

## 1. Check the given number is EVEN or ODD.

```
package progs;

import java.util.Scanner;

public class CheckEvenOdd {

    public static void main(String[] args) {

        Scanner scanner = new Scanner(System.in);

        System.out.print("Enter a number: ");

        int number = scanner.nextInt();

        if (number % 2 == 0) {

            System.out.println(number + " is even.");

        } else {

            System.out.println(number + " is odd.");

        }

        scanner.close();

    }

}
```

### Output:

Enter a number: 5

5 is odd.

Enter a number: 4

4 is even.

```
/*Start: Begin the process.  
Prompt user to enter a number: Ask the user to input a number.  
Read the number: Capture the user's input.  
Is the number divisible by 2?: Check if the number modulo 2 is equal to 0.  
Yes: If true, proceed to the next step.  
No: If false, proceed to the step after the next one.  
Print "The number is even": Output that the number is even.  
Print "The number is odd": Output that the number is odd.  
End: Terminate the process.*/
```

## 2. Write a Java Program to find the Factorial of given number.

```
package progs;
```

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

```
public class PrintFactorsOfNum {
```

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

```
        Scanner scanner = new Scanner(System.in);
```

```
        System.out.print("Enter a number: ");
```

```
        int number = scanner.nextInt();
```

```
        System.out.println("The factors of " + number + " are:");
```

```

        for (int i = 1; i <= number; i++) {
            if (number % i == 0) {
                System.out.println(i);
            }
        }

        scanner.close();
    }
}

```

## Output:

Enter a number: 5

The factors of 5 are:

1

5

/\*

Import the Scanner class: This allows us to take input from the user.

Create the main class: Define the main class FactorPrinter.

Create the main method: Define the main method to take user input and print the factors.

Prompt the user to enter a number: Display a message asking the user to input a number.

Read the number: Capture the user's input and store it in a variable number.

Find and print all factors:

Loop from 1 to the given number.

Check if the current loop variable i is a factor of the number (number % i == 0).

If it is, print i.

Close the Scanner: This releases the resource associated with the Scanner object

```
*/
```

### 3. Find the Factorial of a number using Recursion.

```
package progs;
```

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

```
//FactorialUsingRecursion
```

```
public class FactOfNumRecursion {
```

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

```
        Scanner scanner = new Scanner(System.in);
```

```
        System.out.print("Enter a number: ");
```

```
        int number = scanner.nextInt();
```

```
        long factorial = calculateFactorial(number);
```

```
        System.out.println("The factorial of " + number + " is " + factorial);
```

```
        scanner.close();
```

```
    }
```

```
    public static long calculateFactorial(int n) {
```

```
        if (n == 0) {
```

```
            return 1;
```

```
        } else {
```

```
            return n * calculateFactorial(n - 1);
```

```
    }  
    }  
}
```

## Output:

Enter a number: 5

The factorial of 5 is 120

```
/*
```

Start

Input: Prompt the user to enter a number.

Read: Capture the user's input and store it in a variable number.

Call the recursive method: Calculate the factorial of number using the calculateFactorial method.

Print the result: Display the calculated factorial.

End

```
*/
```

## 4. Swap two numbers without using third variable approach 1.

```
package progs;
```

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

```
public class SwapNum1 {
```

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

```
Scanner scanner = new Scanner(System.in);
```

```
System.out.print("Enter the first number: ");
```

```
int a = scanner.nextInt();
```

```
System.out.print("Enter the second number: ");
```

```
int b = scanner.nextInt();
```

```
a = a + b;
```

```
b = a - b;
```

```
a = a - b;
```

```
System.out.println("After swapping: a = " + a + ", b = " + b);
```

```
scanner.close();
```

```
}
```

```
}
```

## Output:

Enter the first number: 5

Enter the second number: 6

After swapping: a = 6, b = 5

/\*

Start

Input: Read two numbers, a and b.

Step 1: Set  $a = a + b$ .

Step 2: Set  $b = a - b$  (Now b holds the original value of a).

Step 3: Set  $a = a - b$  (Now a holds the original value of b).

Output: Print the swapped values of a and b.

