## 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 Assignment one;
import java.util.Scanner;
public class datatypes {
   public static void main(String[] args) {
        // TODO Auto-generated method stub
        Scanner scan = new Scanner(System.in);
        System.out.println("Age: ");
                                                         <terminated > datatypes [Java /
        int age = scan.nextInt();
                                                         Age: 24
        System.out.println("Height: ");
        float height = scan.nextFloat();
                                                         Height: 169
        System.out.println("Weight: ");
                                                         Weight: 67
        float weight = scan.nextFloat();
                                                         Age: 24
        System.out.println("Age: "+age);
                                                         Height: 169.0
        System.out.println("Height: "+height);
                                                         Weight: 67.0
        System.out.println("Weight: "+weight);
scan.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 Assignment_one;

public class variables {

   public static void main(String[] args) {
        // TODO Auto-generated method stub
        int id = 101;
        String Name = "Arun";
        double Marks = 89.5;
        char Grade = 'A';

        System.out.println("Student id: "+id);
        System.out.println("name: "+Name);
        System.out.println("marks: "+Marks);
        System.out.println("grade: "+Grade);
    }
}
```

```
<terminated > variables [J
Student id: 101
name: Arun
marks: 89.5
grade: A
```

### 3. Operators

Task: Accept two numbers and perform arithmetic, relational, and logical operations on them.

```
package Assignment_one;
import java.util.Scanner;
public class operators {
    public static void main(String[] args) {
        // TODO Auto-generated method stub
        Scanner scan = new Scanner(System.in);
       System.out.println("Enter the 1st Number: ");
        int num1 = scan.nextInt();
                                                              <terminated > operators [Java Applic
        System.out.println("Enter the 2nd Number: ");
                                                              Enter the 1st Number:
        int num2 = scan.nextInt();
        System.out.println("Addition: "+(num1+num2));
                                                              10
        int greater = (num1 > num2) ? num1 : num2;
                                                              Enter the 2nd Number:
        System.out.println("Greater number: "+greater);
        boolean positive = (num1>0)&&(num2>0);
                                                              Addition: 8
        System.out.println("Are both positive? "+positive);
                                                              Greater number: 10
    scan.close();
                                                              Are both positive? false
    }
```

# 4. String Concatenation

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

class Concatenation {

   public static void main(String[] args) {
        // TODO Auto-generated method stub
        Scanner scan = new Scanner(System.in);

        System.out.println("enter the first name");
        String one = scan.nextLine();
        System.out.println("enter the last name");
        String two = scan.nextLine();
        System.out.println("hello, "+ one.concat(two)+"! Welcome to the system.");
scan.close();
   }
}
```

```
<terminated > Concatenation [Java Application] C:\Users\RPK
enter the first name
raju
enter the last name
sharma
hello, rajusharma! Welcome to the system.
```

## 5. StringBuilder

Task: Accept a sentence and reverse it using StringBuilder.

```
package Assignment_one;
import java.util.Scanner;
public class stringbuilder {
    public static void main(String[] args) {
        // TODO Auto-generated method stub
        Scanner scan = new Scanner(System.in);
        System.out.println("enter a string: ");
             String input = scan.nextLine();
        StringBuilder sb = new StringBuilder(input);
        System.out.println("original string: "+ sb);
                                                            <terminated> stringbuilder [Java Application] C:\U
        sb.reverse();
                                                            enter a string:
        System.out.println("reversed string: "+ sb);
    scan.close();
                                                            original string: moral of the story
                                                            reversed string: yrots eht fo larom
```

## 6. String API

Task: Count how many times a specific character appears in a string.

```
package Assignment_one;
import java.util.Scanner;
public class stringapi {
    public static void main(String[] args) {
        // TODO Auto-generated method stub
        Scanner scan = new Scanner(System.in);
         System.out.println("enter a string: ");
        String input = scan.nextLine();
        system.out.println("enter a char: ");
char target = scan.next().charAt(0);
//System.out.println("character "+"'"+input. +"'");
         int count = 0;
         for(int i=0;i<input.length();i++) {</pre>
             if (input.charAt(i) == target) {
                 count++;
        }
em.out.println("Character '" + target + "' appears " + count + " times.");
    scan.close();
<terminated> stringapi [Java Application]
enter a string:
malayalam
enter a char:
Character 'a' appears 4 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.

```
package Assignment_one;
  port java.text.NumberFormat;
  port java.time.LocalDate;
import java.time.format.DateTimeFormatter;
import java.util.Locale;
import java.util.Scanner;
public class dtno {
   public static void main(String[] args) {
        // TODO Auto-generated method stub
        LocalDate date = LocalDate.now();
       DateTimeFormatter formatter = DateTimeFormatter.ofPattern("dd-MM-yyyy");
       String formattedDate = date.format(formatter);
        System.out.println("Current Date: "+formattedDate);
        Scanner scan = new Scanner(System.in);
        System.out.println("enter the amount");
       Locale india = new Locale("en", "IN"); //getCurrencyInstance(("en-IN"));
        double amount = scan.nextDouble();
        NumberFormat currencyFormatter = NumberFormat.getCurrencyInstance(india);
        String formattedAmount = currencyFormatter.format(amount);
       System.out.println(formattedAmount);
            scan.close();
```

```
<terminated > dtno [Java Application
Current Date: 25-07-2025
enter the amount
127622
₹127,622.00
```

### 8. Flow Control

Task: Based on a number entered, print whether it's positive, negative, or zero.

