

Don Bosco Institute of Technology, Kurla(W)
Department of Electronics and Tele-Communication Engineering
ECL304 - Skill Lab: C++ and Java Programming
Sem III
2021-22

Lab Number:	2
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P.T.O

Faculty: Ms. Deepali Kayande

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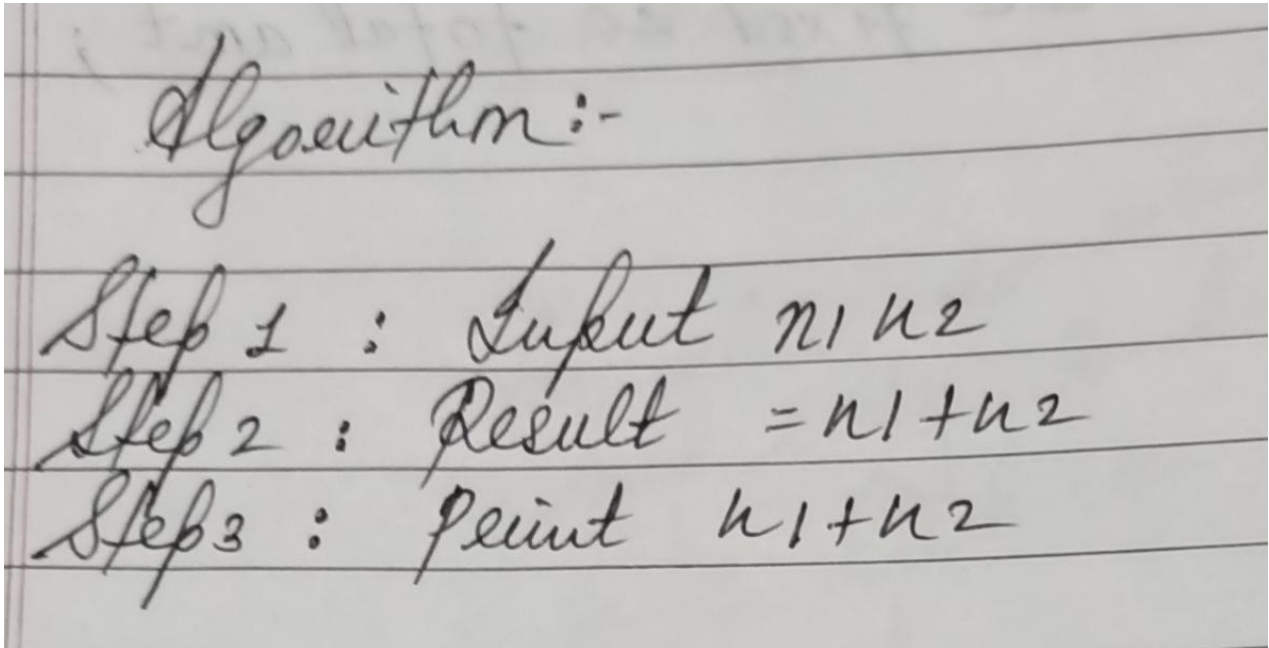
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JAVA PROGRAMS

1. TO ADD TWO NUMBERS

ALGORITHM:



PROGRAM:

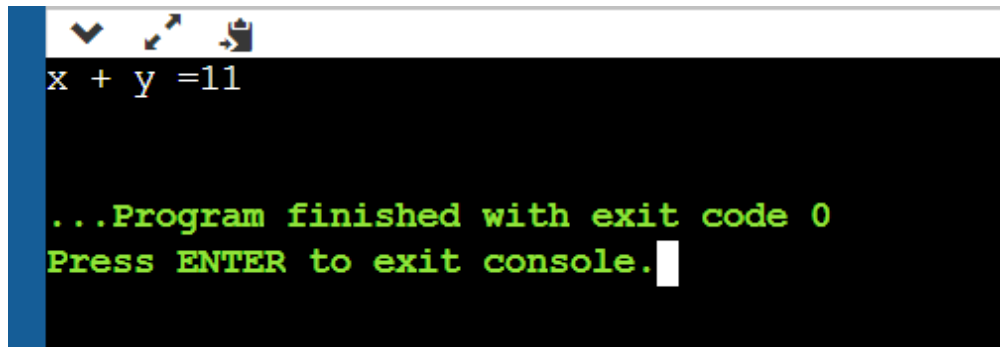
//To Add Two Numbers

```
public class Main
{
    public static void main(String[] args)
    {
        int x = 5;
        int y = 6;
        int sum = x + y ;
        System.out.println("x + y =" +sum);
    }
}
```