End

\*/

## 5. Swap two numbers without using third variable approach 2.

```
package progs;

import java.util.Scanner;

// swap using bitwise operator SwapUsingXOR

public class SwapNum2 {

    public static void main(String[] args) {

        Scanner scanner = new Scanner(System.in);

        System.out.print("Enter the first number: ");

        int a = scanner.nextInt();

        System.out.print("Enter the second number: ");

        int b = scanner.nextInt();

        a = a ^ b;

        b = a ^ b;

        a = a ^ b;

        System.out.println("After swapping: a = " + a + ", b = " + b);

        scanner.close();

    }

}
```

**Output:**

Enter the first number: 5

Enter the second number: 6

After swapping: a = 6, b = 5

Start

Input: Read two numbers, a and b.

Step 1: Set  $a = a \wedge b$ .

Step 2: Set  $b = a \wedge b$  (Now b holds the original value of a).

Step 3: Set  $a = a \wedge b$  (Now a holds the original value of b).

Output: Print the swapped values of a and b.

End

## 6. Swap two numbers without using third variable approach 3.

```
package progs;

import java.util.Scanner;

//swap numbers with division and multiplication

public class SwapNum3 {

    public static void main(String[] args) {

        Scanner scanner = new Scanner(System.in);

        System.out.print("Enter the first number: ");

        int a = scanner.nextInt();

        System.out.print("Enter the second number: ");

        int b = scanner.nextInt();

        // Swapping without using a third variable

        a = a * b;

        b = a / b;
```



```
a = a / b;
```

```
System.out.println("After swapping: a = " + a + ", b = " + b);
```

```
scanner.close();
```

```
}
```

```
}
```

## Output:

Enter the first number: 10

Enter the second number: 20

After swapping: a = 20, b = 10

```
/*
```

Start

Input: Read two numbers, a and b.

Step 1: Set a = a \* b.

Step 2: Set b = a / b (Now b holds the original value of a).

Step 3: Set a = a / b (Now a holds the original value of b).

Output: Print the swapped values of a and b.

End

```
*/
```

## 7. How to check the given number is Positive or Negative in Java?

```
package progs;
```

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

```
public class CheckNumPosNeg {
```

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

```
        Scanner scanner = new Scanner(System.in);
```

```
System.out.print("Enter a number: ");  
  
double number = scanner.nextDouble();  
  
if (number > 0) {  
    System.out.println(number + " is positive.");  
} else if (number < 0) {  
    System.out.println(number + " is negative.");  
} else {  
    System.out.println(number + " is neither positive nor negative.");  
}  
}  
}
```

## Output:

Enter a number: 7

7.0 is positive.

Enter a number: -7

-7.0 is negative.

Start: Begin the process.

Prompt user to enter a number: Display a message asking the user to input a number.

Read the number: Capture the user's input and store it in a variable number.

Check if the number is positive:

If number > 0:

Print "number is positive."

Check if the number is negative:

Else if number < 0:

Print "number is negative."

Check if the number is zero:

Else:

Print "number is neither positive nor negative."

End: Terminate the process.

## 8. Write a Java Program to find whether given number is Leap year or NOT?

```
package progs;
```

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

```
public class LeapYearNumber {
```

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

```
        Scanner scanner = new Scanner(System.in);
```

```
        System.out.print("Enter a year: ");
```

```
        int year = scanner.nextInt();
```

```
        if (isLeapYear(year)) {
```

```
            System.out.println(year + " is a leap year.");
```

```
        } else {
```

```
            System.out.println(year + " is not a leap year.");
```

```
        }
```

```
        scanner.close();
```

```
    }
```

```
public static boolean isLeapYear(int year) {  
    if (year % 4 == 0) {  
        if (year % 100 == 0) {  
            if (year % 400 == 0) {  
                return true; // Divisible by 400  
            } else {  
                return false; // Divisible by 100 but not by 400  
            }  
        } else {  
            return true; // Divisible by 4 but not by 100  
        }  
    } else {  
        return false; // Not divisible by 4  
    }  
}  
/*
```

## Output:

Enter a year: 1992

1992 is a leap year.

Enter a year: 1993

1993 is not a leap year.

Start

Input: Prompt the user to enter a year.

Read: Capture the user's input and store it in a variable year.

