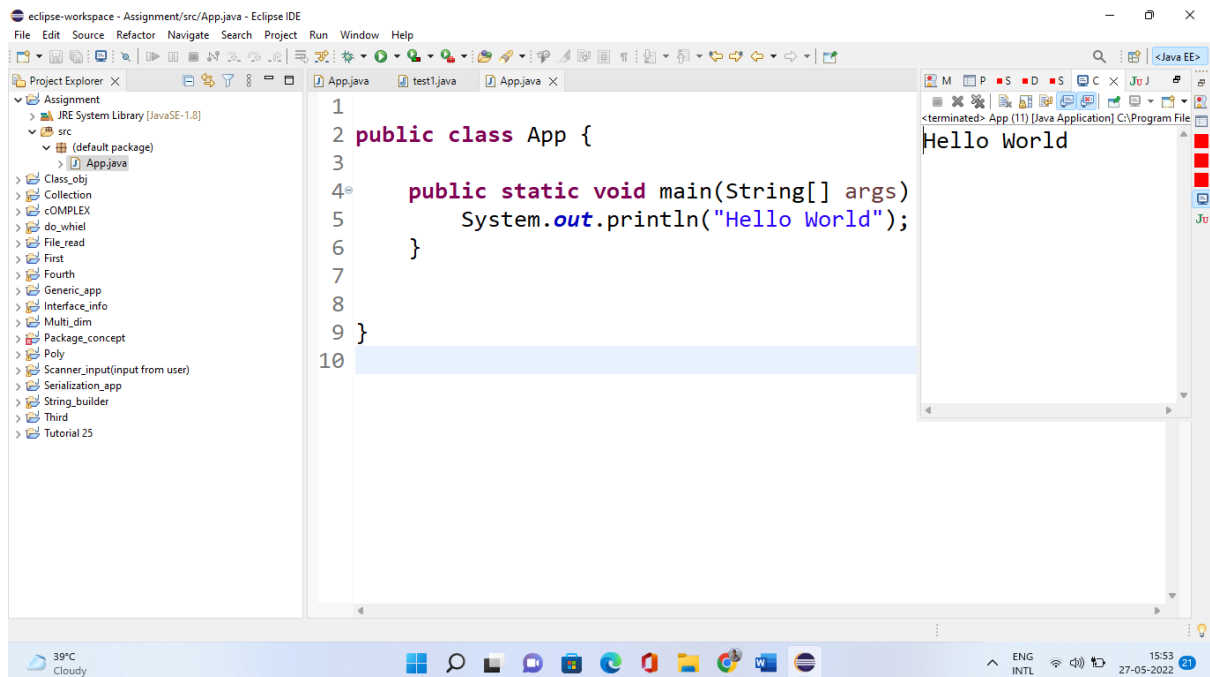
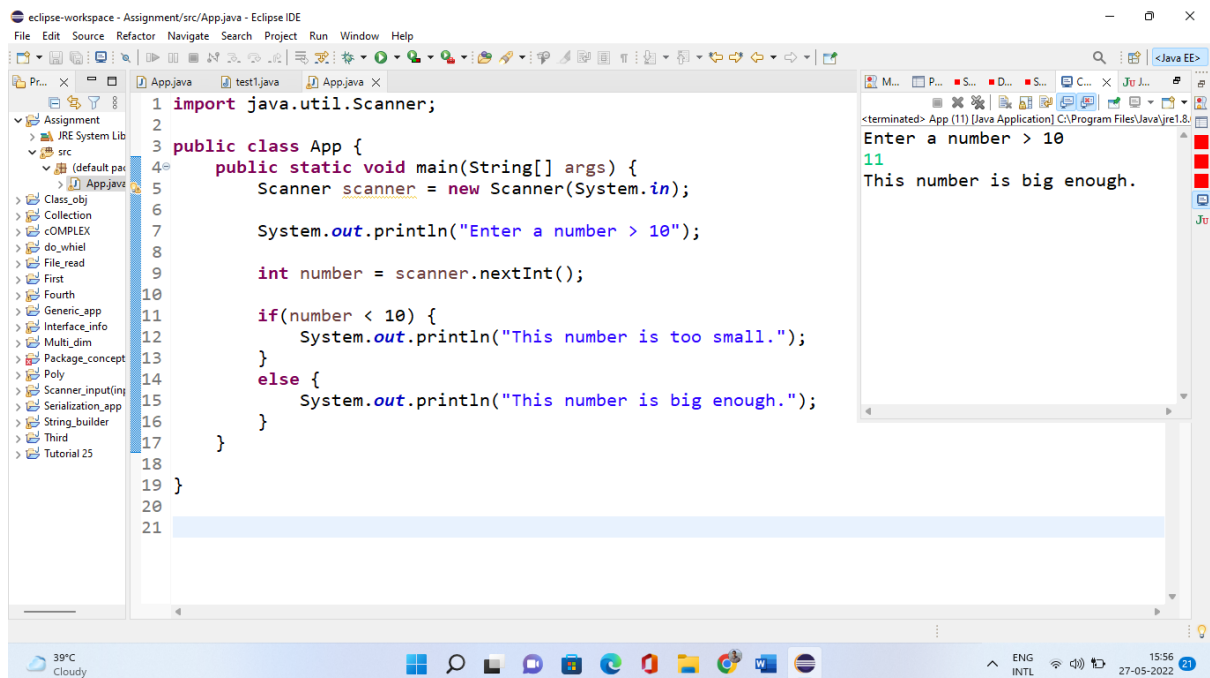


