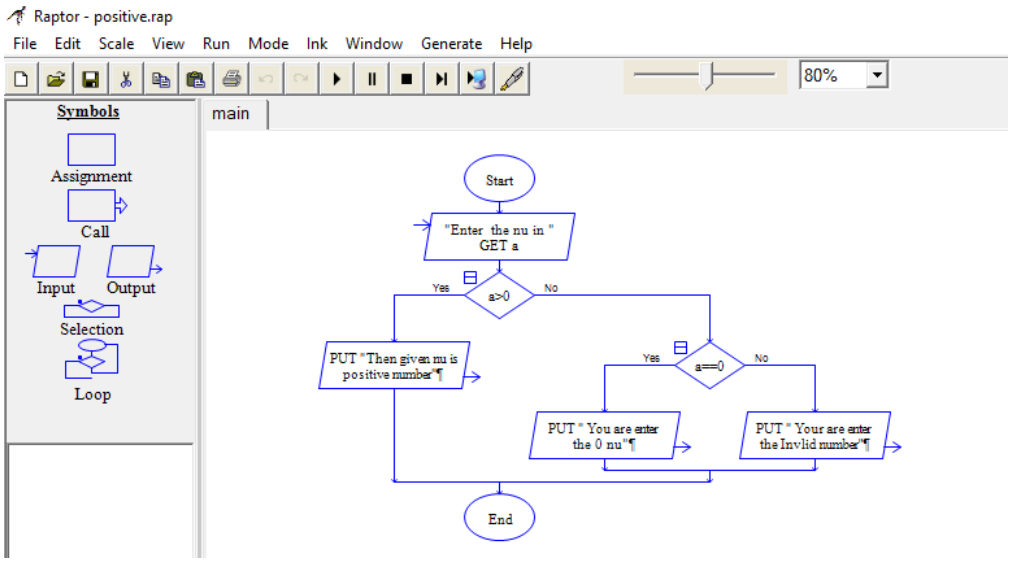
ASSIGNMENT NO 1

1. Check Positive Number:

- Task: Create a flowchart to check whether a number is positive.
- Next Step: Write a Java program that checks if a predefined number is positive using an if-else statement and prints the appropriate message.

FLOWCHART



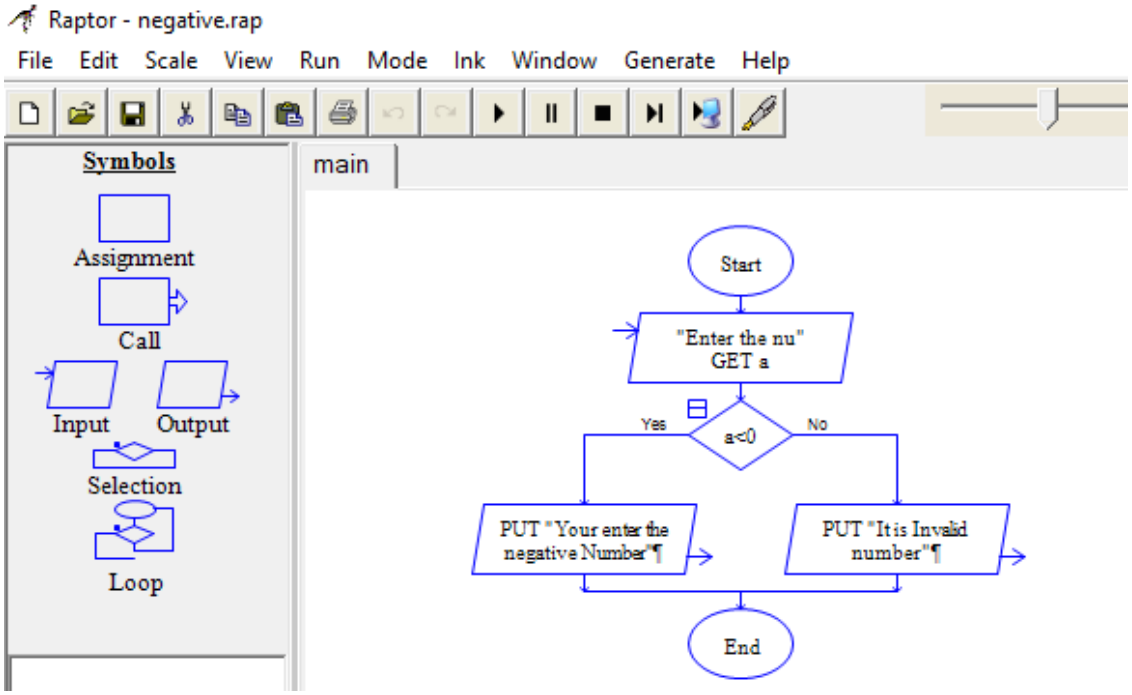
PROGRAM

```
class demo{
       public static void main(String args[]){
          int nu=10;
           if(nu>0){
                        System.out.println("nu is positive");
                         }
     }
}
```

Q.2. Check Negative Number:

- Task: Create a flowchart to check whether a number is negative.
- Next Step: Write a Java program that checks if a predefined number is negative using an if-else statement and displays the result.

