

## ASSIGNMENT – 2

1 ] //Write a program to print out all Armstrong numbers between 1 and 500.

```
package Demo;
public class ArmstrongNumber {

    public static void main(String[] args) {
        int n; int b ;int count =0;
        System.out.println("Armstrong numbers are >>");
        for(int i=1;i<=500;i++)
        {
            n=i;
            while(n>0)
            {
                b=n%10;
                count = count + (b*b*b);
                n=n/10;
            }
            if(count == i)
            {
                System.out.print(+i +" ");
            }
            count =0;
        }
    }
}
```

o/p =

```
<terminated> ArmstrongNumber [Java Application] C:\Program
Armstrong numbers are >>
1 153 370 371 407
```

2] **package** Demo;

// Write a Java program to print numbers between 1 to 100 which are divisible by 3, 5 and by both.

```
public class Divisible3and5 {

    public static void main(String[] args) {
        int count =0;
        for(int i=1;i<=100;i++)
        {
            count =0;
            if (i%3==0 || i%5==0)
            {
```

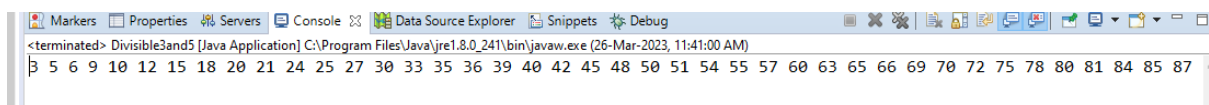
```

        count++;
    }
    if(count!=0)
    {
        System.out.print(+i+" ");
    }
}

}

```

o/p =



3) **package** Demo;

```
import java.util.Scanner;
```

```
//Write a program to print Fibonacci series of n terms where n is
input by user :
```

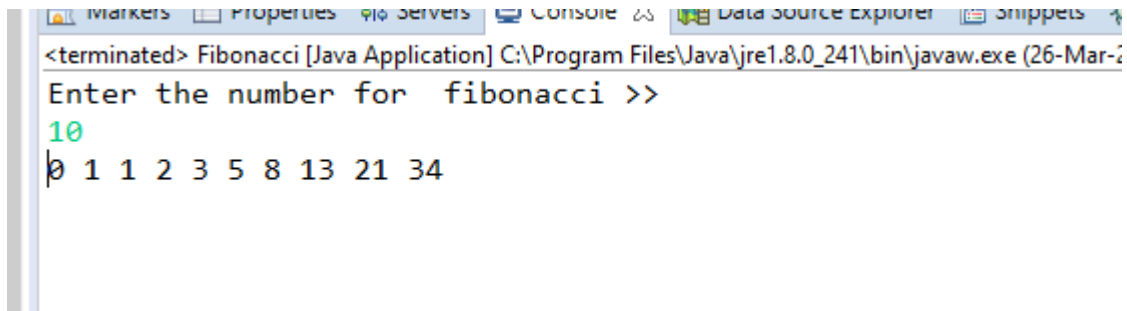
```
//0 1 1 2 3 5 8 13 24 .....
```

```
public class Fibonacci {

    public static void main(String[] args) {
        int num1 = 0;
        int num2 = 1;
        int next;
        int input;
        System.out.println("Enter the number for fibonacci >>");
        Scanner sc = new Scanner(System.in);
        input = sc.nextInt();
        for (int i = 1; i <= input; i++) {
            System.out.print(num1 + " ");
            next = num1 + num2;
            num1 = num2;
            num2 = next;
        }
        // System.out.println("Addition of Series is >>" + num2);
    }

}

}
o/p=
```



```
<terminated> Fibonacci [Java Application] C:\Program Files\Java\jre1.8.0_241\bin\javaw.exe (26-Mar-2024)
Enter the number for fibonacci >>
10
0 1 1 2 3 5 8 13 21 34
```

4) **package** Demo;

**import** java.util.Scanner;

**public class** LargestThree {

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

**int** num1 , num2 ,num3;

        System.out.println("Enter three numbers >>>");

        Scanner sc = **new** Scanner(System.in);

        num1= sc.nextInt(); num2=sc.nextInt(); num3=sc.nextInt();

**if**(num1>num2 && num1>num3)

        {

            System.out.println("Gretest number is >> "+num1);

        }**else if**(num2>num1 && num2>num3)

        {

            System.out.println("Gretest number is >> "+num2);

        }**else** {

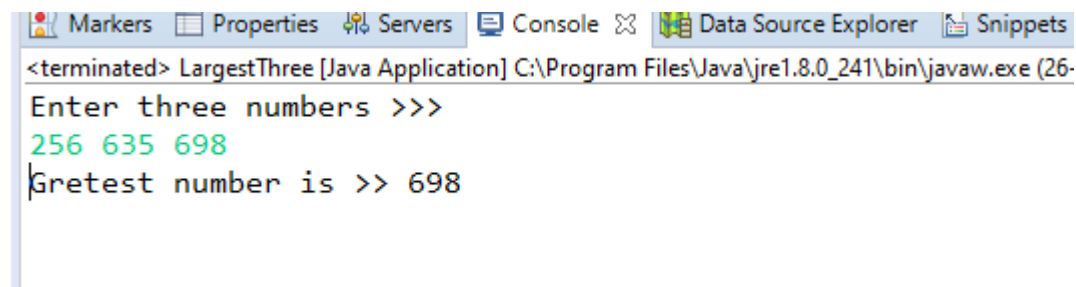
            System.out.println("Gretest number is >> "+num3);

        }

    }

}

o/p =



```
<terminated> LargestThree [Java Application] C:\Program Files\Java\jre1.8.0_241\bin\javaw.exe (26-Mar-2024)
Enter three numbers >>>
256 635 698
Gretest number is >> 698
```

5) **package** Demo;

```

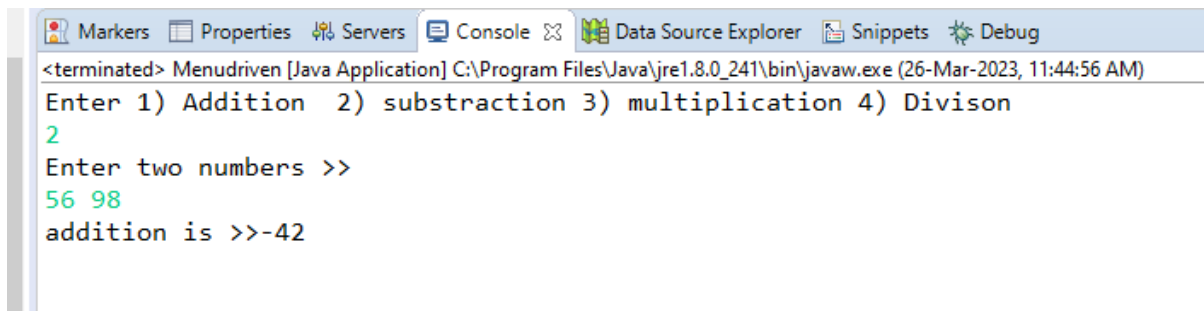
import java.util.Scanner;

public class Menudriven {

    public static void main(String[] args) {
        int addition;
        int substraction;
        int multiplication;
        int division;
        int a,b; int input;
        Scanner sc = new Scanner(System.in);
        System.out.println("Enter 1) Addition 2) substraction 3)
multiplication 4) Division ");
        input = sc.nextInt();
        System.out.println("Enter two numbers >> ");
        a=sc.nextInt();
        b=sc.nextInt();
        switch(input)
        {
            case 1:
                addition =a+b;
                System.out.println("addition is >>" +addition);
                break;
            case 2:
                substraction =a-b;
                System.out.println("addition is >>" +substraction);
                break;
            case 3:
                multiplication =a*b;
                System.out.println("addition is >>" +multiplication);
                break;
            case 4:
                division =a/b;
                System.out.println("addition is >>" +division);
                break;
            default:
                {
                    System.out.println("//////////YOU ENTERED WRONG
CHOICE//////////");
                    break;
                }
        }
    }
}

```

o/p =



```
<terminated> Menudriven [Java Application] C:\Program Files\Java\jre1.8.0_241\bin\javaw.exe (26-Mar-2023, 11:44:56 AM)
Enter 1) Addition 2) subtraction 3) multiplication 4) Divison
2
Enter two numbers >>
56 98
addition is >>-42
```

6) **package** Demo;

// Write a program to calculate the sum of first 10 natural number.

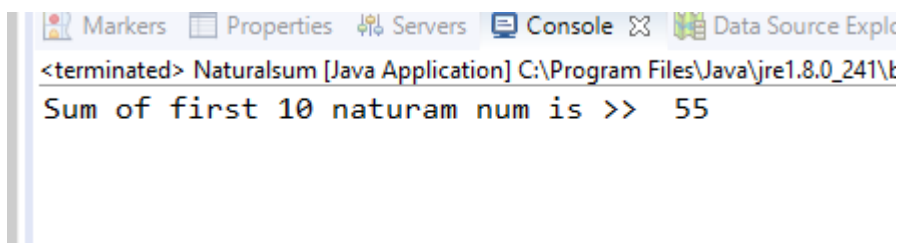
```
public class Naturalsum {

    public static void main(String[] args) {
        // TODO Auto-generated method stub

        int num; int sum=0;
        for(num=1;num<=10;num++)
        {
            sum=sum+num;
        }
        System.out.println("Sum of first 10 naturam num is >>
"+sum);
    }
}
```

}

o/p =



```
<terminated> Naturalsum [Java Application] C:\Program Files\Java\jre1.8.0_241\bin\javaw.exe (26-Mar-2023, 11:44:56 AM)
Sum of first 10 naturam num is >> 55
```

7) **package** Demo;

```
import java.util.Scanner;
```

/\*Write a do-while loop that asks the user to enter two numbers.

\* The numbers should be added and the sum displayed. The loop should ask the user whether he or

\* she wishes to perform the operation again. If so, the loop should repeat; otherwise it should terminate.(while loop)

\*/

```
public class PerformAddition {

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

```

        for (;;) {
            int input;
            System.out.println("If you want to do addition then
enter 1 if not then 0 ");
            Scanner sc = new Scanner(System.in);
            input = sc.nextInt();
            if (input == 1) {
                int num1, num2;
                System.out.println("Please Enter a Number 1 >>
");
                num1 = sc.nextInt();
                System.out.println("Please Enter a Number 2 >>
");
                num2 = sc.nextInt();
                int num3 = num1 + num2;
                System.out.println("Addition of numbers is>>"
+ num3);
            } else {
                break;
            }
        }
    }
}
o/p =

```

```

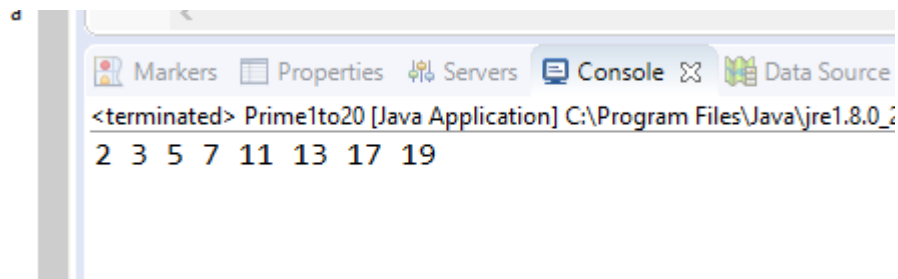
er.jav
ra
Markers Properties Servers Console Data Source Explorer Snippets
<terminated> PerformAddition [Java Application] C:\Program Files\Java\jre1.8.0_241\bin\javaw.exe (
If you want to do addition then enter 1 if not then 0
1
Please Enter a Number 1 >>
45
Please Enter a Number 2 >>
21
Addition of numbers is>>66
If you want to do addition then enter 1 if not then 0
1
Please Enter a Number 1 >>
54
Please Enter a Number 2 >>
89
Addition of numbers is>>143
If you want to do addition then enter 1 if not then 0
0
|
i.java

```

8) **package** Demo;

```
public class Prime1to20 {  
  
    public static void main(String[] args) {  
        int i,j;  
        int count=0;  
        for(i=2;i<=20;i++)  
        {  
            count = 0;  
            for(j=2;j<i;j++)  
            {  
                if(i%j==0)  
                {  
                    count++;  
                    break;  
                }  
            }  
            if(count==0)  
            {  
                System.out.print(i+" ");  
            }  
        }  
    }  
}
```

o/p =



9) **package** Demo;

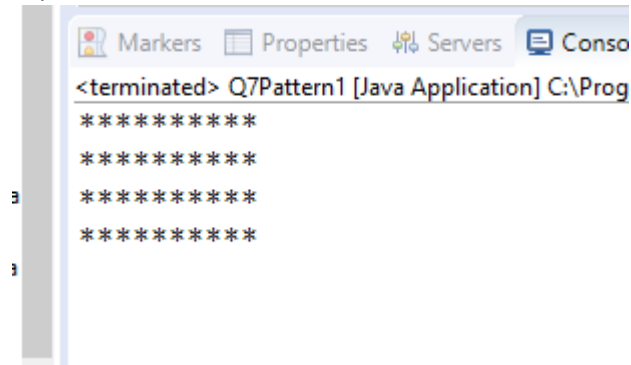
```
/*  
*****  
*****  
*****/  
public class Q7Pattern1 {  
  
    public static void main(String[] args) {  
        for(int i=1;i<=4;i++)  
        {  
            for(int j=1;j<=10;j++)  
            {
```