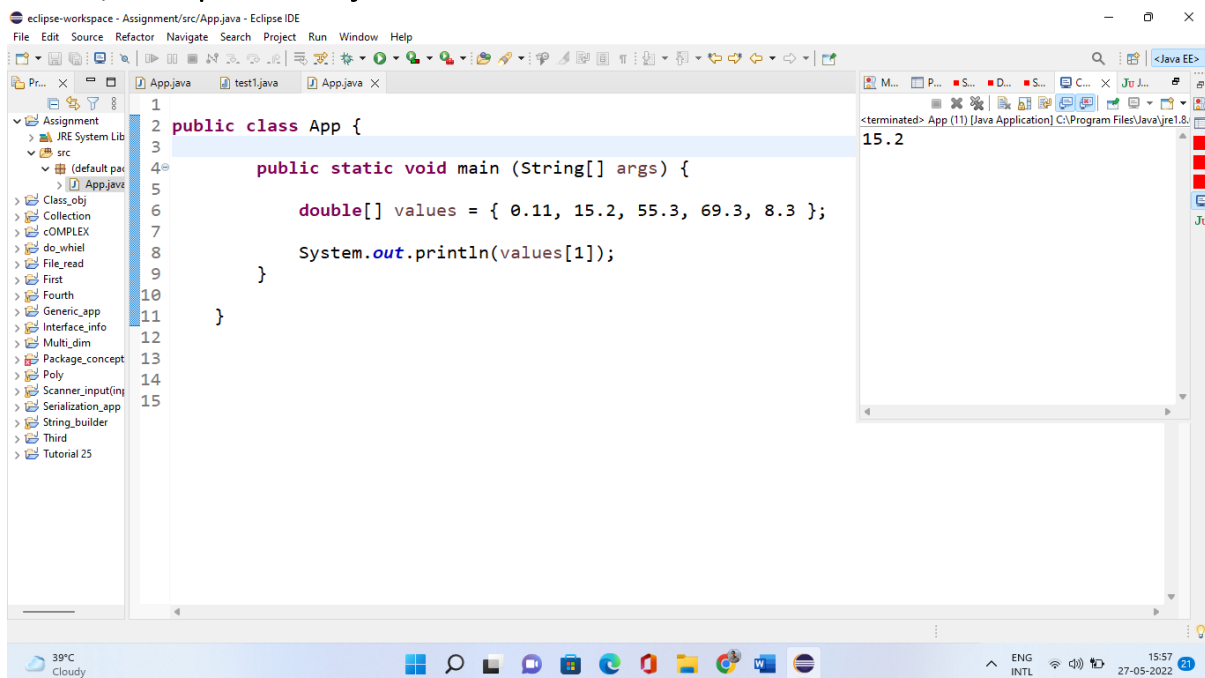
## 1). Create Hello World



2). Create a program that asks the user to enter an integer. If the integer is less than 10, print the message "This number is too small". If the integer is greater than or equal to 10, print "This number is big enough".



3). Create a program that creates an array of five hard-coded floating-point values, then prints out just the second value.