Check if the year is a leap year:

```
If year % 4 == 0:
If year % 100 == 0:
If year % 400 == 0:
Output: Print "year is a leap year."
Else:
Output: Print "year is not a leap year."
Else:
Output: Print "year is a leap year."
Else:
Output: Print "year is not a leap year."
End
*/
```

## 10. Write a Java Program to print the digits of a Given Number.

```
package progs;

import java.util.Scanner;

public class CountDigitInNum {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

        System.out.print("Enter a number: ");
        int number = scanner.nextInt();

        // Convert the number to a string to handle each digit
        String numberStr = Integer.toString(number);

        System.out.println("The digits of " + number + " are:");
```

```

// Iterate through each character in the string and print it
for (char digit : numberStr.toCharArray()) {
    System.out.println(digit);
}

scanner.close();
}
}

```

/\*

Start

Input: Prompt the user to enter a number.

Read: Capture the user's input and store it in a variable number.

Convert the number to a string: Use Integer.toString(number) to convert the number to a string.

Iterate through each character in the string:

For each character (digit) in the string representation, print it.

End

\*/

## 11. Write a Java Program to print all the Factors of the Given number.

```
package progs;
```

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

```
public class PrintFactorsOfNum {  
    public static void main(String[] args) {  
        Scanner scanner = new Scanner(System.in);  
  
        System.out.print("Enter a number: ");  
        int number = scanner.nextInt();  
  
        System.out.println("The factors of " + number + " are:");  
  
        for (int i = 1; i <= number; i++) {  
            if (number % i == 0) {  
                System.out.println(i);  
            }  
        }  
  
        scanner.close();  
    }  
}
```

## Output:

Enter a number: 15

The factors of 15 are:

1

3

5

15

/\*

Import the Scanner class: This allows us to take input from the user.

Create the main class: Define the main class FactorPrinter.

Create the main method: Define the main method to take user input and print the factors.

Prompt the user to enter a number: Display a message asking the user to input a number.

Read the number: Capture the user's input and store it in a variable number.

Find and print all factors:

Loop from 1 to the given number.

Check if the current loop variable i is a factor of the number (number % i == 0).

If it is, print i.

Close the Scanner: This releases the resource associated with the Scanner object

\*/

## 12. Write a Java Program to find sum of the digits of a given number.

```
package progs;
```

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

```
public class SumOfDigitsOfNum {
```

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

```
        Scanner scanner = new Scanner(System.in);
```

```
        System.out.print("Enter a number: ");
```

```
        int number = scanner.nextInt();
```

```
        // Variable to store the sum of digits
```

```
        int sum = 0;
```

```
        int temp = Math.abs(number); // Handle negative numbers
```

```
        // Calculate the sum of digits
```



```
while (temp > 0) {  
    sum += temp % 10; // Add the last digit to the sum  
    temp /= 10; // Remove the last digit  
}
```

```
System.out.println("The sum of the digits of " + number + " is " + sum);
```

```
    scanner.close();  
}  
}
```

## Output:

Enter a number: 55

The sum of the digits of 55 is 10

/\*

Start

Input: Prompt the user to enter a number.

Read: Capture the user's input and store it in a variable number.

Initialize sum to 0: This will hold the sum of the digits.

Handle negative numbers: Use Math.abs(number) to work with the absolute value.

Calculate sum of digits:

While the number is greater than 0:

Add the last digit to sum (using number % 10).

Remove the last digit from the number (using number /= 10).

Output: Print the sum of the digits.

End

\*/

/\*

Import the Scanner class: This allows us to take input from the user.

Create the main class: Define the main class SumOfDigits.

Create the main method: Define the main method to take user input and calculate the sum of digits.

Prompt the user to enter a number: Display a message asking the user to input a number.

Read the number: Capture the user's input and store it in a variable number.

Initialize sum to 0: This will hold the sum of the digits.

Handle negative numbers: Use Math.abs(number) to work with the absolute value of the number.

Calculate the sum of digits:

Use a while loop to extract and sum each digit of the number.

Inside the loop, add the last digit (temp % 10) to sum.

Remove the last digit by performing integer division (temp /= 10).

Print the result: Display the sum of the digits.

Close the Scanner: This releases the resource associated with the Scanner object.

