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Batch code: ANP-C6008

Lab Assignment 2

1) Write a Java program to check if a given number is positive, negative, or zero.

Code:

//1) Write a Java program to check if a given number is positive, negative, or zero.

**package** Program;

**import** java.util.Scanner;

**public** **class** Program1 {

**public** **static** **void** main(String s[]) {

Scanner Sc = **new** Scanner(System.***in***); // scanner sobject for taking input

System.***out***.println("Enter the number : \n"); // integer input

**int** num = Sc.nextInt(); // input

System.***out***.println("Number : " + num); // integer input

// control statements for finding whether the number is positive, negative or

// zero

**if** (num > 0) { // if statement

System.***out***.println("The number is positive.");

}

**if** (num < 0) { // if statement

System.***out***.println("The number is negative.");

}

**if** (num == 0) { // if statement

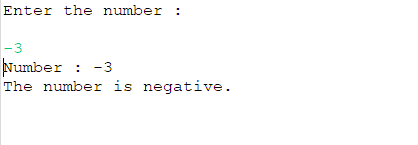
System.***out***.println("The number is zero. It's neither positive nor negative.");

}

}

}

Output:



2) Develop a Java program to calculate the grade of a student based on their percentage of marks. Use the following grading scale:

90-100 = A+

75-90 = A

60-74 = B

40 - 60 = C

below 40 = Fail

Code:

//2) Develop a Java program to calculate the grade of a student based on their percentage of marks. Use the following grading scale:

//90-100 = A+

//75-90 = A

//60-74 = B

//40 - 60 = C

//below 40 = Fail

**package** Program;

**import** java.util.Scanner;

**public** **class** Program2 {

**public** **static** **void** main(String[] args) {

Scanner Sc = **new** Scanner(System.***in***); // scanner object for taking input

System.***out***.println("Enter the percentage of the student : \n"); // integer input

**int** percentage = Sc.nextInt(); // input of percentage

System.***out***.println("percentage : " + percentage); // integer input

//Contol Statement for deciding the grade of students on their percentage.

**if** (percentage > 90) {

System.***out***.println("Greade is A+.");

}

**if** ((percentage >= 75) && (percentage <= 90)) {

System.***out***.println("Greade is A.");

}

**if** ((percentage <= 74) && (percentage >= 60)) {

System.***out***.println("Greade is B.");

}

**if** ((percentage >= 40) && (percentage < 60)) {

System.***out***.println("Greade is C.");

}

**if** (percentage < 40) {

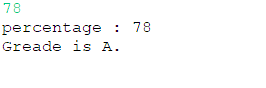
System.***out***.println("You failed.");

}

}

}

Output:



3) Create a Java program to check if a given character is a vowel or a consonant.

Code:

//Create a Java program to check if a given character is a vowel or a consonant.

**package** Program;

**import** java.util.Scanner;

**public** **class** Program3 {

//char[] alp = { 'a', 'e', 'i', 'o', 'u' };

**public** **static** **void** main(String[] args) {

Scanner Sc = **new** Scanner(System.***in***); // scanner object for taking input

System.***out***.println("Enter the alphabet"); // Asking to enter a character from the user

**char** alpha = Sc.next().charAt(0); // input of character

System.***out***.println("Alphabet : " + alpha); // showing the entered character to the user.

//using "switch" statement to find whether the letter is vowel or consonant.

**switch** (alpha) {

**case** 'a':

System.***out***.println("The entered character is a vowel.");

**break**;

**case** 'e':

System.***out***.println("The entered character is a vowel.");

**break**;

**case** 'i':

System.***out***.println("The entered character is a vowel.");

**break**;

**case** 'o':

System.***out***.println("The entered character is a vowel.");

**break**;

**case** 'u':

System.***out***.println("The entered character is a vowel.");

**break**;

**default**:

System.***out***.println("The entered character is a consonent.");

**break**;

}

}

**private** **static** **void** Switch(String alpha) {

// **TODO** Auto-generated method stub

}

}

Output:

