enter the 2nd no:");
        y = s.nextIn();
        System.out.println("enter the 3rd no:");
        z = s.nextInt();

        if (x > y & x > z)
        {
            System.out.println("largest " + x);
        }
        else if (y > z)
        {
            System.out.println("largest " + y);
        }
        else
        {
            System.out.println("largest " + z);
        }
    }
}

```



④ import java.util.Scanner;

Public class Grades:

{

public static void main (String[] args)

{

char 'x'

Scanner S = new Scanner (System.in)

System.out.println ("Enter grade");

x = S.nextChar();

if (x == 'O')

{

System.out.println ("very good");

}

else if (x == 'A')

{

System.out.println ("Good");

}

else if

{

System.out.println ("Average");

}

else

{

System.out.println ("Fail");

}

}

```
#include <stdio.h>
```

```
int main()
```

```
{  
    int score;
```

```
    printf("Enter score (1-5): ");
```

```
    scanf("%d", &score);
```

```
    switch(score)
```

```
{  
    case 1:
```

```
        printf("Fail");  
        break;
```

```
    case 2:
```

```
        printf("Bad");  
        break;
```

```
    case 3:
```

```
        printf("Good");  
        break;
```

```
    case 4:
```

```
        printf("Very Good");  
        break;
```

```
    case 5:
```

```
        printf("Excellent");  
        break;
```

```
    default:
```

```
        printf("Enter proper number");
```

```
}
```

```
return 0;
```

```
}
```