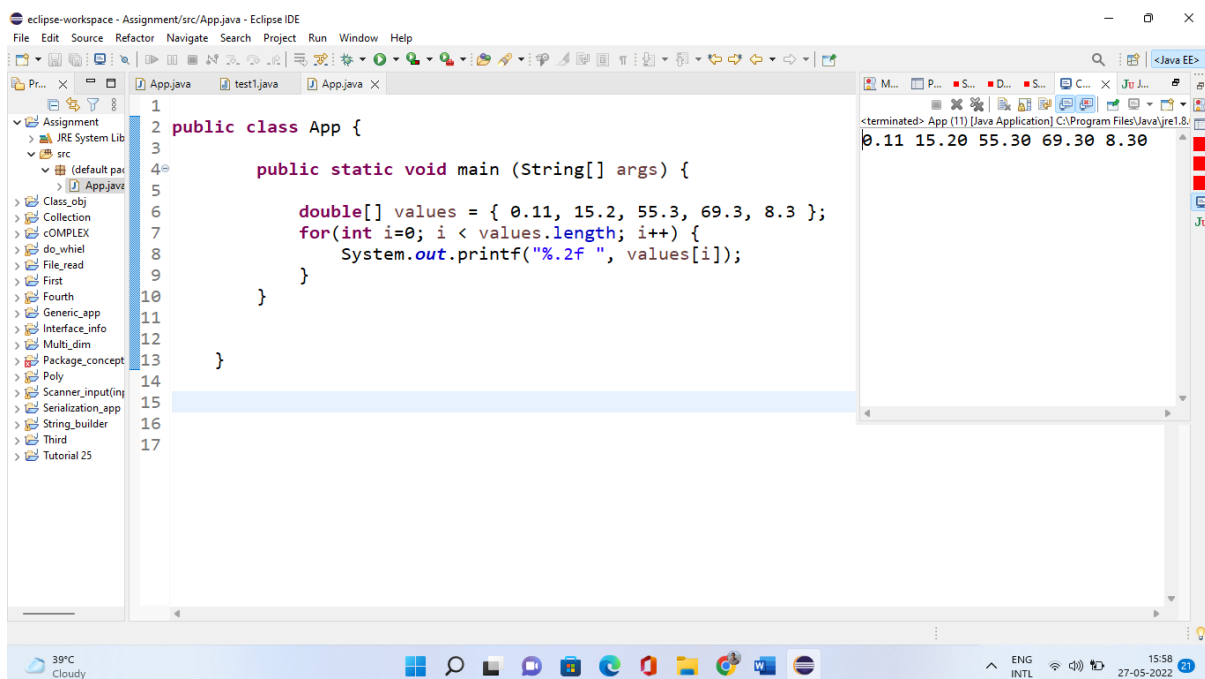


The screenshot shows the Eclipse IDE with a project named 'Assignment' and a source folder 'src' containing a file 'App.java'. The code in 'App.java' is as follows:

```
1 public class App {
2
3
4     public static void main (String[] args) {
5
6         double[] values = { 0.11, 15.2, 55.3, 69.3, 8.3 };
7
8         System.out.println(values[1]);
9     }
10 }
11
12
13
14
15
```

The console output on the right shows the result of the program execution: '15.2'.

4). Modify the above program so that it uses a for loop to display all the values in the array, all on the same line, each value formatted to two decimal places and followed by a space.

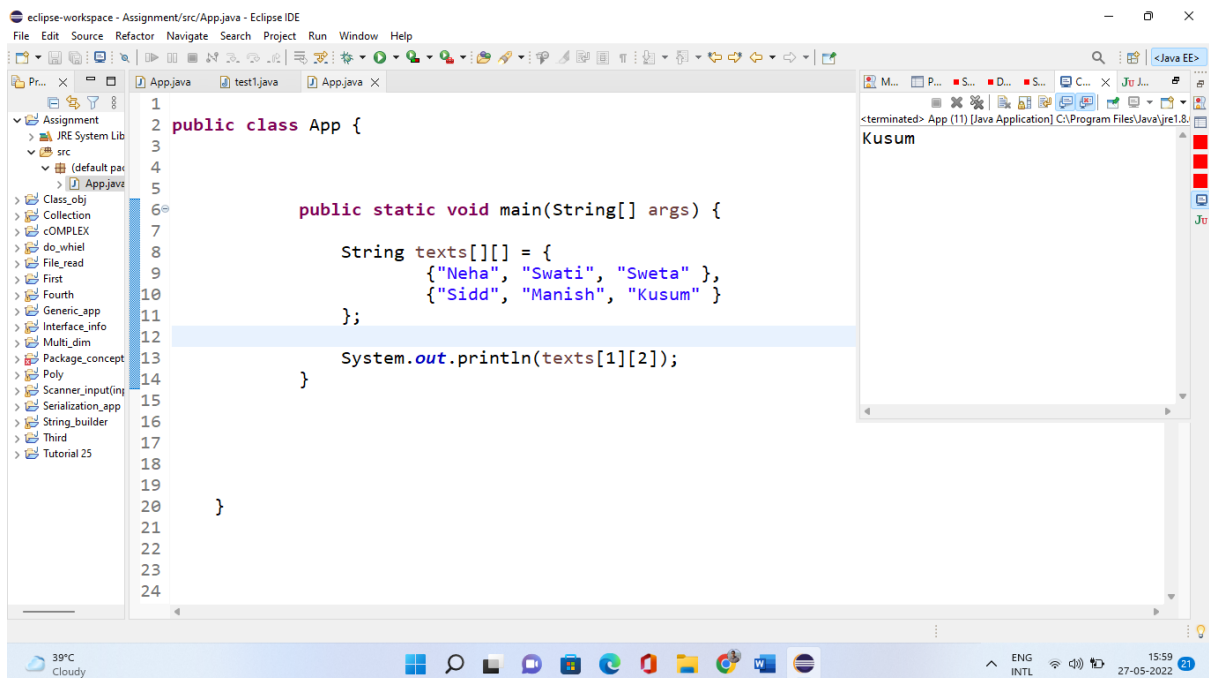


The screenshot shows the Eclipse IDE with the same project and source folder. The code in 'App.java' has been modified to use a for loop to print all values of the array, formatted to two decimal places and followed by a space. The code is as follows:

```
1 public class App {
2
3
4     public static void main (String[] args) {
5
6         double[] values = { 0.11, 15.2, 55.3, 69.3, 8.3 };
7         for(int i=0; i < values.length; i++) {
8             System.out.printf("%.2f ", values[i]);
9         }
10     }
11
12
13
14
15
16
17
```

The console output on the right shows the result of the program execution: '0.11 15.20 55.30 69.30 8.30'.

5). A bit trickier, this one. Write an application that creates a two-dimensional array of Strings, with two rows and three columns. Print the value in the second row and third column.