```

        System.out.print("*");
    }
    System.out.println();
}
}

```

o/p =



10) **package** Demo;

**/\*** \*

\*\*

\*\*\*

\*\*\*\*

\*\*\*\*\* \*/

**public class** Q7Pattern2 {

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

**for**(int i =1;i<=5;i++)

        {

**for**(int j=1;j<=i;j++)

            {

                System.out.print("\*");

            }

        System.out.println();

        }

    }

}

o/p=



```

<terminated> Q7Pattern2 [Java Application] C:\Program F
*
**
***
****
*****

```

11) **package** Demo;

```

/*      *
   *    *
  *  *  *
 * * * * */
public class Q7Pattern3 {

    public static void main(String[] args) {
        for(int i =0;i<=4;i++)
        {
            for(int j=4-i;j>0;j--)
            {
                System.out.print(" ");
            }
            for(int k=0;k<=i;k++)
            {
                System.out.print("* ");
            }
            System.out.println();
        }
    }
}

```

o/p =

```

<terminated> Q7Pattern3 [Java Application] C:\Program File
*
* *
* * *
* * * *
* * * * *

```

12) **package** Demo;

```

/*      *
      ***
     *****
    *****
   ***** */

```

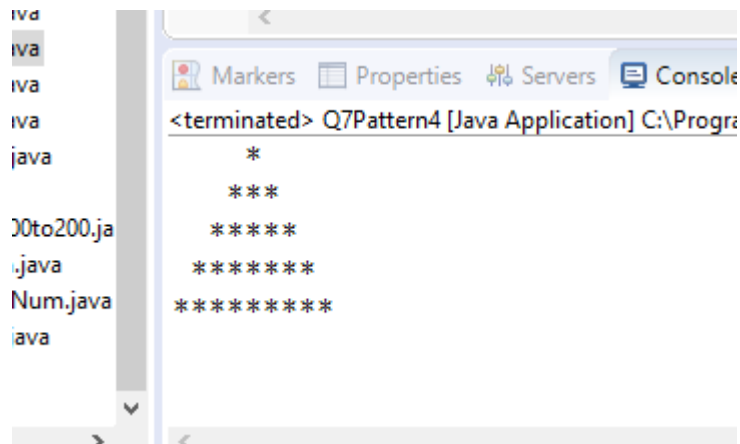
```

public class Q7Pattern4 {

    public static void main(String[] args) {
        for (int i = 1; i <= 5; i++) {
            for (int j = 5 - i; j >= 1; j--) {
                System.out.print(" ");
            }
            for (int j = 1; j <= 2 * i - 1; j++) {
                System.out.print("*");
            }
            System.out.println();
        }
    }
}

```

o/p =



```

13) package Demo;
/*      1
      222
     33333
    4444444
   555555555 */
public class Q7Pattern5 {

    public static void main(String[] args) {

        for (int i = 1; i <= 5; i++) {
            for (int j = 5 - i; j >= 1; j--) {
                System.out.print(" ");
            }

```

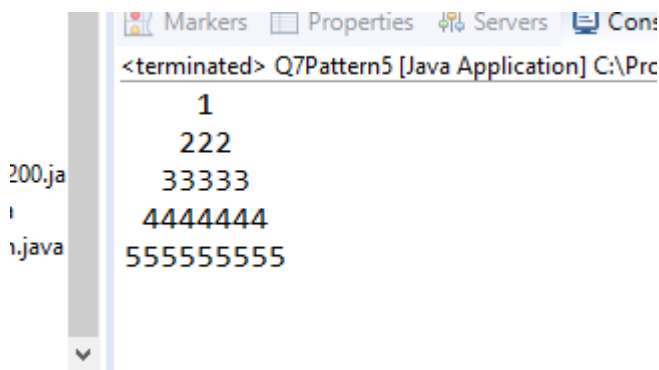
```

