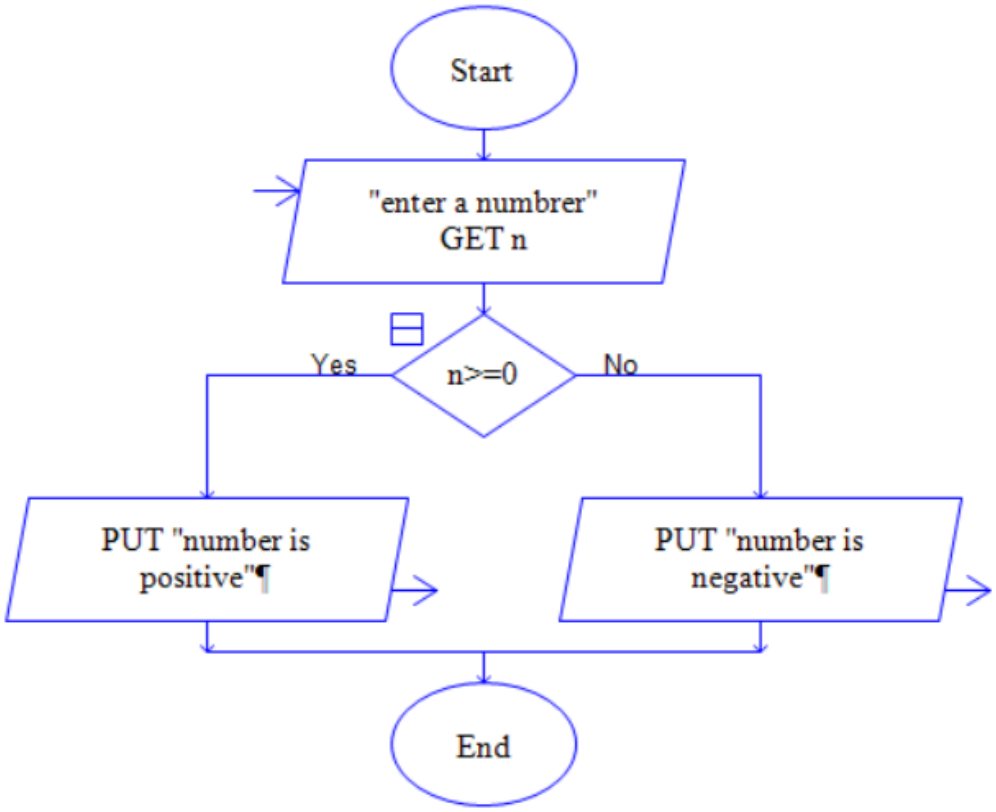
1. Check Positive Number:

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.



