

DAY-2 (*BTL: Understanding*)

Laboratory Outcomes:

- 1) Understanding Java type casting.
- 2) Learning about decision making statements in Java.
- 3) Learning about basic Loops.

Assignments:

1. Write a Java Program to convert long to int.
2. Write a Java Program to find ASCII value of a Character.
3. Write a Java Program MAKAUT University grading system (using switch-case).
4. Write a Java Program to find Sum of n-natural numbers.
5. Write a Java Program to print Factorial of a given number.
6. Write a Java Program to print Fibonacci series up to n number.
7. Write a Java Program to display prime numbers from 1 to n.
8. Write a Java Program to check perfect number.
9. Write a Java Program to check Armstrong number.
10. Write a Java Program to check Krishnamurthy number.

Instruction for each program:

1. Must be done with the concept of class and object.
2. Input must be taken from the user.