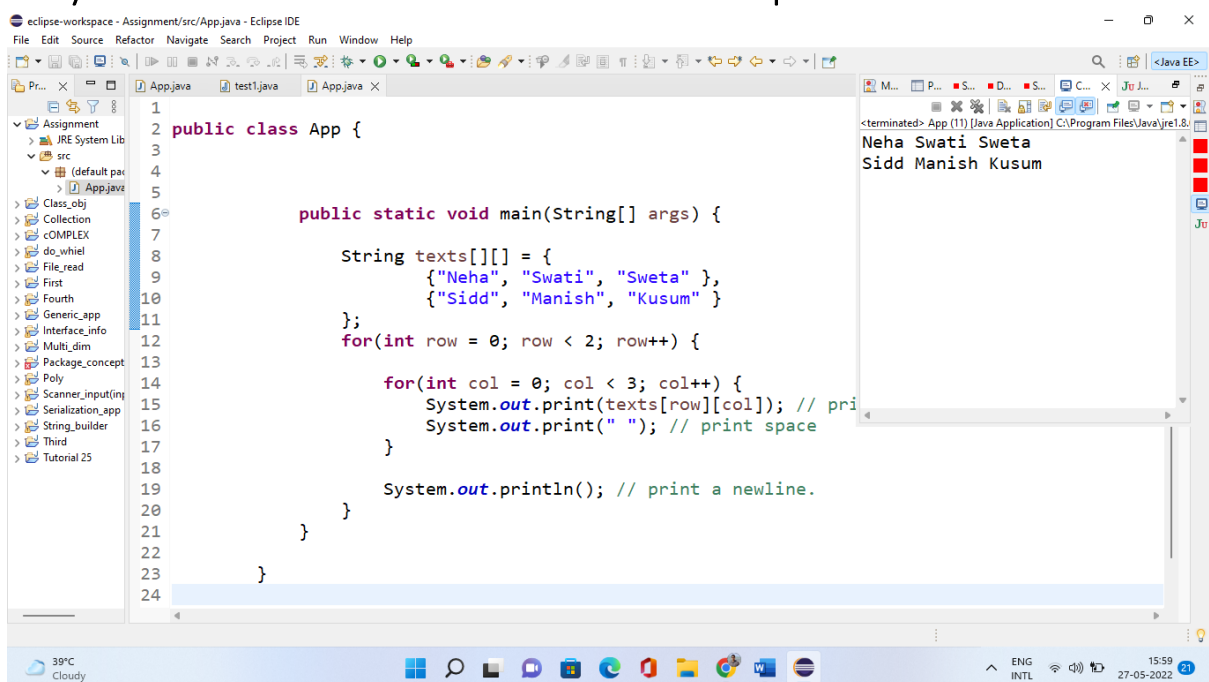


The screenshot shows the Eclipse IDE with a Java file named `App.java`. The code defines a public class `App` with a `main` method. Inside the `main` method, a 2D array of strings is declared and initialized:

```
String texts[][] = {
    {"Neha", "Swati", "Sweta"},
    {"Sidd", "Manish", "Kusum"}
};
```

The program then prints the value at the second row and third column using `System.out.println(texts[1][2]);`. The output window on the right shows the result: `Kusum`.

6). Create an application that uses two nested for loops to loop through the 2D array defined above and print the values.

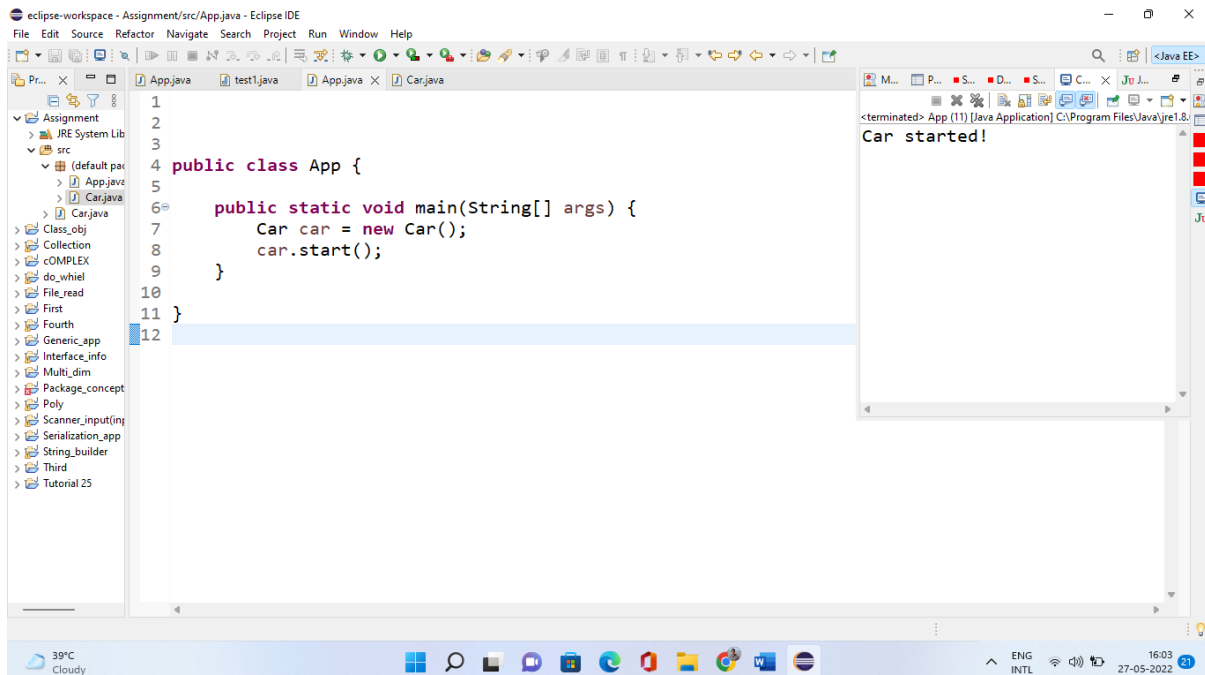


The screenshot shows the Eclipse IDE with a Java file named `App.java`. The code defines a public class `App` with a `main` method. Inside the `main` method, the same 2D array is declared and initialized as in the previous example. The program then uses two nested for loops to iterate through the array and print each element, followed by a space and a newline:

```
for(int row = 0; row < 2; row++) {
    for(int col = 0; col < 3; col++) {
        System.out.print(texts[row][col]); // print element
        System.out.print(" "); // print space
    }
    System.out.println(); // print a newline.
}
```