    }
    for (int j = 1; j <= 2 * i - 1; j++) {
        System.out.print(i);
    }
    System.out.println();
}

}

}
o/p =

```



14)

```
package Demo;
```

```
import java.util.Scanner;
```

```
// Write a program that prompts the user to input an integer and
then outputs the number with the digits reversed.
```

```
//For example, if the input is 12345, the output should be 54321.
```

```
public class Reversenum {
```

```

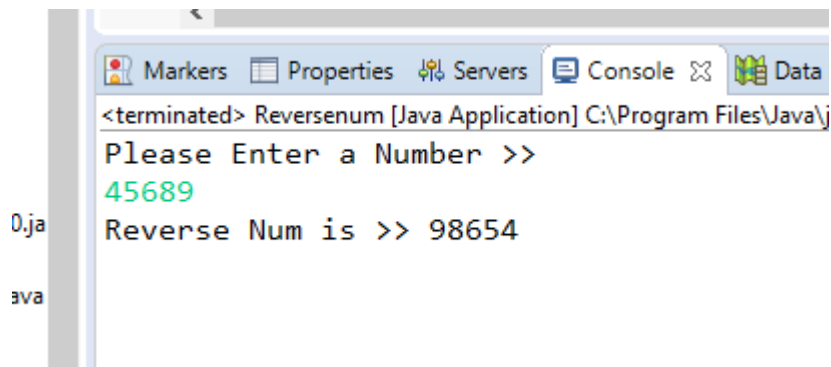
    public static void main(String[] args) {
        int num;
        System.out.println("Please Enter a Number >> ");
        Scanner sc = new Scanner(System.in);
        num = sc.nextInt();
        int RevNum=0; int remainder =0;
        while (num != 0) {
            remainder = num % 10;
            RevNum = RevNum * 10 + remainder;
            num /= 10;
        }
        System.out.println("Reverse Num is >> "+RevNum);
    }
}

```

```

}
o/p=

```



15) **package** Demo;

//Write a program to display first 1 to 20 even number on screen .  
 //Terminate the program when number 16 is found using break command .

```

public class Stop {

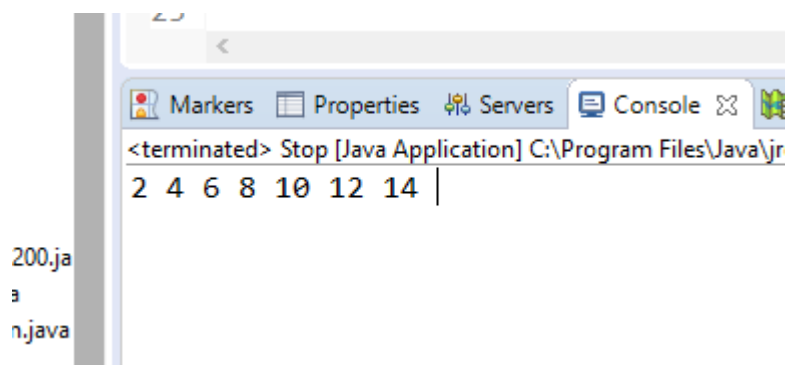
    public static void main(String[] args) {

        for(int i=1;i<=20;i++)
        {
            if(i%2==0)
            {
                if(i==16)
                {
                    break;
                }
                System.out.print(i+" ");
            }
        }

    }

}
o/p =

```

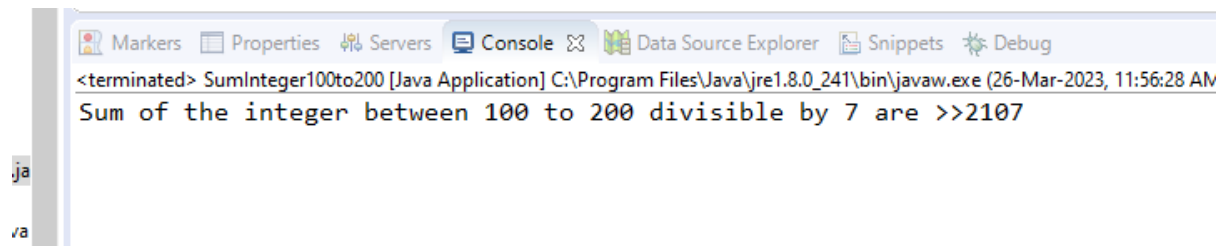


16) **package** Demo;

