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JAVA TASKS DAY – 1

- 1) Fibonacci Series in Java .
- 2) Prime Number Program in Java .
- 3) Palindrome Program in Java .
- 4) Factorial Program in Java .
- 5) Armstrong Number in Java .
- 6) How to Generate Random Number in Java .
- 7) How to Print Pattern in Java .
- 8) How to Compare Two Objects in Java .
- 9) How to Create Object in Java .
- 10) How to Print ASCII Value in Java .

1) Fibonacci Series in Java .

```
1 import java.util.*;
2 public class Fibnoccii_Series {
3
4     public static void main(String[] args) {
5         Scanner s=new Scanner(System.in);
6         System.out.println("Enter the Number :");
7         int num=s.nextInt();
8         int n1=0,n2=1;
9         System.out.print(n1+" "+n2+" ");
10        int temp=0;
11        for(int i=0;i<num;i++)
12        {
13            temp=n1+n2;
14            System.out.print(temp+" ");
15            n1=n2;
16            n2=temp;
17        }
18    }
19 }
20
```

Console ×

<terminated> Fibnoccii_Series [Java Application] C:\Users\vijay\.p2\pool\pl
Enter the Number :
5
0 1 1 2 3 5 8

2) Prime Number Program in Java .

```
1 import java.util.*;
2 public class Prime_Number {
3
4     public static void main(String[] args) {
5         Scanner s=new Scanner(System.in);
6         System.out.println("Enter the Number :");
7         int num=s.nextInt();
8         int temp=0;
9         if(num==0||num==1)
10        {
11            System.out.println("Not Prime");
12        }
13        else
14        {
15            for(int i=2;i<num/2;i++)
16            {
17                if(num%i==0)
18                {
19                    temp=1;
20                }
21            }
22            if(temp==1)
23            {
24                System.out.println("Not Prime");
25            }
26            else
27            {
28                System.out.println("Prime Number");
29            }
30        }
31    }
32 }
33
34
```

Console ×

<terminated> Prime_Number [Java Application] C:\Users\vijay\.p2\pool\plugin

Enter the Number :

9

Not Prime

3) Palindrome Program in Java .

```
1 import java.util.*;
2 public class Palindrome {
3
4     public static void main(String[] args) {
5         Scanner s=new Scanner(System.in);
6         System.out.println("Enter the Number :");
7         int num=s.nextInt();
8         int temp=num;
9         int sum=0;
10        while(num!=0)
11        {
12            int rem=num%10;
13            sum=sum*10+rem;
14            num/=10;
15        }
16        if(temp==sum)
17        {
18            System.out.println("Palindrome");
19        }
20        else
21        {
22            System.out.println("Not Palindrome");
23        }
24    }
25 }
26
```

Console ×

<terminated> Palindrome [Java Application] C:\Users\vijay\.p2\pool\plugins\
Enter the Number :
121
Palindrome

4) Factorial Program in Java .

```
1 import java.util.*;
2 public class Factorial {
3
4     public static void main(String[] args) {
5         Scanner s=new Scanner(System.in);
6         System.out.println("Enter the Number :");
7         int num=s.nextInt();
8         int fact=1;
9         for(int i=1;i<=num;i++)
10         {
11             fact=fact*i;
12         }
13         System.out.println(fact);
14     }
15 }
16 }
17
```

Console ×

<terminated> Factorial [Java Application] C:\Users\vijay\.p2\pool\plugins\c
Enter the Number :
5
120

5) Armstrong Number in Java .

```
1 import java.util.*;
2 public class Armstrong {
3
4     public static void main(String[] args) {
5         Scanner s=new Scanner(System.in);
6         System.out.println("Enter the Number :");
7         int num=s.nextInt();
8         int count=0;
9         int temp=num;
10        while(temp>0)
11        {
12            temp=temp/10;
13            count++;
14        }
15        int sum=0;
16        temp=num;
17        while(num>0)
18        {
19            int rem=num%10;
20            sum+=(Math.pow(rem,count));
21            num/=10;
22        }
23        if(temp==sum)
24        {
25            System.out.println("Armstrong Number");
26        }
27        else
28        {
29            System.out.println("Not Armstrong Number");
30        }
31    }
```

Console ×

<terminated> Armstrong [Java Application] C:\Users\vijay\.p2\pool\plugins\org.ec

Enter the Number :

1634

Armstrong Number

6) How to Generate Random Number in Java .

```
1 import java.util.*;
2 public class Random_Number {
3
4     public static void main(String[] args) {
5         Scanner s=new Scanner(System.in);
6         System.out.println("Enter the Number :");
7         int num=s.nextInt();
8         int random=(int)(Math.random()*num);
9         System.out.println("Random Number is : "+random);
10    }
11 }
12
```

Console ×

```
<terminated> Random_Number [Java Application] C:\Users\vijay\.p2\pool\plugins\or
Enter the Number :
26
Random Number is : 23
```

7) How to Print Pattern in Java .

```
1 import java.util.*;
2 public class Star_pattern {
3
4     public static void main(String[] args) {
5         Scanner s=new Scanner(System.in);
6         System.out.println("Enter the Number :");
7         int num=s.nextInt();
8         for(int i=0;i<=num;i++)
9         {
10             for(int j=0;j<i;j++)
11             {
12                 System.out.print("*");
13             }
14             System.out.println();
15         }
16     }
17 }
18
19
```

Console ×

<terminated> Star_pattern [Java Application] C:\Users\vijay\.p2\pool\plugi

Enter the Number :

5

*

**

8) How to Compare Two Objects in Java .

```
1 import java.util.*;
2 public class Object_Comparison {
3
4     public static void main(String[] args) {
5         Scanner s=new Scanner(System.in);
6         Object obj1 = new Object();
7         Object obj2 = new Object();
8         if (obj1.equals(obj2)) {
9             {
10                 System.out.println("Objects are equal");
11             }
12         else
13         {
14             System.out.println("Objects are not equal");
15         }
16     }
17 }
18
```

Console ×

<terminated> Object_Comparison [Java Application] C:\Users\vijay\.p2\pool\plugin:
Objects are not equal

9) How to Create Object in Java .

```
1 import java.util.*;
2 public class Objects_Creation {
3
4     public static void main(String[] args) {
5         Scanner s=new Scanner(System.in);
6         Objects_Creation ob=new Objects_Creation();
7     }
8
9 }
10
```

10) How to Print ASCII Value in Java .

```
1 import java.util.*;
2 public class ASCII_VALUE {
3
4     public static void main(String[] args) {
5         Scanner s=new Scanner(System.in);
6         System.out.println("Enter the Starting Character :");
7         char ch=s.next().charAt(0);
8         System.out.println("Enter the Ending Character :");
9         char ch1=s.next().charAt(0);
10        for(int i=(int)ch;i<=(int)ch1;i++)
11        {
12            System.out.println(i);
13        }
14    }
15 }
16
```

Console ×

```
<terminated> ASCII_VALUE [Java Application] C:\Users\vijay\.p2\pool\plugins\org.eclipse.j
Enter the Starting Character :
a
Enter the Ending Character :
c
97
98
99
```