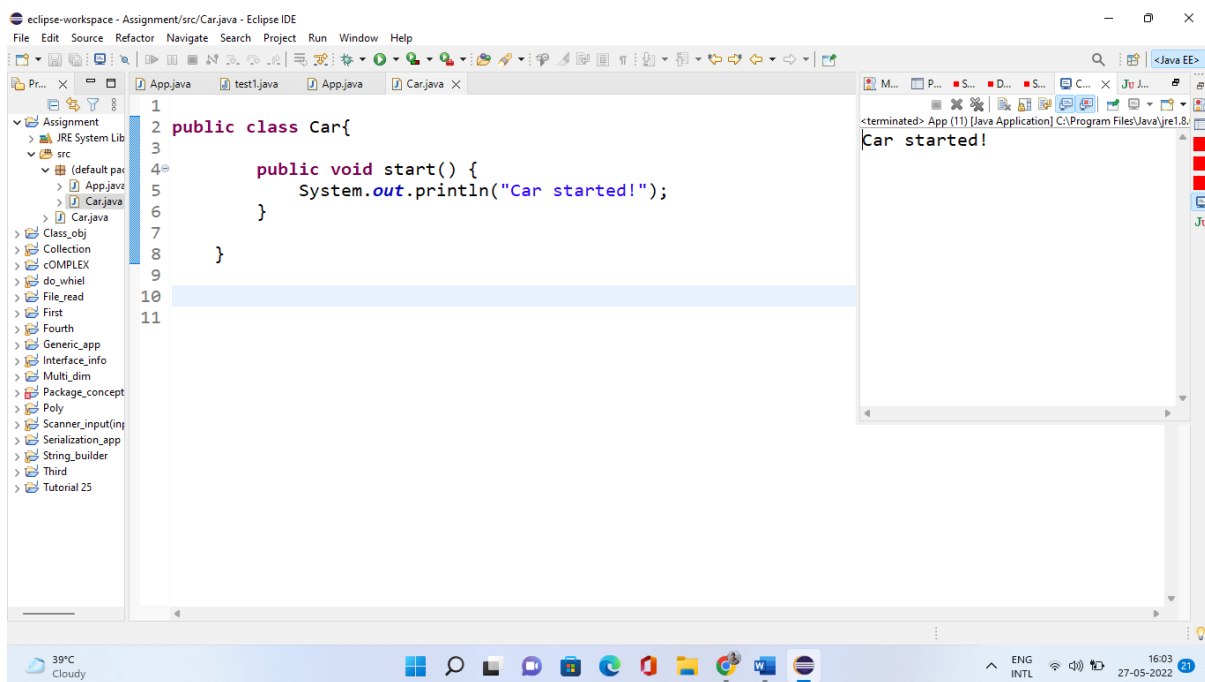
The output window on the right shows the result: `Neha Swati Sweta` on the first line and `Sidd Manish Kusum` on the second line.

7). Next, define a new class in its own file. Call the class Car. Give it a single method called "start". Make the method simply print "Car started!".



```
1
2
3
4 public class App {
5
6     public static void main(String[] args) {
7         Car car = new Car();
8         car.start();
9     }
10
11 }
12
```

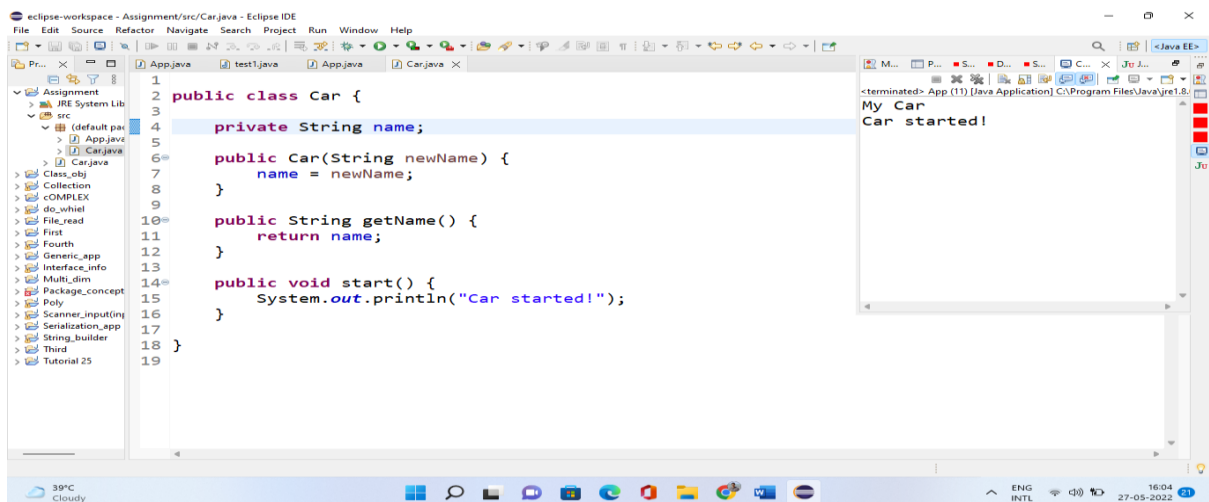
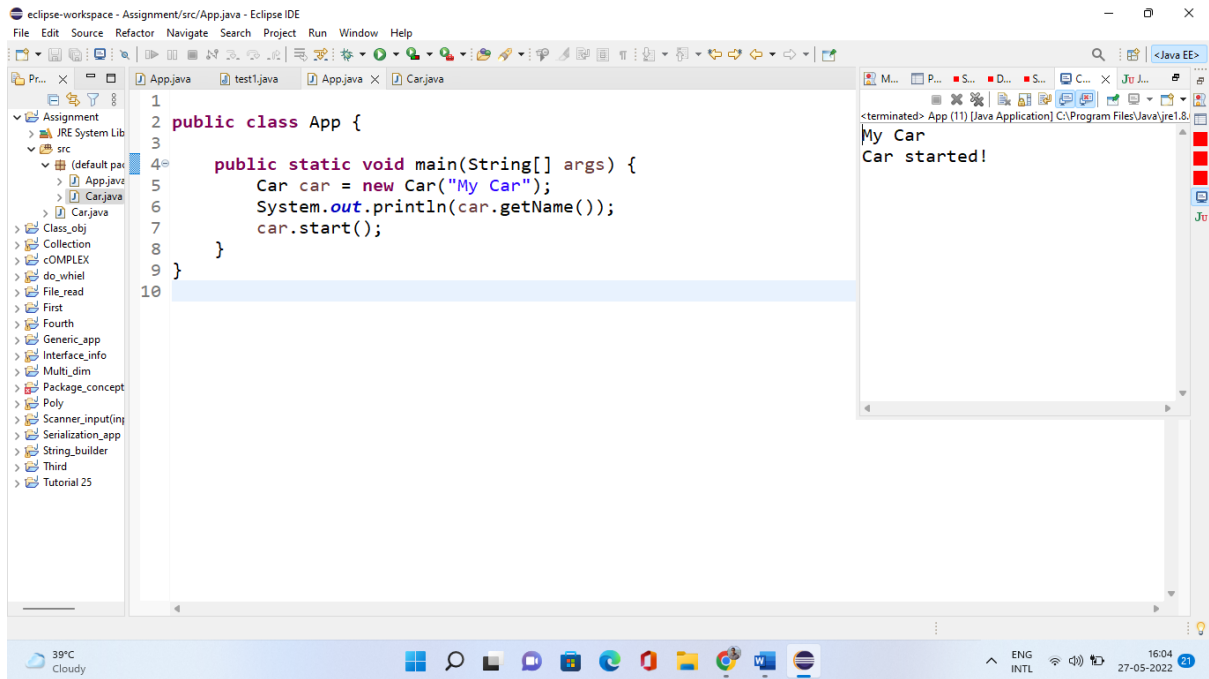
Output: Car started!



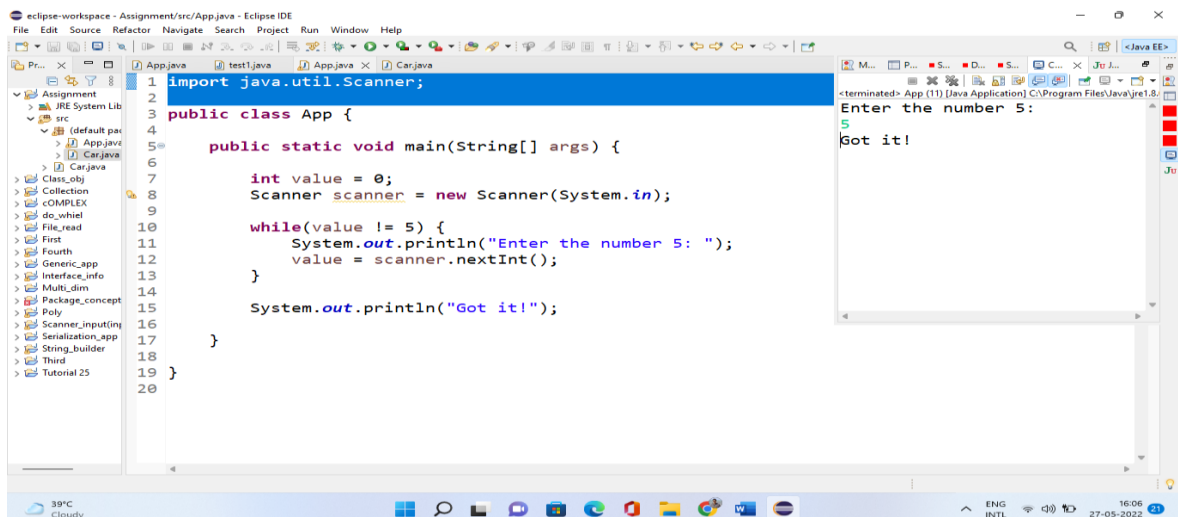
```
1
2 public class Car{
3
4     public void start() {
5         System.out.println("Car started!");
6     }
7
8 }
9
10
11
```

Output: Car started!