FLOWCHART



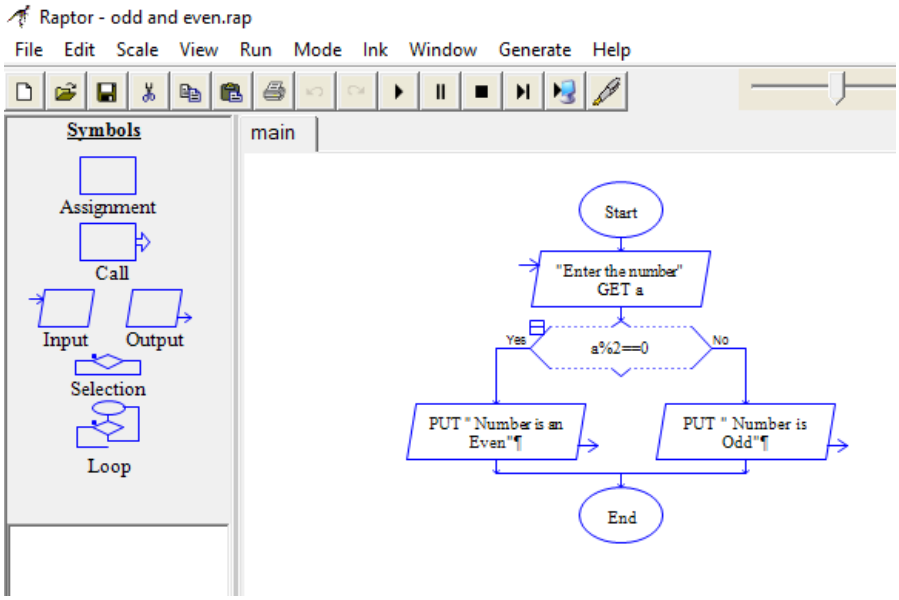
PROGRAM

```
class negative{
      public static void main(String args[]){
            int nu=-10;
                  if (nu<0){
                        System.out.println("number is negative");
                        }
            }
}
```

Q.3 Check Odd or Even Number:

- Task: Create a flowchart to determine whether a number is odd or even.
- Next Step: Write a Java program that checks if a predefined number is odd or even. Use an if-else statement and the modulus operator (%) to determine whether the number is divisible by 2 or not.

FLOWCHART



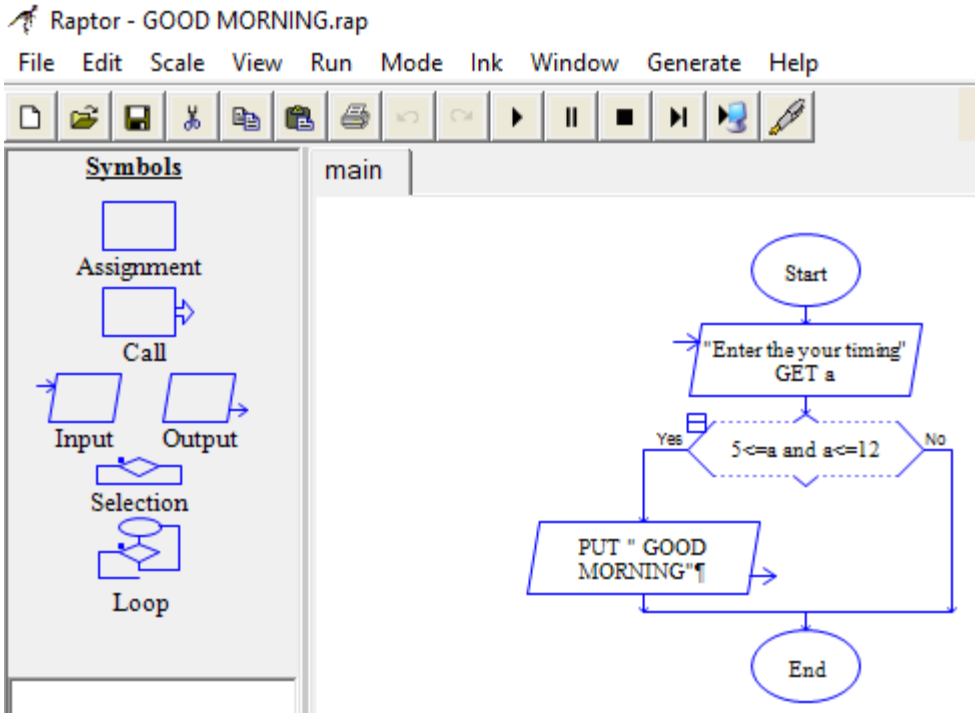
PROGRAM:

```
class number{
public static void main(String args[]){
      int nu=10;
      if(nu%2==0){
            System.out.println("nu is even");
              }
      else{
            System.out.println("nu is odd");
           }
      }
}
```

