ASSIGNMENT

1. Create a class named as animals and create 3 objects, 3 attributes and 3 methods for the class Animal.
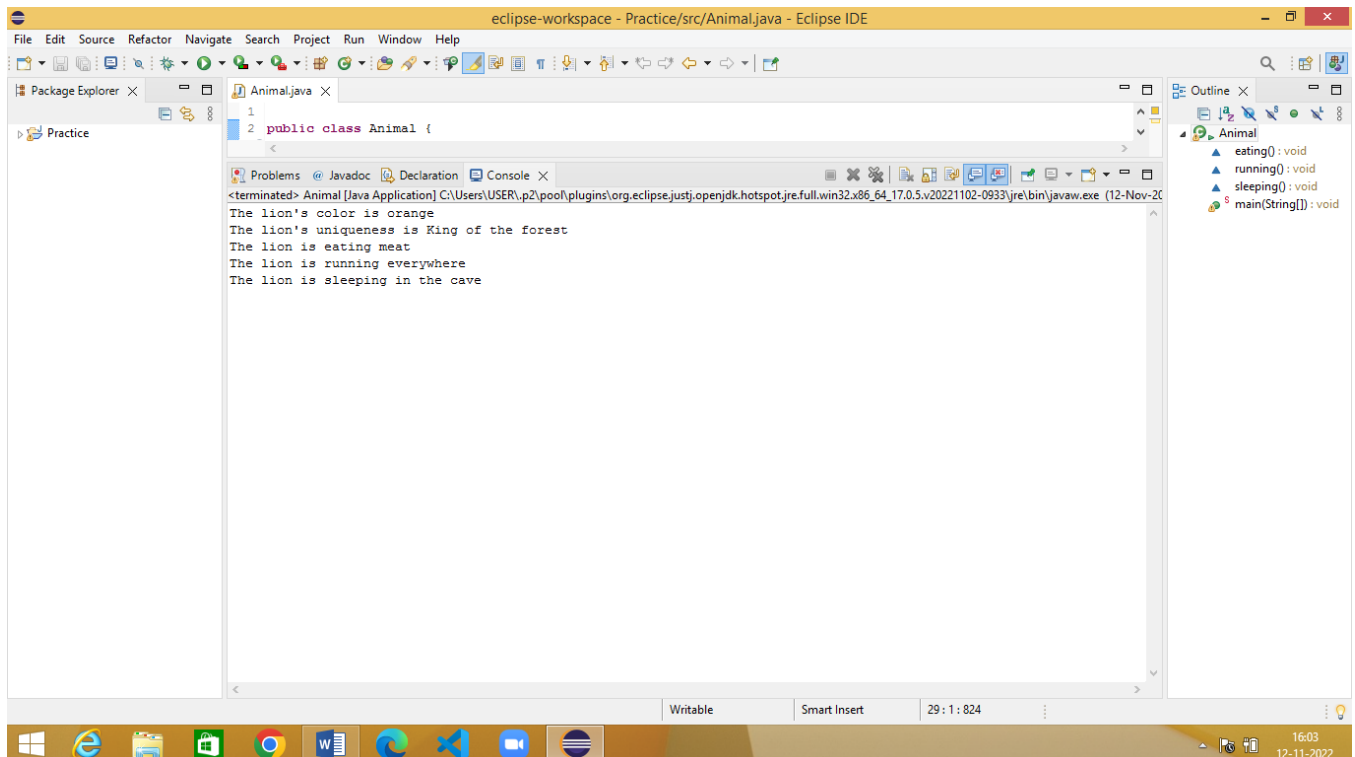
Program:

```java
public class Animal {
    void eating(){
        System.out.println("The lion is eating meat");
    }
    void running(){
        System.out.println("The lion is running everywhere");
    }
    void sleeping(){
        System.out.println("The lion is sleeping in the cave");
    }

    public static void main(String[] args) {
        String Animalname = "lion";
        String Animalcolor = "orange";
        String Animaluniqueness = "King of the forest";

        Animal lion =new Animal();
        Animal tiger = new Animal();
        Animal elephant = new Animal();
        System.out.println("The lion's color is " + Animalcolor);
        System.out.println("The lion's uniqueness is " + Animaluniqueness);

        lion.eating();
        lion.running();
        lion.sleeping();
    }
}
```

Output:

2. Give ant input if it is less than 10 then print hello world that many times.

Program:

```java
public class Helloworld {

    public static void main(String[] args) {
        for(int i=0;i<10;i++)
        {
            System.out.println("Hello World");
        }

    }

}
```

Output: