

Java Training – Day 1 Assignment

Name: Sujal Aswal

1. Program to display 'Hello World'

```
class HelloWorld {  
    public static void main(String[] args) {  
        System.out.println("Hello World");  
    }  
}
```

2. Program to add two numbers

```
class AddNumbers {  
    public static void main(String[] args) {  
        int a = 10, b = 20;  
        int sum = a + b;  
        System.out.println("Sum: " + sum);  
    }  
}
```

3. Program to check even or odd

```
import java.util.*;  
class EvenOdd {  
    public static void main(String[] args) {  
        Scanner sc = new Scanner(System.in);  
        System.out.print("Enter a number: ");  
        int n = sc.nextInt();  
        if (n % 2 == 0)  
            System.out.println(n + " is Even");  
        else  
            System.out.println(n + " is Odd");  
    }  
}
```

4. Program to find the largest of two numbers

```
import java.util.*;  
class Largest {  
    public static void main(String[] args) {  
        Scanner sc = new Scanner(System.in);  
        System.out.print("Enter first number: ");  
        int a = sc.nextInt();  
        System.out.print("Enter second number: ");  
        int b = sc.nextInt();  
        if (a > b)  
            System.out.println(a + " is largest");  
        else  
            System.out.println(b + " is largest");  
    }  
}
```

5. Program to print numbers from 1 to 10 using a loop

```
class Loop {  
    public static void main(String[] args) {  
        for (int i = 1; i <= 10; i++) {  
            System.out.println(i);  
        }  
    }  
}
```