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.

**public** **class** Number

{

**public** **class** Number

{

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

**int** num=234;

**if**(num>0)

{

System.***out***.println("number is positive");

}

**else**

{

System.***out***.println("number is negative");

}

}}

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.

**public** **class** Negativeno {

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

**int** n =-23;

**if**(n<0)

{

System.***out***.println("number is negative");

}

**else**

{

System.***out***.println("number is positive"}}

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.

**public** **class** Evenodd {

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

**int** num=7;

**if**(num%2==0) {

System.***out***.println("num is even");

}

**else**

{

System.***out***.println("num is odd")}}}

**public** **class** Evenodd {

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

**int** num=7;

**if**(num%2==0) {

System.***out***.println("num is even");

}

**else**

{

System.***out***.println("num is odd");}}

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.

**public** **class** Square {

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

**int** side=6 ;

**int** Area;

Area=side\*side;

System.***out***.println("area of square 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.

**public** **class** Rectangle {

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

**int** length=2;

**int** breadth=7;

**int** area;

area=length\*breadth;

System.***out***.println("area of rectangle is " + 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.

**public** **class** Largestno {

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

**int** n1=62;

**int** n2=54;

**int** n3=41;

**if**(n1>n2&&n1>n3)

{

System.***out***.println("n1 is greater");

}

**if**(n2>n1&&n2>n3)

{

System.***out***.println("n2 is greater");

}

**else**

{

System.***out***.println("n3 is greater");

}

}

}