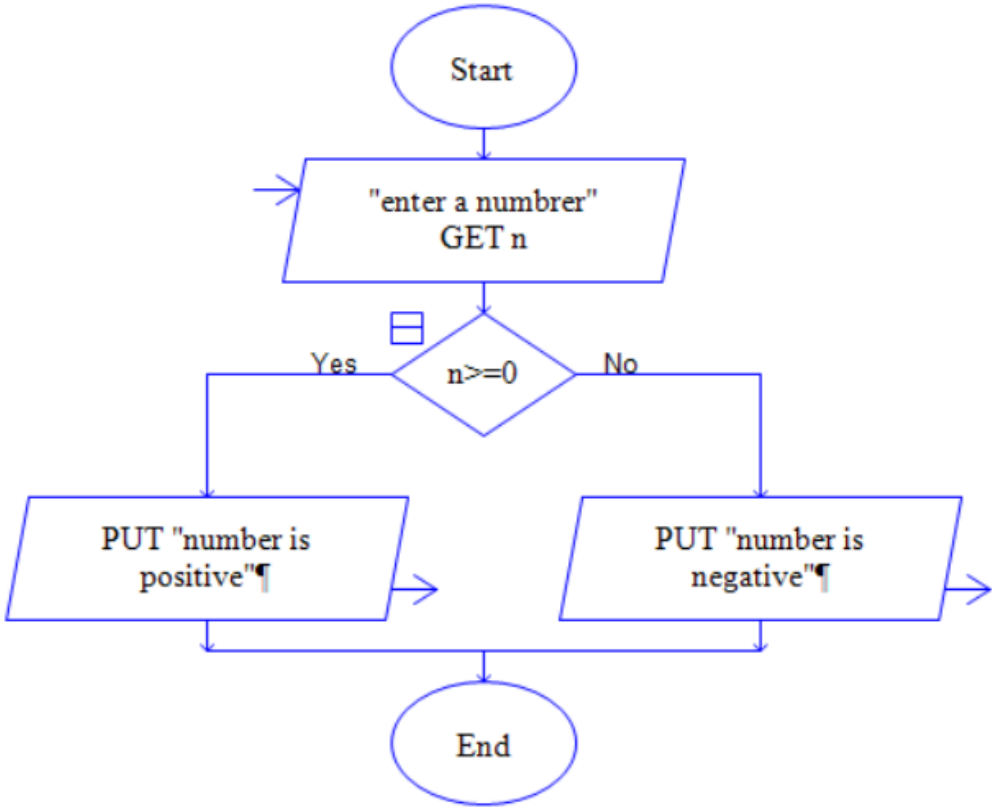
Code:

```
class positiveNumber{

public static void main(String args[]){
int a= 10;
if(a>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.



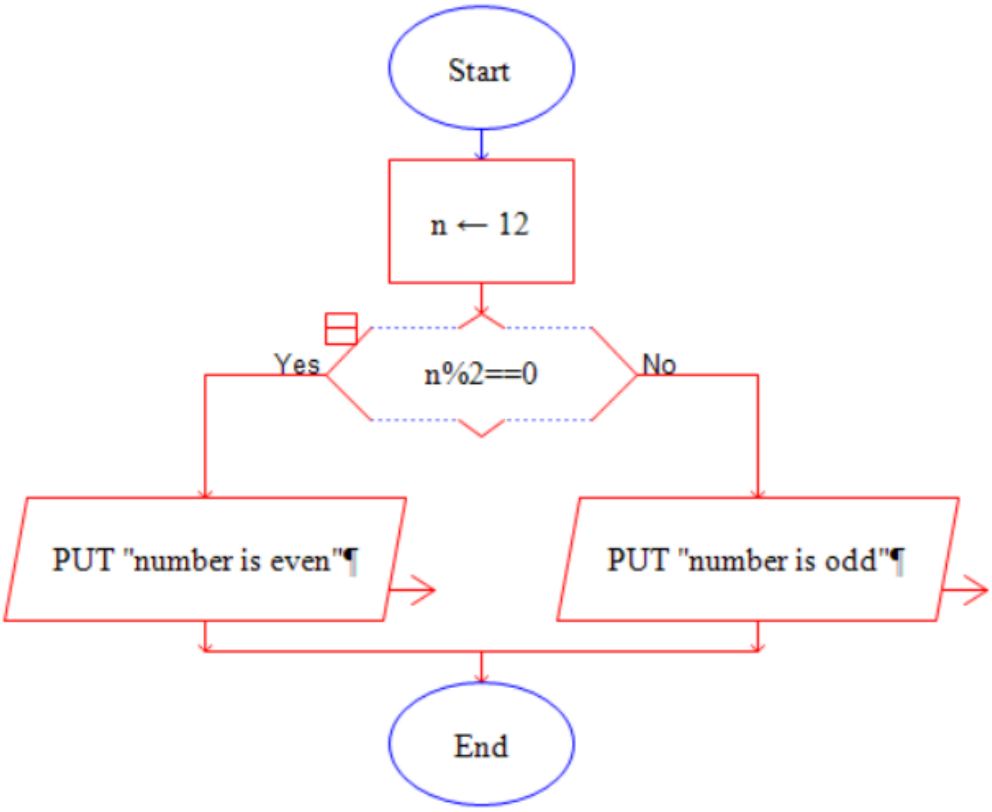
Code:

```
class positiveNumber{

public static void main(String args[]){
int a= -10;
if(a>0){
System.out.println("number is positive");
}
else{
System.out.println("number is negative");

}
```

}
}

3. Check Odd or Even Number:

Next Step: Write a Java program that checks if a predefined number is negative using an if-else statement and displays the result.
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.



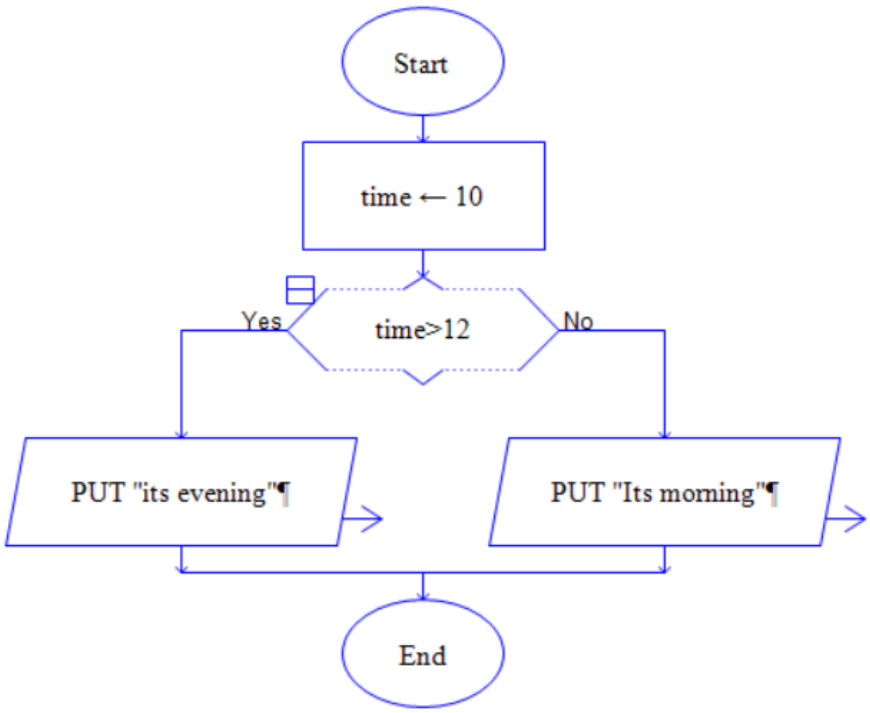
Code:

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

Scanner read = new Scanner(System.in);
System.out.print("Enter a number: ");
int number = read.nextInt();
//int number = 21;
```

```
if( number % 2 == 0 ){
System.out.println("Number is even");
}
else{
System.out.println("number is odd");
}
}
}
```

4. Display Good Morning Message Based on Time:

Task: Create a flowchart to display a "Good Morning" message based on a given time.
Next Step: Write a Java program that displays a "Good Morning" message if the predefined time is between 5 AM and 12 PM. Use an if statement to implement the logic



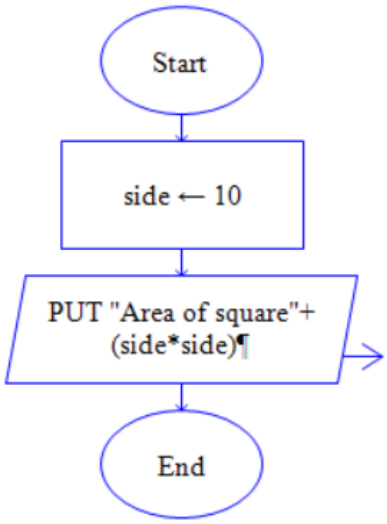
Code:

```
class time {

public static void main (String args[]){

int morningEvening = 23;
```

```
if( morningEvening > 12 ){
System.out.println("Good Evening");
}

else{
System.out.println("Good morning");

}

}
}
```

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.