OUTPUT:

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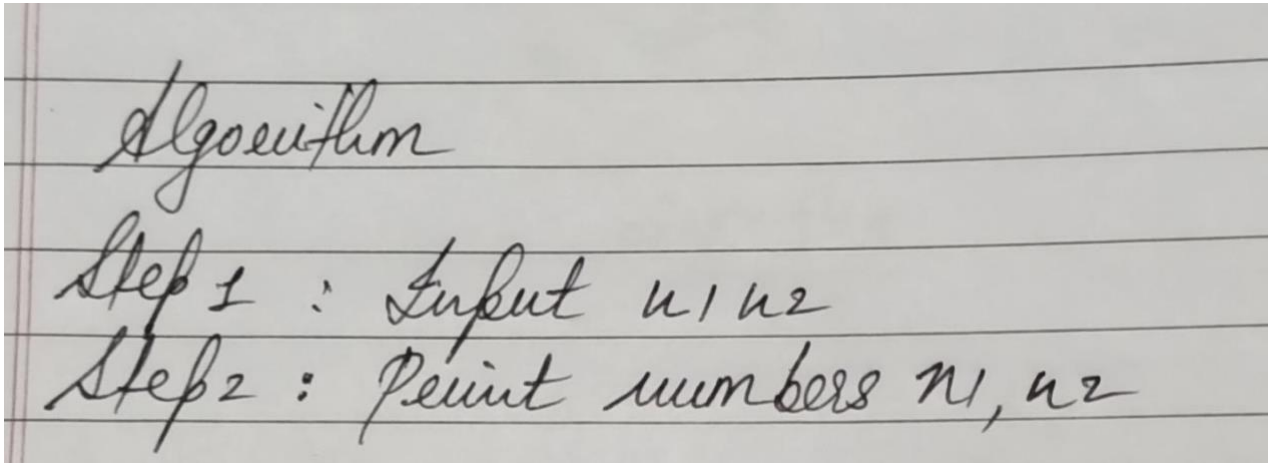
The screenshot shows a console window with a dark background and a blue vertical bar on the left. At the top, there are three small icons: a checkmark, a magnifying glass, and a document. The text in the console is as follows:

```
x + y =11
```

...Program finished with exit code 0
Press ENTER to exit console.

2. TO PRINT NUMBERS ENTERED BY USER

ALGORITHM:

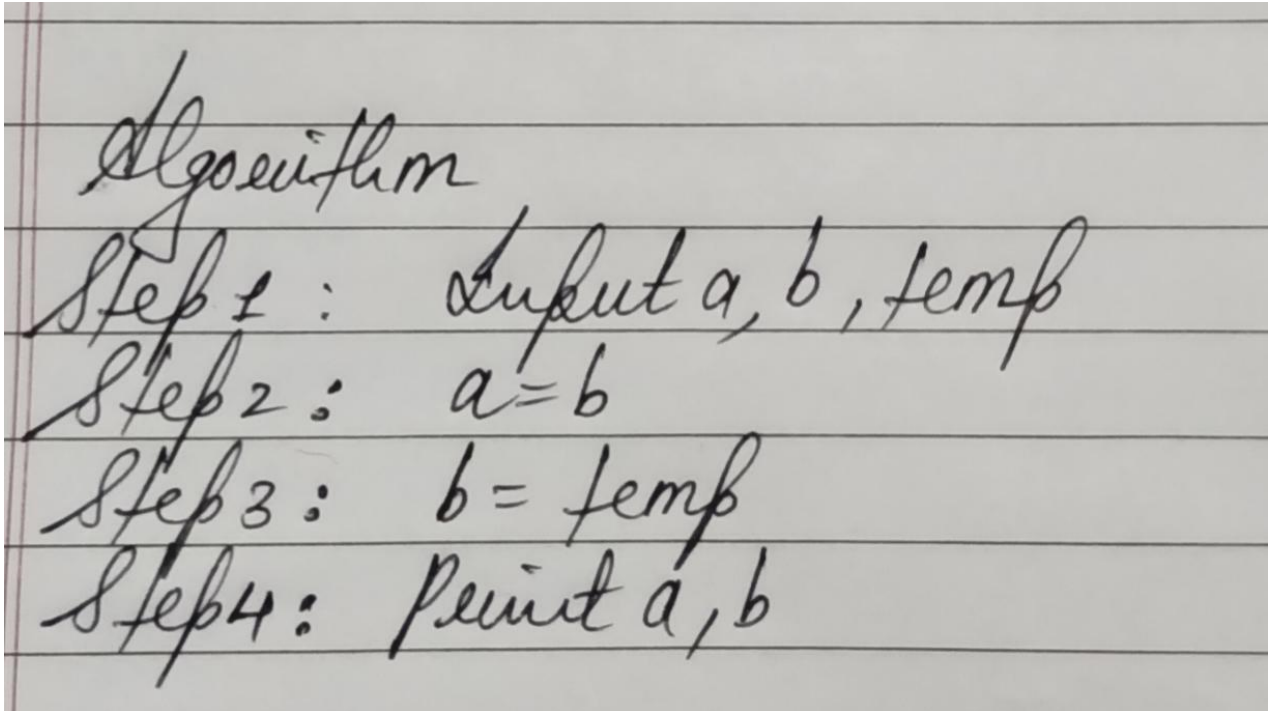


PROGRAM:

OUTPUT:

3. TO SWAP TWO NUMBERS

ALGORITHM:



PROGRAM:

//to swap two numbers

public class Main

{

 public static void main(String[] args)

 {

 int n1 = 12, n2 = 24;

 System.out.println("Before swapping");

 System.out.println("First number = " + n1);

 System.out.println("Second number = " + n2);

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`n1 = n1 - n2;`

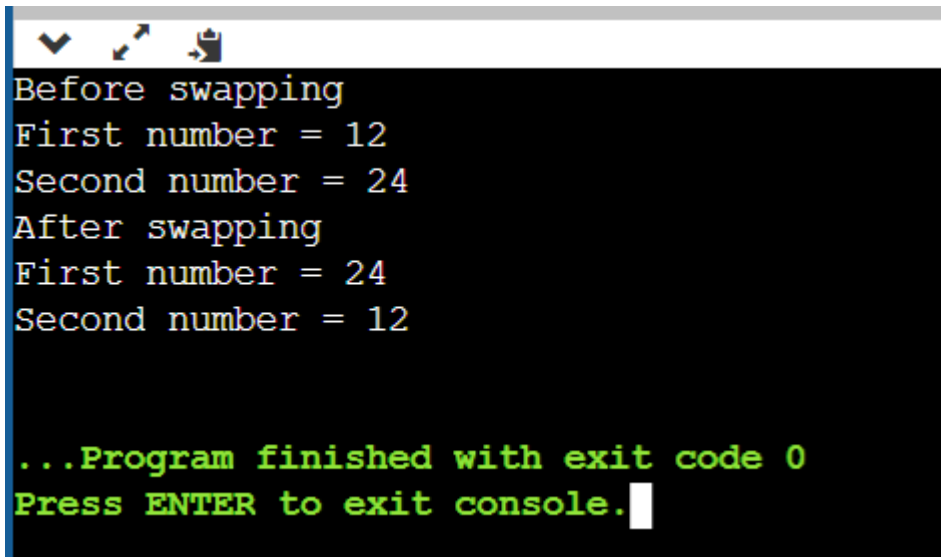
`n2 = n1 + n2;`

`n1 = n2 - n1;`

`System.out.println("After swapping");`

```
System.out.println("First number = " + n1);  
System.out.println("Second number = " + n2);  
  
    }  
}
```

OUTPUT:

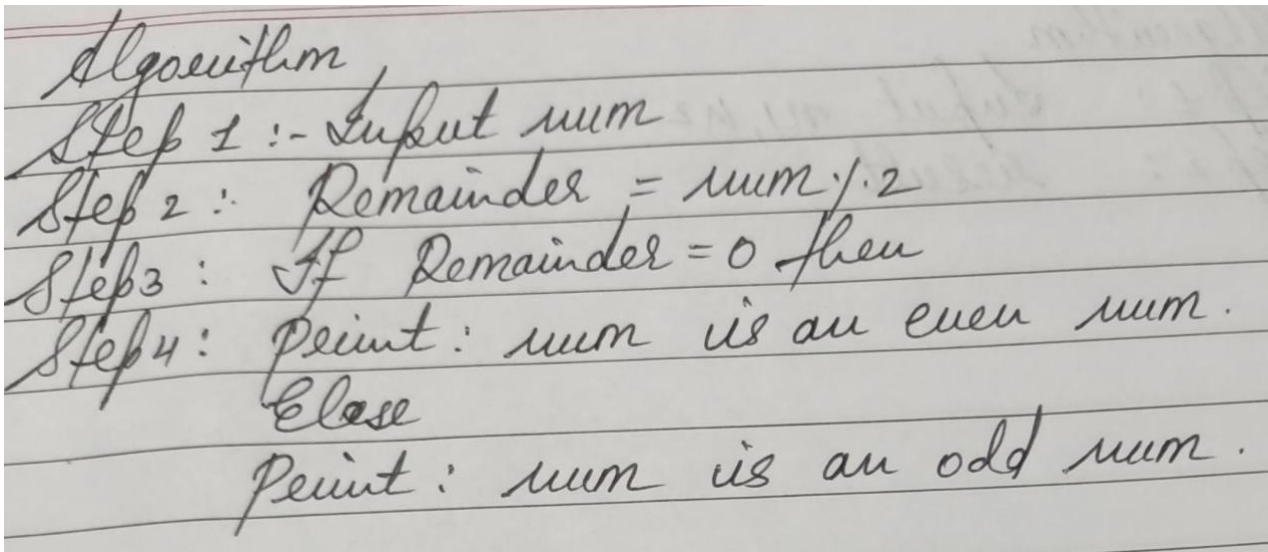


```
Before swapping  
First number = 12  
Second number = 24  
After swapping  
First number = 24  
Second number = 12  
  
...Program finished with exit code 0  
Press ENTER to exit console.
```

4. TO CHECK WHETHER NUMBER IS EVEN OR ODD

ALGORITHM:

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Algorithm
Step 1 :- Input num
Step 2 :- Remainder = num % 2
Step 3 :- If Remainder = 0 then
Step 4 :- Print: num is an even num.
Else
Print: num is an odd num.

PROGRAM:

//to check whether no is even or odd.

```
public class Main
```

```
{
```

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

```
    {
```

```
        // Declare the integer variable
```

```
        int num = 10;
```

```
        // If condition to check if the remainder is zero
```

```
        if (num % 2 == 0)
```

```
        {
```

```
            // If remainder is zero then this number is even
```

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```
System.out.println("Entered Number is Even");  
}
```

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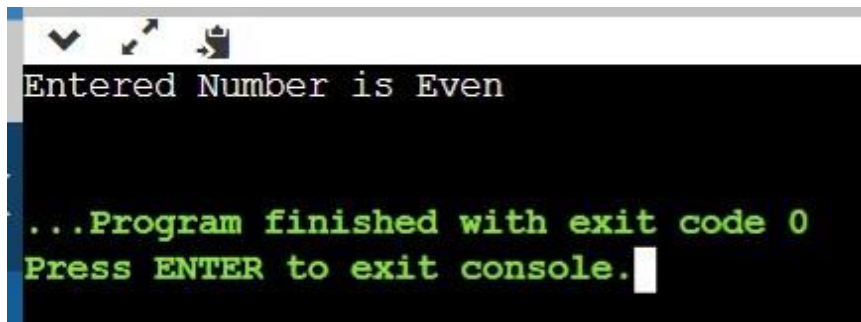
```
else
{

    // If remainder is not zero then this number is
    // odd
    System.out.println("Entered Number is Odd");
}

}

}
```

OUTPUT:

A screenshot of a Java IDE's console window. The window has a title bar with standard OS icons. The console text is as follows:
Entered Number is Even

...Program finished with exit code 0
Press ENTER to exit console.
The text is displayed in a monospaced font. The first line is white on a black background. The subsequent lines are green on a black background. A white cursor is visible at the end of the last line.

```
Entered Number is Even

...Program finished with exit code 0
Press ENTER to exit console.
```