```
package Assignment_one;
import java.util.Scanner;
public class flowcontrol {

   public static void main(String[] args) {
        // TODO Auto-generated method stub
        Scanner s = new Scanner(System.in);
        System.out.println("enter a number ");
        int num = s.nextInt();
        if(num>0) {
            System.out.println("number is positive");
        }
        else if (num<0)
            System.out.println("number is negative");
        else
            System.out.println("zero");
        s.close();
    }
}</pre>
```

```
<terminated > flowcontrol
enter a number
56
humber is positive
```

### 9. Conditions

Task: Accept marks and display the grade using if-else.

```
package Assignment_one;
import java.util.Scanner;
public class conditionsgrade {
   public static void main(String[] args) {
       // TODO Auto-generated method stub
       Scanner scan = new Scanner(System.in);
       System.out.println("Enter your marks: ");
        int marks = scan.nextInt();
        char grade;
        if (marks >= 90){
           grade = 'A';
       } else if (marks >= 75){
           grade = 'B';
       } else if (marks >= 60){
           grade = 'C';
        } else if (marks >= 45){
           grade = 'D';
                                                  <terminated> conditions
       } else {
                                                   Enter your marks:
           grade = 'F';
                                                   55
       System.out.println("grade: "+grade);
                                                  grade: D
       scan.close();
```

#### 10. Switch

Task: Build a simple calculator using switch to perform operations (+, -, \*, /).

```
package Assignment_one;
import java.util.Scanner;
    public static void main(String[] args) {
        // TODO Auto-generated method stub
        Scanner scan = new Scanner(System.in);
        System.out.print("Enter first number:
        double num1 = scan.nextDouble();
        System.out.print("Enter second number: ");
        double num2 = scan.nextDouble();
        System.out.print("Enter operation (+, -, *, /): ");
        char opers = scan.next().charAt(0);
        double result = 0;
        boolean valid = true;
        switch (opers) {
case '+':
            result = num1+num2;
            result = num1-num2;
            result = num1*num2;
            result = num1/num2;
            System.out.println("invalid operation entered");
            valid = false;
        }if (valid) {
            System.out.println("result: "+result);
        scan.close();
```

```
<terminated > switchcalc [Java Application] (
Enter first number: 23
Enter second number: 45
Enter operation (+, -, *, /): +
result: 68.0
```

## 11. Loops and Branching

Task: Print the first N even numbers using a loop.

```
package Assignment one;
import java.util.Scanner;
public class loopsandbranching {
    public static void main(String[] args) {
        // TODO Auto-generated method stub
        Scanner scan = new Scanner(System.in);
        System.out.println("Enter the value: ");
                                                            Enter the value:
        int N = scan.nextInt();
        System.out.println("First "+ N+ " even numbers");
                                                            First 5 even numbers
        for(int i=0;i<N; i++) {
                                                            0
            System.out.println(i*2);
                                                            2
        scan.close();
                                                            4
    }
                                                            6
                                                            8
```

## 12. Arrays

Task: Accept 5 numbers, store them in an array, and display their average.

```
package Assignment_one;
import java.util.Scanner;
public class Array_average {
    public static void main(String[] args) {
        // TODO Auto-generated method stub
        Scanner scan = new Scanner(System.in);
        int[] numbers = new int[5];
        int sum = 0;
        System.out.println("Enter only 5 numbers: ");
        for(int i=0;i<numbers.length;i++) {</pre>
            numbers[i] = scan.nextInt();
            sum+=numbers[i];
                                                         <terminated> Array_average [Ja
        double avg = (double)sum/numbers.length;
                                                         Enter only 5 numbers:
        System.out.println(avg + " is the average!");
                                                         2 4 5 6 7
        scan.close();
                                                        4.8 is the average!
```

### 13. Enum

Task: Create an enum for days of the week. Print a message depending on the day.

```
package Assignment_one;
import java.time.DayOfWeek;
import java.time.LocalDate;
    public static void main(String[] args) {
        // TODO Auto-generated method stub
        DayOfWeek currentDay = LocalDate.now().getDayOfWeek();
        enum_day today = enum_day.valueOf(currentDay.name());
    switch(today) {
        case SUNDAY:
            System.out.println("Finally, it's Sunday Funday!");
        case MONDAY:
            System.out.println("Start of the work week!");
        case TUESDAY:
            System.out.println("This day is too long!");
        case WEDNESDAY:
            System.out.println("We are at the middle of week!");
        case THURSDAY:
            System.out.println("ITS THURRRSSSDAYYYYYY!");
            break;
        case FRIDAY:
            System.out.println("Almost there for the weekend!");
        case SATURDAY:
            System.out.println("Weekend is here!!! ");
    }
```

```
<terminated> Enumday [Java Application] C:\Users\
Friday! Almost there for the weekend!
```

# 14. OOPs Concepts

Task: Create a Student class with fields for name and marks. Create an object and display its data.

```
package Assignment_one;

public class Student {

    private String name;
    private float mark;

    public Student(String name, float mark) {

        this.name = name;
        this.mark = mark;

    }

    public void displayInfo() {
        System.out.println("Student name: "+ name);
        System.out.println("Student mark: "+mark);
    }
}
```

#### 15. Inheritance

Task: Create a class Employee and a subclass Manager that extends Employee and adds department information.

```
public class Inheritance_Main {
   public static void main(String[] args) {
        // TODO Auto-generated method stub
        Manager mgr = new Manager("Raj", 50000, "Sales");
        mgr.displayInfo();
   }
}
```

Department: Sales Name: Raj Salary: 50000.0