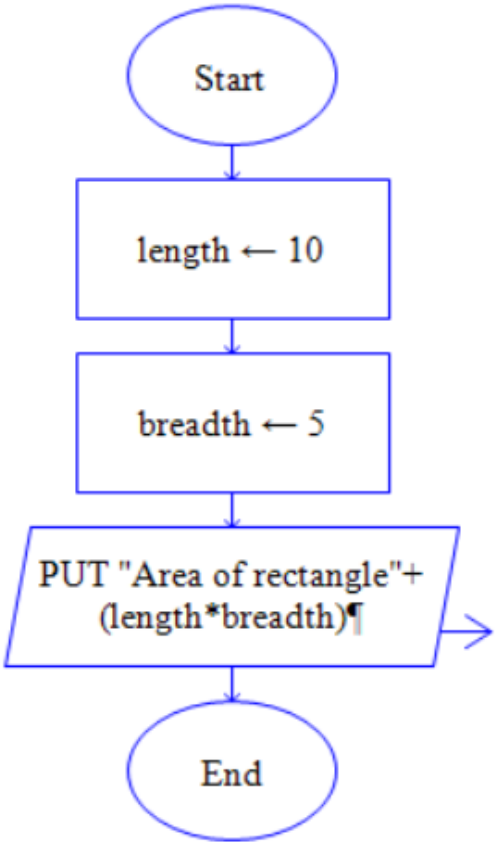
Code:

```
class areaOfSquare {

public static void main (String args[]){

int side = 20;

int Area;
Area=side*side;
```

```
System.out.println("first side is" + (side));

System.out.println("Area is" + (side*side));
}
}
```

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.



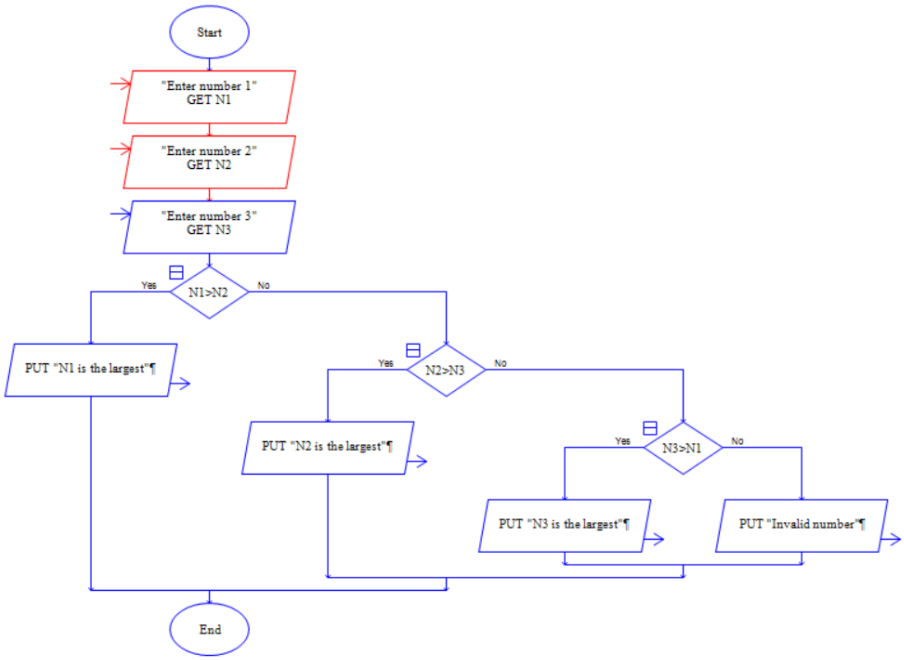
Code:

```
class areaOfRectangle {

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

```
int length = 20;
int breadth = 30;


int Area;
Area=length*breadth;

System.out.println("length is" + (length));
System.out.println("breadth is" + (breadth));

System.out.println("Area is" + (length*breadth));
}
}
```

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.



Code:

```
class largestNumber {

public static void main (String args[]){

int n1 = 20;
int n2 = 30;
```

```
int n3 = 50;

if( n1 >= n2 && n1 >= n3)
System.out.println(n1 + " is the largest number.");

else if (n2 >= n1 && n2 >= n3)
System.out.println(n2 + " is the largest number.");

else
System.out.println(n3 + " is the largest number.");


}}
```