Week 2 Tutorial

1. Write down the appropriate comments for the following program:

```
class EvenOdd {
        public static void main (String args[]) {
                int num = 5;
                if(num%2==0) {
                        System.out.println(num + " is an even number.");
        }
                else {
                        System.out.println(num + " is an odd number.");
                }
        }
 }
```

2. Write the rule for naming an identifier.

3. WAP to store following student's detail in the appropriate variables and data types and then print the information:
   - Name
   - Roll No
   - Address
   - Attendance (present or absent)
   - Lecture Hours

4. Comment above the identifier which have been defined without following identifier
   defining rules.

```
 class 1direction {
      public static void main (String args[]) {

              String Harry Styles;

              String 1LouisTomlinson;

              String Niall.Horan;

              String LiamPayne 5;

              String &mark;

              Int £salary;

              Int name;

              David Gilmour = "Lead singer";

              System.out.println(David Gilmour singer);

      }

   }
```

5. In the following program; identify all the operators. List down all the operators with
   their types also explain their purpose in a tabular format and try to identify output.

```
class GreatestNumber {
      public static void main (String args[]) {
              int counter = 0;
              int num1 = 30;
              int num2 = 40;
              int num3 = 20;
              if(num1 > num2 && num1>num3) {
                      System.out.println(num1 + "is the greatest.");
                      counter++;
              }
              else if(num2 > num1 && num2>num3) {
                      System.out.println(num2 + "is the greatest.");
              }
              else if(num3 > num1 && num3>num2) {
                      System.out.println(num3 + "is the greatest.");
              }
      }
}
```