1. Primitive Data Types

Task: Create a program that accepts age, height, and weight of a person and prints them with appropriate data types.

```
package day2Assignment;
import java.util.Scanner;
public class Datatype {
     public static void main(String[] args) {
           Scanner sc = new Scanner(System.in);
           System.out.println("Enter the age: ");
           int age = sc.nextInt();
           System.out.println("Enter height: ");
           float height = sc.nextFloat();
           System.out.println("Enter Weight: ");
           double weight = sc.nextDouble();
           System.out.println("Enter age: " + age);
           System.out.println("Enter height: " +height);
           System.out.println("Enter Weight: " +weight);
           sc.close();
     }
}
```

2. Variables

Task: Declare and initialize different types of variables to store a student's information: ID, name, marks, and grade. Print them

```
package day2Assignment;
import java.util.Scanner;

public class variable {

    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);
        System.out.println("Enter the Student ID: ");
        int ID = sc.nextInt();
        sc.nextLine();
        System.out.println("Enter Name: ");
        String Name = sc.nextLine();
        System.out.println("Enter Marks: ");
        double Marks = sc.nextDouble();
        System.out.println("Enter Grade: ");
        char Grade = sc.next().charAt(0);
```

```
System.out.println("Enter the Student ID: " + ID);
           System.out.println("Enter Name: " +Name);
           System.out.println("Enter Marks: " +Marks);
           System.out.println("Enter Grade: " +Grade);
           sc.close();
     }
}
  3. Operators
  Task: Accept two numbers and perform arithmetic, relational, and logical operations on
  them
package day2Assignment;
import java.util.Scanner;
public class oper {
     public static void main(String[] args) {
           Scanner sc = new Scanner(System.in);
           System.out.println("Enter number1: ");
           int num1 = sc.nextInt();
           System.out.println("Enter number2: ");
           int num2 = sc.nextInt();
           int addition = num1 + num2;
           int greater = (num1 > num2) ? num1 : num2;
           boolean bothPositive = (num1 > 0 && num2 > 0);
           System.out.println("Addition: " + addition);
           System.out.println("Greater number: " + greater);
           System.out.println("Are both positive? " + bothPositive);
           sc.close();
     }
4.String Concatenation Task: Create a greeting message using first name and last name
entered by the user.
package day2Assignment;
import java.util.Scanner;
public class conc {
     public static void main(String[] args) {
           Scanner sc = new Scanner(System.in);
```

```
System.out.println("First Name: ");
           String Name = sc.nextLine();
           System.out.println("Last Name: ");
           String Name2 = sc.nextLine();
           System.out.println("Hello," + Name +" " +Name2+ "!
Welcome to the System.");
           sc.close();
     }
}
5. StringBuilder Task: Accept a sentence and reverse it using StringBuilder.
package day2Assignment;
import java.util.Scanner;
public class bul {
     public static void main(String[] args) {
           Scanner sc = new Scanner(System.in);
           System.out.println("input: ");
           String str = sc.nextLine();
           StringBuilder sb = new StringBuilder(str);
           String rev = sb.reverse().toString();
           System.out.println("original: "+str);
           System.out.println("reversed: "+rev);
           sc.close();
     }
}
6. String API Task: Count how many times a specific character appears in a string.
package day2Assignment;
public class Char {
     public static void main(String[] args) {
           String input = "banana";
          char target = 'a';
          int count = 0;
          for (int i = 0; i < input.length(); i++) {</pre>
           if (input.charAt(i) == target) {
                      count++;
          System.out.println("Character '" + target + "' appears " +
count + " times.");
}
```

```
7. Date, Time, and Numeric Objects Task: Display the current date and format it as
DD-MM-YYYY. Also, show a formatted currency value. Sample Input: Date: [current
system date]
package day2Assignment;
import java.time.LocalDateTime;
import java.time.format.DateTimeFormatter;
public class CurrentDateTime {
    public static void main(String[] args) {
         LocalDateTime now = LocalDateTime.now();
        DateTimeFormatter formatter =
DateTimeFormatter.ofPattern("dd-MM-yyyy HH:mm:ss");
        String formattedDateTime = now.format(formatter);
        System.out.println("Current Date and Time: " +
formattedDateTime);
    }
}
8. Flow Control Task: Based on a number entered, print whether it's positive, negative,
or zero. Sample Input: Number: -5 Sample Output: The number is negative.
package day2Assignment;
public class NumberCheck {
      public static void main(String[] args) {
        int number = -5;
        if (number > 0) {
             System.out.println(number + " is positive.");
         } else if (number < 0) {</pre>
             System.out.println(number + " is negative.");
         } else {
             System.out.println(number + " is zero.");
         }
    }
}
9. Conditions Task: Accept marks and display the grade using if-else. Sample Input:
Marks: 76 Sample Output: Grade: B
import java.util.Scanner;
public class <u>StudentGrade</u> {
    public static void main(String[] args) {
```