\*/

**13. Write a Java Program to find the smallest of 3 numbers(a,b,c) without using < or > symbol?**

```
package progs;
```

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

```
public class SmallestOf3Num {
```

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

```
        Scanner scanner = new Scanner(System.in);
```

```
        System.out.print("Enter the first number (a): ");
```

```
        int a = scanner.nextInt();
```

```
        System.out.print("Enter the second number (b): ");
```

```
        int b = scanner.nextInt();
```

```
        System.out.print("Enter the third number (c): ");
```

```
        int c = scanner.nextInt();
```

```
        // Find the smallest of the three numbers without using < or >
```

```
        int smallest = findSmallest(a, b, c);
```

```
        System.out.println("The smallest number is: " + smallest);
```

```
        scanner.close();
```

```
    }
```

```
public static int findSmallest(int a, int b, int c) {
```

```
    // Use subtraction and addition to avoid < and >
```

```
    int minAB = (a + b - Math.abs(a - b)) / 2;
```

```
    int minABC = (minAB + c - Math.abs(minAB - c)) / 2;
```

```
    return minABC;
```

```
}  
}
```

## Output:

Enter the first number (a): 8

Enter the second number (b): 6

Enter the third number (c): 9

The smallest number is: 6

```
/*
```

Start

Input: Prompt the user to enter three numbers a, b, and c.

Read: Capture the user's input for a, b, and c.

Find the smallest:

Compute the smaller of a and b using  $(a + b - \text{Math.abs}(a - b)) / 2$ .

Compute the smallest of the result from the previous step and c using  $(\text{minAB} + c - \text{Math.abs}(\text{minAB} - c)) / 2$ .

Output: Print the smallest number.

End

```
*/  
/*
```

Import the Scanner class: This allows us to take input from the user.

Create the main class: Define the main class SmallestNumberFinder.

Create the main method: Define the main method to take user input and determine the smallest number.

Prompt the user to enter three numbers: Display messages asking the user to input numbers a, b, and c.

Read the numbers: Capture the user's input and store it in variables a, b, and c.

Find the smallest number:

Call the findSmallest method with a, b, and c.

The method calculates the smallest number using mathematical operations.

Print the result: Display the smallest number.

Close the Scanner: Release the resource associated with the Scanner object.

Define the findSmallest method:

Calculate the smaller of a and b using  $(a + b - \text{Math.abs}(a - b)) / 2$ .

Calculate the smallest of the result and c using the same method.

\*/

## 14. How to add two numbers without using the arithmetic operators in Java?

```
package progs;
```

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

```
public class Add2NumWithoutArithmat {
```

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

```
        Scanner scanner = new Scanner(System.in);
```

```
        System.out.print("Enter the first number: ");
```

```
        int num1 = scanner.nextInt();
```

```

System.out.print("Enter the second number: ");

int num2 = scanner.nextInt();

int sum = add(num1, num2);

System.out.println("The sum of " + num1 + " and " + num2 + " is " + sum);

scanner.close();
}

public static int add(int a, int b) {
    // Loop until there is no carry
    while (b != 0) {
        // Carry now contains common set bits of a and b
        int carry = a & b;

        // Sum of bits of a and b where at least one of the bits is not set
        a = a ^ b;

        // Carry is shifted by one so that it can be added to a
        b = carry << 1;
    }

    return a;
}
}

```

## Output:

Enter the first number: 12

Enter the second number: 45

The sum of 12 and 45 is 57

/\*

Start

Input: Prompt the user to enter two numbers a and b.

Read: Capture the user's input for a and b.

Add without arithmetic operators:

While loop: Continue as long as b is not 0:

Compute carry as a & b.

Update a to be a ^ b.

Update b to be carry << 1.

Output: Print the sum.

End

\*/

/\*

Import the Scanner class: This allows us to take input from the user.

Create the main class: Define the main class AddWithoutArithmetic.

Create the main method: Define the main method to take user input and calculate the sum.

Prompt the user to enter two numbers: Display messages asking the user to input the numbers.

Read the numbers: Capture the user's input and store it in variables num1 and num2.

Call the add method: Calculate the sum using bitwise operations.

Print the result: Display the result.

Close the Scanner: Release the resource associated with the Scanner object.

Define the add method:

Use a while loop to repeatedly add the carry to the sum until there is no carry left.

Compute the carry using a & b.

Update a to be the XOR of a and b.

Shift the carry left by one position and update b.