4. Display Good Morning Message Based on Time:

- Task: Create a flowchart to display a "Good Morning" message based on a given time.
- Next Step: Write a Java program that displays a "Good Morning" message if the predefined time is between 5 AM and 12 PM. Use an if statement to implement the logic.

FLOWCHART



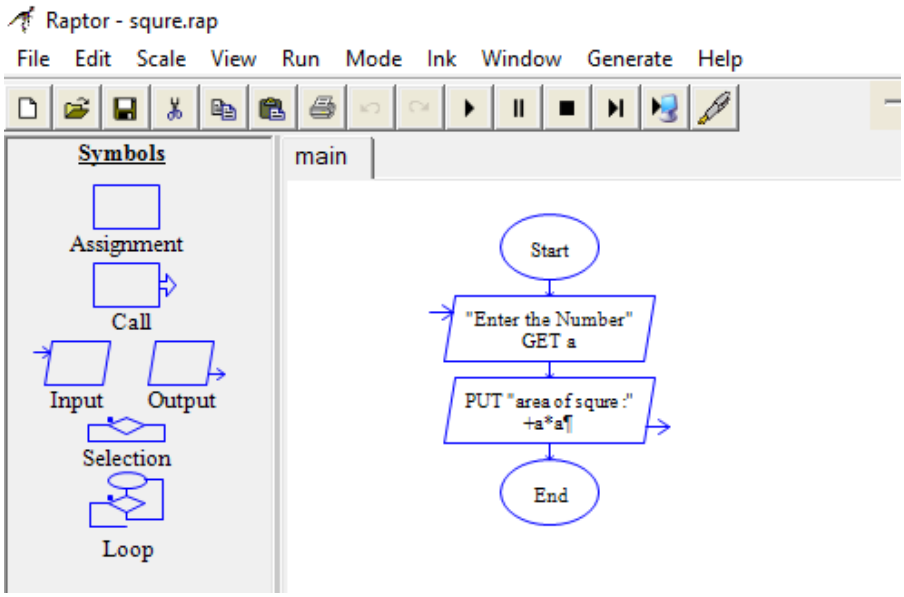
PROGRAM

```
class Message{
	public static void main(String args[]){
				int nu=6;
			//System.out.println("Enter the number:"+nu);
				if(nu>5 && nu<=12)
				{
					System.out.println("Good Morning");
				}
		}
}
```

5. Print Area of a Square:

- Task: Create a flowchart to calculate and print the area of a square.
- Next Step: Write a Java program that calculates the area of a square using the formula area = side * side. Use a predefined side length.

FLOWCHART



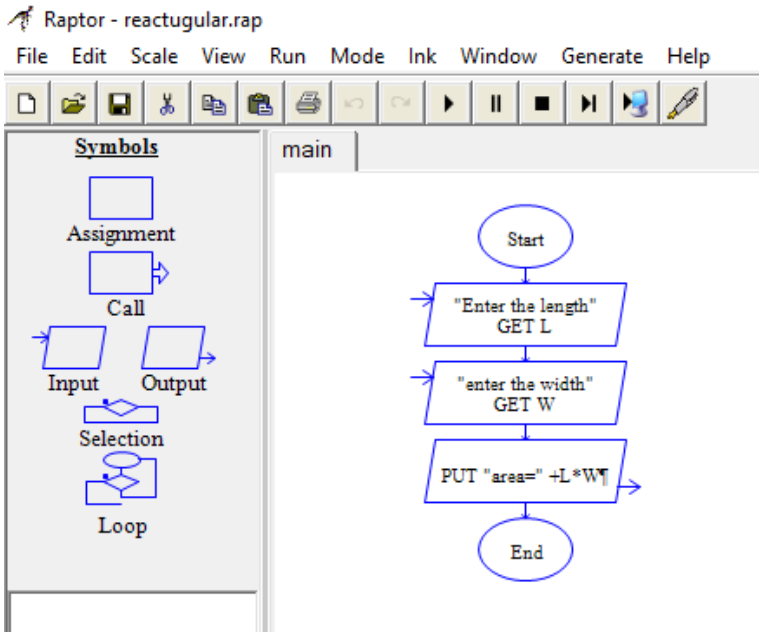
PROGRAM

```
class Area{
      public static void main(String args[]){
      int side=4;
      int area;
      area=side*side;
      System.out.println("Area Of Squre is = " +(area));
      }
}
```