Scanner scanner = new Scanner(System.in);

```
System.out.print("Enter marks (0 to 100): ");
        int marks = scanner.nextInt();
        if (marks >= 90 && marks <= 100) {
            System.out.println("Grade: A (Excellent)");
        } else if (marks >= 80) {
            System.out.println("Grade: B (Very Good)");
        } else if (marks >= 70) {
            System.out.println("Grade: C (Good)");
        } else if (marks >= 60) {
            System.out.println("Grade: D (Satisfactory)");
        } else if (marks >= 50) {
            System.out.println("Grade: E (Needs Improvement)");
        } else if (marks >= 40) {
            System.out.println("Grade: F (Just Passed)");
        } else if (marks >= 0) {
            System.out.println("Grade: Fail");
        } else {
            System.out.println("Invalid input! Marks should be
between 0 and 100.");
        }
        scanner.close();
    }
}
10. Switch Task: Build a simple calculator using switch to perform operations (+, -, *, /).
Sample Input:
import java.util.Scanner;
public class SimpleCalculator {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        System.out.print("Enter first number: ");
        double num1 = scanner.nextDouble();
        System.out.print("Enter operator (+, -, *, /): ");
        char operator = scanner.next().charAt(0);
        System.out.print("Enter second number: ");
```

```
double num2 = scanner.nextDouble();
        double result;
        switch (operator) {
        case '+':
            result = num1 + num2;
            System.out.println("Result: " + result);
            break;
        case '-':
            result = num1 - num2;
            System.out.println("Result: " + result);
            break;
        case '*':
            result = num1 * num2;
            System.out.println("Result: " + result);
            break;
        case '/':
            if (num2 != 0) {
                 result = num1 / num2;
                 System.out.println("Result: " + result);
            } else {
                 System.out.println("Error: Division by zero is not
allowed.");
            break;
        default:
            System.out.println("Invalid operator!");
        }
        scanner.close()
Number1: 10 Number2: 5 Operation: * Sample Output: Result: 50
11. Loops and Branching Task: Print the first N even numbers using a loop. Sample
Input: N = 5 Sample Output: 0.2468
public class EvenNumbers {
    public static void main(String[] args) {
        int N = 5;
        for (int i = 0; i < N; i++) {
            System.out.print(i * 2 + " ");
        }
    }
}
```

12. Arrays Task: Accept 5 numbers, store them in an array, and display their average. Sample Input: Numbers: 10, 20, 30, 40, 50 Sample Output: Average: 30.0 import java.util.Scanner;

```
public class AverageCalculator {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        int[] numbers = new int[5];
        int sum = 0;
        System.out.println("Enter 5 numbers:");
        for (int i = 0; i < 5; i++) {
            numbers[i] = scanner.nextInt();
            sum += numbers[i];
        }
        double average = sum / 5.0;
        System.out.println("Average: " + average);
    }
}
13. Enum Task: Create an enum for days of the week. Print a message depending on the
day. Sample Input: Day: MONDAY Sample Output: Start of the work week!
public class DayMessage {
    enum Day {
        MONDAY, TUESDAY, WEDNESDAY, THURSDAY, FRIDAY, SATURDAY,
SUNDAY
    }
    public static void main(String[] args) {
        Day today = Day.MONDAY;
        switch (today) {
            case MONDAY:
                System.out.println("Start of the work week!");
                break;
            case FRIDAY:
                System.out.println("Almost weekend!");
                break;
            case SATURDAY:
            case SUNDAY:
                System.out.println("Enjoy your weekend!");
                break;
            default:
                System.out.println("Keep going!");
        }
   }
}
```

14. OOPs Concepts Task: Create a Student class with fields for name and marks. Create an object and display its data. Sample Input: Name: Riya Marks: 87 Sample Output: Student Name: Riya Marks: 87

```
public class Student {
    String name;
    int marks:
    // Constructor
    public Student(String name, int marks) {
        this.name = name;
        this.marks = marks;
    }
    // Display method
    public void display() {
        System.out.println("Student Name: " + name);
        System.out.println("Marks: " + marks);
    }
    public static void main(String[] args) {
        Student student1 = new Student("Riya", 87);
        student1.display();
    }
```

15. Inheritance Task: Create a class Employee and a subclass Manager that extends Employee and adds department information. Sample Input: Name: Raj Salary: 50000 Department: Sales Sample Output: Name: Raj Salary: 50000 Department: Sales

```
class Employee {
    String name;
    double salary;
    // Constructor
    public Employee(String name, double salary) {
        this.name = name;
        this.salary = salary;
    }
    // Display method
    public void display() {
        System.out.println("Name: " + name);
        System.out.println("Salary: " + salary);
    }
}
// Subclass: Manager
class Manager extends Employee {
    String department;
    // Constructor
```

```
public Manager(String name, double salary, String department) {
        super(name, salary);
this.department = department;
    }
    // Override display method
    @Override
    public void display() {
        super.display(); // Call Employee display
        System.out.println("Department: " + department);
    }
    // Main method to test
    public static void main(String[] args) {
        Manager mgr = new Manager("Raj", 50000, "Sales");
        mgr.display();
    }
}
```