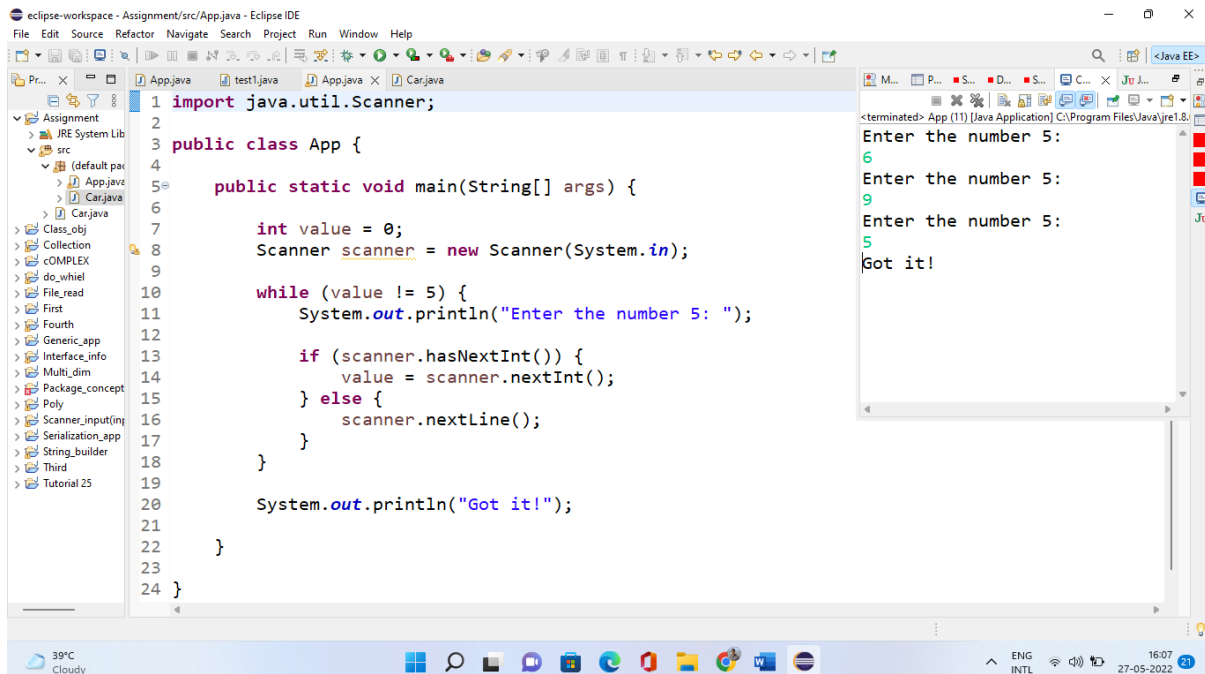
8) Modify the above Car class so that it has an instance variable called name of type String. Add a constructor that accepts a string parameter and sets the car's name using this parameter. Add a getName() method that returns the car's name.



9). Write an application that asks the user to enter the number '5' and loops over and over until '5' is entered.



10). The above program crashes if a user enters something other than a number. The problem is that we use the `nextInt()` method of `Scanner`, assuming blindly that we will get an integer.

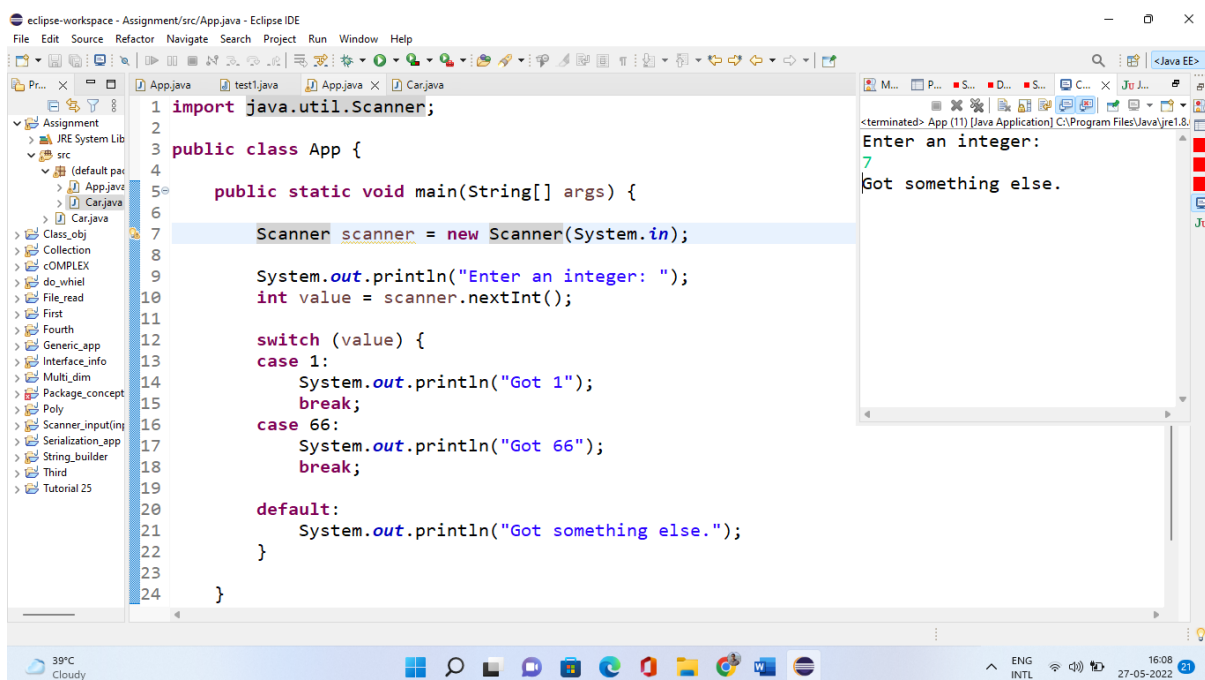


```
1 import java.util.Scanner;
2
3 public class App {
4
5     public static void main(String[] args) {
6
7         int value = 0;
8         Scanner scanner = new Scanner(System.in);
9
10        while (value != 5) {
11            System.out.println("Enter the number 5: ");
12
13            if (scanner.hasNextInt()) {
14                value = scanner.nextInt();
15            } else {
16                scanner.nextLine();
17            }
18        }
19
20        System.out.println("Got it!");
21    }
22 }
23
24 }
```