6. Print Area of a Rectangle:

- Task: Create a flowchart to calculate and print the area of a rectangle.
- Next Step: Write a Java program that calculates the area of a rectangle using the formula area = length * width. Use predefined values for length and width.

FLOWCHART



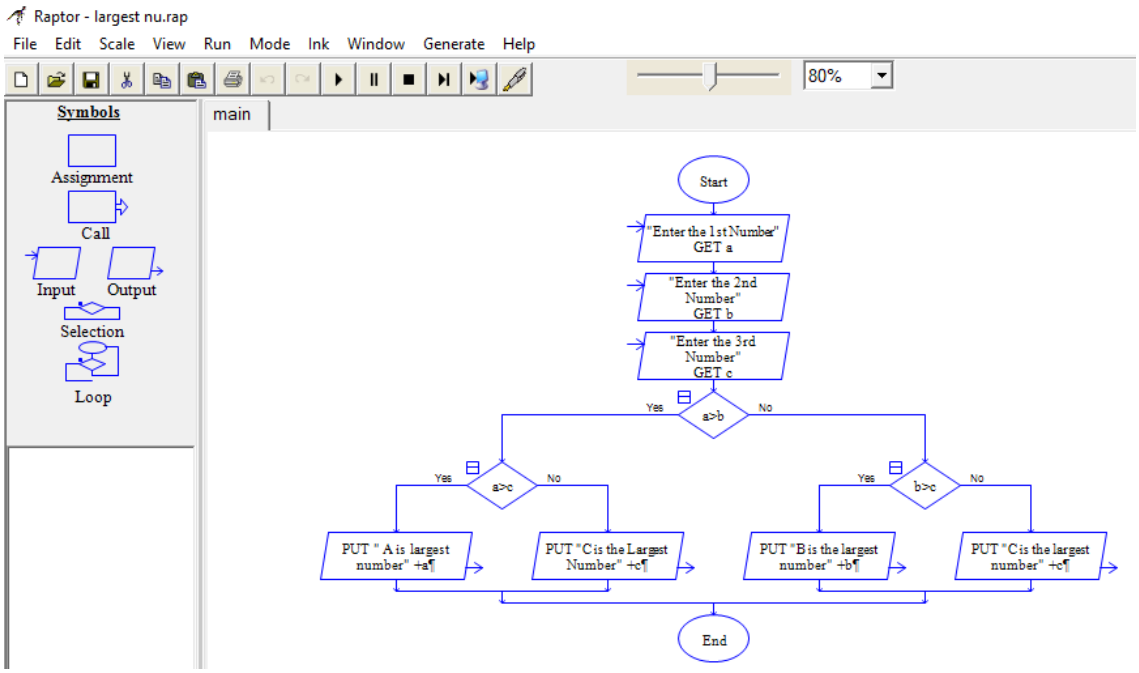
PROGRAM

```
class rec{
      public static void main(String args[]){
            int l= 2;
            int w=3;
            int area=l*w;
            System.out.println("Area of Rectangle:"+(area));
            }
}
```

7. Find the Largest of Three Numbers:

- Task: Create a flowchart to find the largest of three numbers.
- Next Step: Write a Java program that finds and prints the largest of three predefined numbers using if-else statements.

FLOWCHART



PROGRAM

```
class largestNu{
public static void main (String [] args){
int a=53;
int b=74;
int c=45;
if(a>b && a>c ){
      System.out.println("largest nu is a " +a);
}
if(b>a && b>c){
      System.out.println("largest nu is b " +b);
}
if(c>b && c>a){
      System.out.println("largest nu is c " +c);
}}}
```