

DAY 2 ACTIVITIES**TOPIC : TAKING USER INPUT**

1.

Write a program to take two integer inputs from user and print sum and product of them.

2.

Take two integer inputs from user. First calculate the sum of two then product of two. Finally, print the sum and product of both obtained results.

3.

Ask user to give two double input for length and breadth of a rectangle and print area type casted to int.

4.

Take name, roll number and field of interest from user and print in the format below :

Hey, my name is xyz and my roll number is xyz. My field of interest are xyz.

5.

Take side of a square from user and print area and perimeter of it.

6.

Write a program to find square of a number.

E.g.-

INPUT : 2 OUTPUT : 4

INPUT : 5 OUTPUT : 25

7.

Take two different string input and print them in same line. E.g.-

INPUT : Codes

Dope

OUTPUT : CodesDope

8. If the marks of Robert in three subjects are entered through keyboard (each out of 100), write a program to calculate his total marks and percentage marks.

TOPIC : CLASS ACTIVITIES

Level - 1

1.

Write a program to print the area of a rectangle by creating a class named 'Area' having two methods. First method named as 'setDim' takes length and breadth of rectangle as parameters and the second method named as 'getArea' returns the area of the rectangle. Length and breadth of rectangle are entered through keyboard.

2.

Create a class named 'Student' with String variable 'name' and integer variable 'roll_no'. Assign the value of roll_no as '2' and that of name as "John" by creating an object of the class Student.

3.

Assign and print the roll number, phone number and address of two students having names "Sam" and "John" respectively by creating two objects of class 'Student'.

4.

Write a program to print the area and perimeter of a triangle having sides of 3, 4 and 5 units by creating a class named 'Triangle' without any parameter in its constructor.

5.

Write a program to print the area and perimeter of a triangle having sides of 3, 4 and 5 units by creating a class named 'Triangle' with constructor having the three sides as its parameters.

6.

Write a program to print the area of two rectangles having sides (4,5) and (5,8) respectively by creating a class named 'Rectangle' with a method named 'Area' which returns the area and length and breadth passed as parameters to its constructor.

7.

Write a program to print the area of a rectangle by creating a class named 'Area' taking the values of its length and breadth as parameters of its constructor and having a method named 'returnArea' which returns the area of the rectangle. Length and breadth of rectangle are entered through keyboard.

8.

Print the average of three numbers entered by user by creating a class named 'Average' having a method to calculate and print the average.

9.

Print the sum, difference and product of two complex numbers by creating a class named 'Complex' with separate methods for each operation whose real and imaginary parts are entered by user.

10.

Add two distances in inch-feet by creating a class named 'AddDistance'

Level - 2

11. Write a program by creating an 'Employee' class having the following methods and print the final salary.

1 - 'getInfo()' which takes the salary, number of hours of work per day of employee as parameter

2 - 'AddSal()' which adds \$10 to salary of the employee if it is less than \$500.

3 - 'AddWork()' which adds \$5 to salary of employee if the number of hours of work per day is more than 6 hours.