```
// Write a program to find sum of all integers greater than 100 and
less than 200 that are divisible by 7
public class SumInteger100to200 {

    public static void main(String[] args) {
        int sum = 0;
        for(int i=100 ;i<=200 ;i++)
        {
            if(i%7==0)
            {
                sum=sum+i;
            }
        }
        System.out.println("Sum of the integer between 100 to 200
divisible by 7 are >>" +sum);
    }

}
o/p =
```



17) **package** Demo;

```
import java.util.Scanner;
```

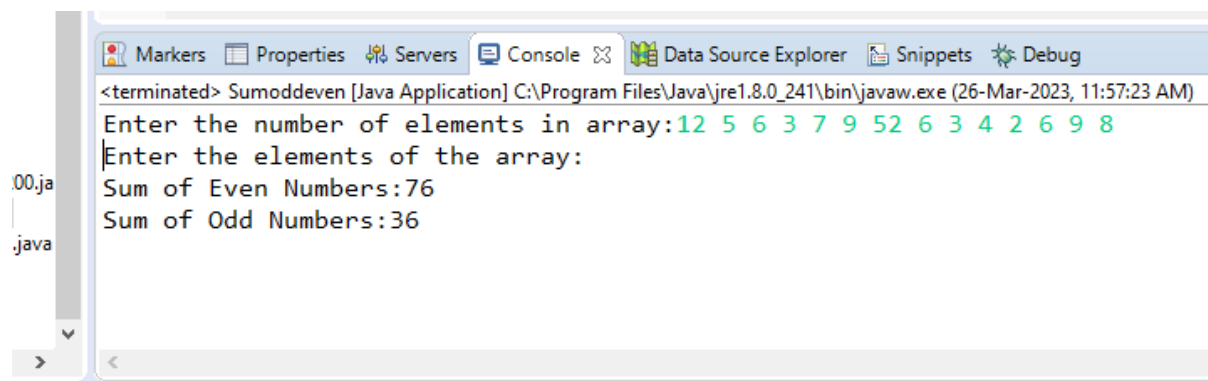
```
// Write a program in java to find the sum of the even and odd
digits of the number which is given as input.
public class Sumoddeven {
//Solved With using Integer Array
    public static void main(String[] args) {
        int n, sumeven = 0, sumodd = 0;
        Scanner s = new Scanner(System.in);
        System.out.print("Enter the number of elements in array:");
        n = s.nextInt();
        int[] a = new int[n];
        System.out.println("Enter the elements of the array:");
        for(int i = 0; i < n; i++)
        {
            a[i] = s.nextInt();
        }
        for(int i = 0; i < n; i++)
        {
```

```

        if(a[i] % 2 == 0)
        {
            sumeven = sumeven + a[i];
        }
        else
        {
            sumodd = sumodd + a[i];
        }
    }
    System.out.println("Sum of Even Numbers:"+sumeven);
    System.out.println("Sum of Odd Numbers:"+sumodd);
}

}
o/p =

```



18) **package** Demo;

**import** java.util.Scanner;

```

// Write a program that prompts the user to input a positive
integer.
//It should then print the multiplication table of that number.
public class TablePositiveNum {

```

```

    public static void main(String[] args) {
        int num;
        System.out.println("Please Enter a Number >> ");
        Scanner sc = new Scanner(System.in);
        num = sc.nextInt();

        if (num<=0)
        {
            System.out.println("num is negative");
        }else
        {
            for(int i=1;i<=10;i++)
            {
                System.out.println(num*i);
            }
        }
    }
}

```

