**Programming** **Lab Exercise 2**

This set of Java exercises is designed to refresh your programming skills in Java and to demonstrate how to create, compile and run Java programmes at the command line. At the end of these exercises, you should be able to/be reminded of how to:

1. Input, compile and execute (run) a Java program at the command line

2. Identify and correct syntax and logic errors in basic Java programs.

3. Write Java programs using Notepad as opposed to an Integrated Development Environment (IDE).

Before you start:

Create a folder called l**ab2** inside your personal **java** folder you created at the start. Save all your work for lab 2 in this folder.

Using Notepad (or a text editor of your choice):

**Q1.**

Write a program in Java called **EvenOddTest** to check if a number is even or odd.

(input 2 output true, input 3 : output false)

A number is called even if it is completely divisible by two and odd if it’s not completely divisible by two. For example number 4 is even number because when you do 4/2 , remainder is 0 which means 4 is completely divisible by 2. On the other hand 5 is odd number because 5/2 will result in remainder as 1.

**Q2.**

Write a program called **PrintNumberInWord** which prints "ONE", "TWO",... , "NINE", depending on the digit a user inputs.

**Q3.**

Write a program in Java called **Circle** to allow a user to input the radius of circle and then to print the circumference and area of a circle with that radius, and also the volume of a sphere with that radius. It should be clear from the output which is which.

**Q4.**

Write a program which will read in a number and then print out all the numbers from 1 to that number in reverse order.

e.g. input = 6, output = 6, 5, 4, 3, 2, 1