

# ASSIGNMENT-1

## Program-1

Define a method which returns the 1 if the given number is even, in other case return 0

**Name of method:** *isEven()* // which accepts an integer value as argument and return 1 if the given number is even, else return 0.

**Argument:** *int*

**Return type:** *an integer value*

**Example,** if  $x = 22$ , return 1. if  $x = 35$ , return 0

## Program-2

Define a method which returns the greatest number among two numbers.

Write the method with the following specifications:

**Name of method:** *getGreatest()* // which accepts two integer values as argument and return the greatest value.

**Arguments:** *two argument of type integer*

**Return type:** *an integer value*

**Specifications:** The value returned by the method *getGreatest()* is determined by the following rules:

*If any of the given numbers are negative, return -1.*

*If any of the given numbers are zero, return -2.*

*If the given numbers are positive, return the greatest.*

## Program-3

Define a method which returns the least number among two numbers.

Write the method with the following specifications:

**Name of method:** *getLeastNum()* // which accepts two integer values as argument and return the least value.

**Arguments:** *two argument of type integer*

**Return type:** *an integer value*

**Specifications:** The value returned by the method *getLeastNum()* is determined by the following rules:

*If any of the given numbers are negative, return -1.*

*If any of the given numbers are zero, return -2.*

*If the given numbers are positive, return the least number.*

## Program-4

Define a method which returns the number if it is an even number, if the number is odd then return the next multiple of 10.

Write the method with the following specifications:

**Name of method:** *oddRounder()* // which accepts an integer value as argument and return the same value if it is an even number, if the value is odd then return the next multiple of 10.

**Arguments:** *one argument of type integer*

**Return Type:** *an integer value*

**Example** if  $x = 24$  then return 24, if  $x = 25$  then return 30.

**Specifications:** The value returned by the method *oddRounder()* is determined by the following rules:

*If any of the given number is negative, return -1.  
If any of the given number is zero, return -2.  
If the given number is even, return the same number.  
If the given number is odd, return the next multiple of 10.*

#### **Program-5**

Define a method which returns the 1 if the given number is positive, return -1 if the given number is negative, return 0 if the given number is 0.

**Name of method** *findSign()*

**Arguments:** *one argument of type integer*

**Return Type:** *an integer value*

**Test Cases**

- 1. If any of the given number is positive, return 1.*
- 2. If any of the given number is negative, return -1.*
- 3. If any of the given number is zero, return 0.*