

1 Week 1

Problem 1.1 Write a program in Java to find the prime numbers between 1 to 100

Code.

```
class prime
{
    static boolean primes [];
    public static void fillFalse ()
    {
        int i;
        for (i=0;i <101;i++) {
            primes [ i]=true;
        }
    }
    public static void initialise ()
    {
        fillFalse ();
        int i ,j;
        primes [1]=false;
        for (i=2;i <101;i++) {
            if (primes [ i]==true) {
                for (j=i+i ;j <101;j+=i) {
                    primes [ j]=false;
                }
            }
        }
    }
    public static void print ()
    {
        int i;
        for (i=1;i <=100;i++) {
            if (primes [ i]==true)
                System.out.println (i);
        }
    }
    public static void main (String args [])
    {
        primes=new boolean [101];
        initialise ();
        print ();
    }
}
```

Problem 1.2 Write a program in Java to reverse a given number.

Code.

```
import java.io.*;
class reverse
{
    public static void main(String args[]) throws IOException
    {
        BufferedReader br=new BufferedReader(new
        InputStreamReader(System.in));
        int n;
        n=Integer.parseInt(br.readLine());
        int m=n, rev=0;
        while(m>0) {
            rev=(rev*10)+m%10;
            m/=10;
        }
        System.out.println("Reversed Number "+rev);
    }
}
```

Problem 1.3 Write a program in Java to find the sum of digits of a given number.

Code.

```
import java.io.*;
class sum
{
    public static void main(String args[]) throws IOException
    {
        BufferedReader br=new BufferedReader(new
        InputStreamReader(System.in));
        int n;
        n=Integer.parseInt(br.readLine());
        int m=n, rev=0, sum=0;
        while(m>0) {
            sum+=(m%10);
            m/=10;
        }
        System.out.println("Sum of each digits "+sum);
    }
}
```

Problem 1.4 Write a program in Java to print the following pattern.

```
*
**
***
****
```

Code.

```
class patt1
{
    public static void main(String args[])
    {
```

```

        int n=4,i , j ;
        for ( i=1;i<=n; i++) {
            for ( j=1;j<=i ; j++) {
                System.out.print ( "*" );
            }
            System.out.println ();
        }
    }
}

```

Problem 1.5 Write a program in Java to print the following pattern.

```

    *
   ***
  *****
 *****

```

Code.

```

class patt2
{
    public static void main(String args [])
    {
        int n=4,i , j , k;
        for ( i=1;i<=n; i++) {
            for ( j=n-1;j>=i ; j--) {
                System.out.print ( " " );
            }
            for ( j=1;j <=((2*i) -1); j++) {
                System.out.print ( "*" );
            }
            System.out.println ();
        }
    }
}

```

Problem 1.6 Write a program in Java to print the following pattern.

```

    *
   **
  ***
 ****

```

Code.

```

class patt3
{
    public static void main(String args [])
    {
        int n=4,i , j ;
        for ( i=1;i<=n; i++) {
            for ( j=n-1;j>=i ; j--) {
                System.out.print ( " " );
            }
            for ( j=1;j<=i ; j++) {

```

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

2 Week 2 - Function and Constructor Overloading

Problem 2.1 Write a program in Java to calculate the area of different shapes using function overloading.

Code.

```
class area1
{
    void area(int sq)
    {
        System.out.println("Area of Square = "+sq*sq);
    }
    void area(int l, int w)
    {
        System.out.println("Area of Rectangle = "+l*w);
    }
    void area(float b, float ht)
    {
        System.out.println("Area of Triangle = "+(0.5)*(b*ht));
    }
    public static void main(String args[])
    {
        area1 a1=new area1();
        a1.area(10);
        a1.area(10,20);
        a1.area(10.0f,25.0f);
    }
}
```

Output.

Problem 2.1 Write a program in Java to calculate the area of different shapes using Constructor overloading.

Code.

```
class area2
{
    area2(int sq)
    {
        System.out.println("Area of Square = "+sq*sq);
    }
    area2(int l, int w)
    {
        System.out.println("Area of Rectangle = "+l*w);
    }
    area2(float b, float ht)
    {
        System.out.println("Area of Triangle = "+(0.5)*(b*ht));
    }
}
```

```
    }  
    public static void main(String args[])  
    {  
        area2 a1=new area2(5);  
        a1=new area2(12,20);  
        a1=new area2(12.5f,13.0f);  
    }  
}
```

Output.

3 Week 3 -

Problem 3.1 Write a program to design a class representing a bank account. The class should have the following data members:

** a/c no. * customer id * balance amount*

The class should have member methods with the following functions:

** initialize initial value * to deposit amount * to withdraw amount * to display customer id, a/c no. and current balance.*

Code.

```
import java.util.*;
class Bank{
    static Scanner sc=new Scanner(System.in);
    static long acno; static double amt;
    static String id;
    private void init(){
        acno=0; amt=0.0;
        id="";
    }
    private double deposit(double d){ return amt+=d; }
    private double withdraw(double d){
        if(d<amt&&amt!=0)return amt-=d;
        else {
            System.out.println("Not Enough Balance!!");
            return amt;
        }
    }
    private void print(){
        System.out.println("Customer ID\tA/c No.\t"+
            "Current Balance");
        System.out.println(id+"\t\t"+acno+"\t\t"+amt);
    }
    public static void main(String [] args){
        Bank obj=new Bank();
        obj.init();
        System.out.println("Enter account no and current balance:");
        id="3000114022";
        acno=sc.nextLong(); amt=sc.nextDouble();
        double d=0.0;
        int choice=0;
        do{
            System.out.println("Main Menu");
            System.out.println("0. Deposit");
            System.out.println("1. Withdrawal");
            System.out.println("2. Print Statement");
            System.out.println("3. Exit");
            System.out.println("Enter choice:");
            choice=sc.nextInt();
            switch(choice){
                case 0:d=0.0;
                    System.out.println("Enter "+
```

```

        "amount_to_deposit:");
        d=sc.nextDouble();
        System.out.println("Deposit="+d+
        "current_balance="+
        (double)obj.deposit(d));
        break;
    case 1:d=0.0;
        System.out.println("Amount_?");
        d=sc.nextDouble();
        System.out.println("withdrawal="+d+
        "current_balance="+
        (double)obj.withdraw(d));
        break;
    case 2:obj.print();
        break;
    default:
        break;
    }
}while(choice<3);
}
}

```

Output.

Problem 3.2 Write a program to add two complex numbers.

Print the result in $x + iy$

form. Use objects as arguments to a method which will perform the addition and use function overloading.

Code.

```

class Complex
{
    double x;
    int y;
    Complex(double a,int b){
        x=a; y=b;
    }
    void print(){ System.out.println(x+"+i"+y); }
}
class Test{
    double real; int imag;
    private double sum(double a,double b){
        real=a+b; return real;
    }
    private int sum(int a,int b){
        imag=a+b; return imag;
    }
    public static void main(String [] args){
        Complex obj=new Complex(4,6);
        obj.print();
        Complex obj1=new Complex(1,9);
        obj1.print();
        Test t1=new Test();
    }
}

```



```
        System.out.println("sum_="+t1.sum(obj.x,obj1.x)+"+" i  
        +t1.sum(obj.y,obj1.y));  
    }  
}
```

Output.