Console output:

```
<terminated> App (11) [Java Application] C:\Program Files\Java\jre1.8...
Enter the number 5:
6
Enter the number 5:
9
Enter the number 5:
5
Got it!
```

11). Write a program that asks the user to enter an integer. If the user enters '1', print "Got 1". If the user enters '66', print "Got 66". If the user enters something other than these two numbers, print "Got something else".

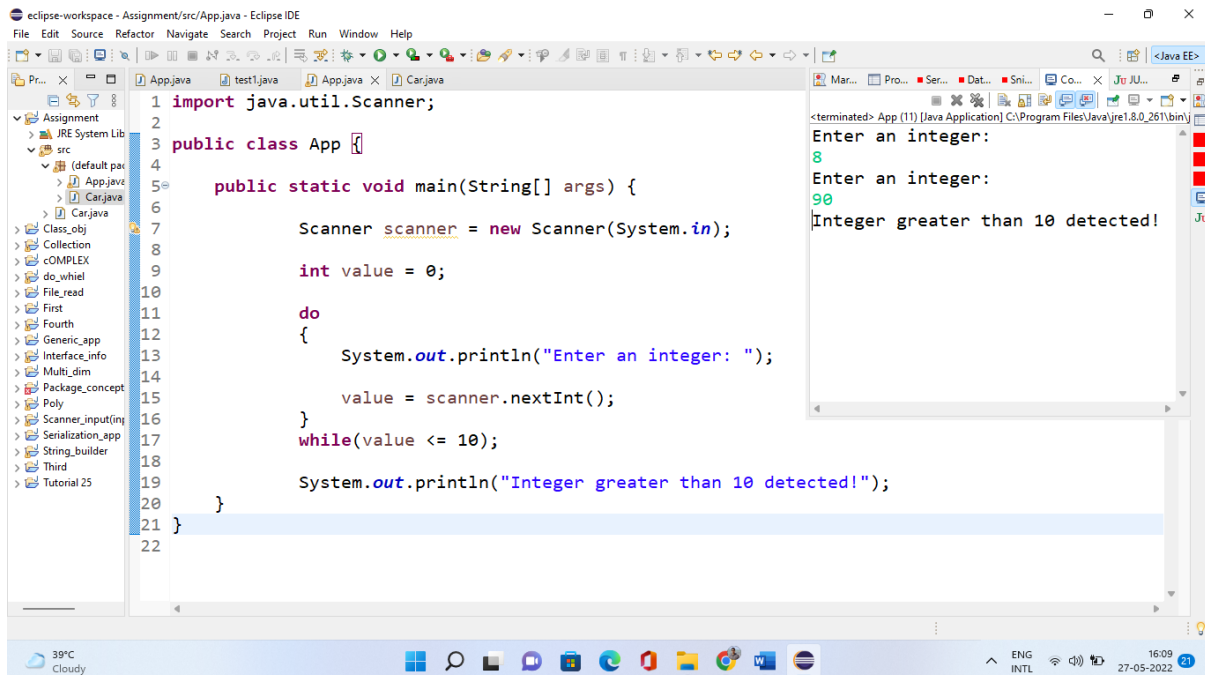


```
1 import java.util.Scanner;
2
3 public class App {
4
5     public static void main(String[] args) {
6
7         Scanner scanner = new Scanner(System.in);
8
9         System.out.println("Enter an integer: ");
10        int value = scanner.nextInt();
11
12        switch (value) {
13            case 1:
14                System.out.println("Got 1");
15                break;
16            case 66:
17                System.out.println("Got 66");
18                break;
19            default:
20                System.out.println("Got something else.");
21        }
22    }
23 }
24 }
```

Console output:

```
<terminated> App (11) [Java Application] C:\Program Files\Java\jre1.8...
Enter an integer:
7
Got something else.
```

12). A while loop checks its condition before the first iteration of the loop. A do...while loop checks the condition at the end of the loop. This means there's always at least one iteration of the loop.



The screenshot shows the Eclipse IDE interface. The main editor displays a Java file named `App.java` with the following code:

```
1 import java.util.Scanner;
2
3 public class App {
4
5     public static void main(String[] args) {
6
7         Scanner scanner = new Scanner(System.in);
8
9         int value = 0;
10
11         do
12         {
13             System.out.println("Enter an integer: ");
14
15             value = scanner.nextInt();
16         }
17         while(value <= 10);
18
19         System.out.println("Integer greater than 10 detected!");
20
21     }
22 }
```

The left sidebar shows a project named "Assignment" with a package structure including `src`, `App.java`, and `Car.java`. The right sidebar shows a console window with the following output:

```
<terminated> App (11) [Java Application] C:\Program Files\Java\jre1.8.0_261\bin\j
Enter an integer:
8
Enter an integer:
90
Integer greater than 10 detected!
```

The bottom status bar indicates the system is at 39°C, cloudy, with the date 27-05-2022 and time 16:09.