```

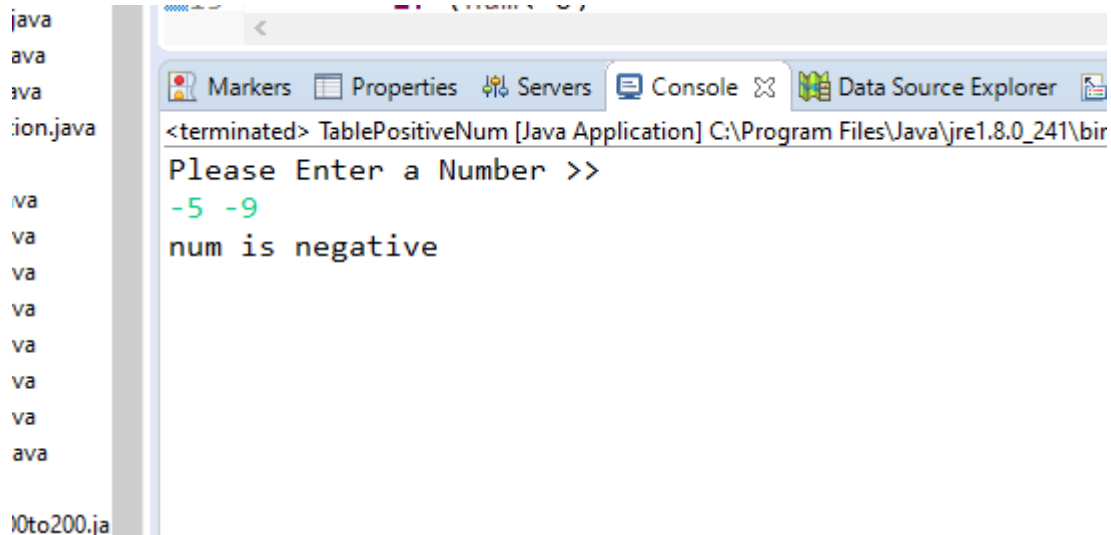
    }
}
}

```

```

}
o/p =

```



19) package Demo;

//Write a Java program that accepts two double variables and test if both strictly between 0 and 1 and false otherwise.

//Hint n1 > 0 && n1 < 1 && n2 > 0 && n2 < 1

import java.util.Scanner;

public class TestNumber {

public static void main(String[] args) {

Scanner sc = new Scanner(System.in);

System.out.print("Input first number: ");

double n1 = sc.nextDouble();

System.out.print("Input second number: ");

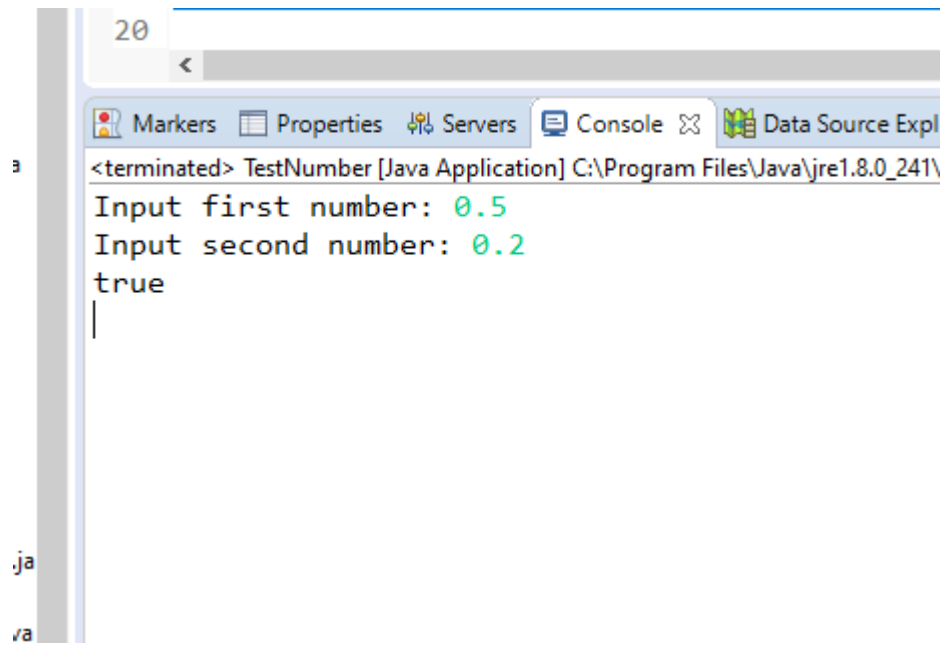
double n2 = sc.nextDouble();

System.out.println(n1 > 0 && n1 < 1 && n2 > 0 && n2 < 1);

```
}
```

```
}
```

o/p =



The screenshot shows an IDE's console window. At the top, a tab is labeled '20'. Below the tab bar, the console output for a terminated Java application is displayed. The output consists of three lines: 'Input first number: 0.5', 'Input second number: 0.2', and 'true'. A vertical cursor is positioned at the end of the 'true' line. The IDE's interface includes tabs for 'Markers', 'Properties', 'Servers', 'Console', and 'Data Source Expl'.

```
<terminated> TestNumber [Java Application] C:\Program Files\Java\jre1.8.0_241\  
Input first number: 0.5  
Input second number: 0.2  
true  
|
```