\*/

## 15. Write a java program to Reverse a given number.

```
package progs;
```

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

```
public class ReverseNumber {
```

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

```
        Scanner scanner = new Scanner(System.in);
```

```
        System.out.print("Enter a number: ");
```

```
        int number = scanner.nextInt();
```

```
        int reversedNumber = reverse(number);
```

```
        System.out.println("The reversed number is: " + reversedNumber);
```



```
        scanner.close();
    }

    public static int reverse(int number) {
        int reversed = 0;
        int originalNumber = number; // Save the original number for reference

        while (number != 0) {
            int digit = number % 10; // Extract the last digit
            reversed = reversed * 10 + digit; // Append the digit to the reversed number
            number /= 10; // Remove the last digit from the original number
        }

        return reversed;
    }
}
```

## Output:

Enter a number: 459

The reversed number is: 954

```
/*
```

Start

Input: Prompt the user to enter a number.

Read: Capture the user's input and store it in a variable number.

Reverse the number:

Initialize reversed to 0.

While number is not 0:

Extract the last digit using number % 10.

Update reversed to be reversed \* 10 + digit.

Update number to be number / 10.

Output: Print the reversed number.

End

```
*/
```

## 16. Write a Java Program to find GCD of two given numbers.

```
package progs;
```

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

```
public class GCDofNum {
```

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

```
        Scanner scanner = new Scanner(System.in);
```

```
        System.out.print("Enter the first number: ");
```

```

    int num1 = scanner.nextInt();

    System.out.print("Enter the second number: ");

    int num2 = scanner.nextInt();

    int gcd = findGCD(num1, num2);

    System.out.println("The GCD of " + num1 + " and " + num2 + " is " + gcd);

    scanner.close();
}

public static int findGCD(int a, int b) {
    // Ensure both numbers are positive
    a = Math.abs(a);
    b = Math.abs(b);

    // Euclidean algorithm
    while (b != 0) {
        int temp = b;
        b = a % b;
        a = temp;
    }
    return a;
}
}

```

**Output:**

Enter the first number: 55

Enter the second number: 66

The GCD of 55 and 66 is 11

/\*

Start

Input: Prompt the user to enter two numbers a and b.

Read: Capture the user's input for a and b.

Find GCD:

Ensure both numbers are positive.

While b is not 0:

Update b to a % b.

Update a to the previous value of b.

The GCD is the final value of a.

Output: Print the GCD.

End

\*/

/\*

Import the Scanner class: This allows us to take input from the user.

Create the main class: Define the main class GCDCalculator.

Create the main method: Define the main method to take user input and calculate the GCD.

Prompt the user to enter two numbers: Display messages asking the user to input the two numbers.

Read the numbers: Capture the user's input and store it in variables num1 and num2.

Call the findGCD method: Calculate the GCD using the findGCD method.

Print the result: Display the calculated GCD.

Close the Scanner: Release the resource associated with the Scanner object.

Define the findGCD method:

Ensure both numbers are positive using Math.abs().

Use the Euclidean algorithm to find the GCD:

While b is not 0:

Store b in a temporary variable.

Update b to be a % b.

Update a to be the temporary variable.

Return a as the GCD.

\*/

## 17. Write a java program to LCM of TWO given number.

```
package progs;
```

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

```
public class FindLCMof2Num {
```

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

```
        Scanner scanner = new Scanner(System.in);
```

```
System.out.print("Enter the first number: ");

int num1 = scanner.nextInt();

System.out.print("Enter the second number: ");

int num2 = scanner.nextInt();

int lcm = findLCM(num1, num2);

System.out.println("The LCM of " + num1 + " and " + num2 + " is " + lcm);

scanner.close();
}
```

```
public static int findGCD(int a, int b) {
    // Ensure both numbers are positive
    a = Math.abs(a);
    b = Math.abs(b);

    // Euclidean algorithm to find GCD
    while (b != 0) {
        int temp = b;
        b = a % b;
        a = temp;
    }
    return a;
}
```

```
public static int findLCM(int a, int b) {
    // Calculate LCM using the relationship with GCD
    return Math.abs(a * b) / findGCD(a, b);
}
```

```
}  
}
```

## Output:

Enter the first number: 8

Enter the second number: 6

The LCM of 8 and 6 is 24

```
/*
```

Start

Input: Prompt the user to enter two numbers a and b.

Read: Capture the user's input for a and b.

Find GCD:

Ensure both numbers are positive.

While b is not 0:

Update b to a % b.

Update a to the previous value of b.

The GCD is the final value of a.

Calculate LCM

Output: Print the LCM.

End

```
*/
```