

## Batch - CMJD106

### Module – Programming Fundamentals

#### Assignment - 03

[01]

```
import java.util.Scanner;

class Example{
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        System.out.print("Enter first number: ");
        int num1 = scanner.nextInt();
        System.out.print("Enter second number: ");
        int num2 = scanner.nextInt();
        int sum = num1 + num2;
        System.out.println("Sum: " + sum);
    }
}
```

[02]

```
import java.util.Scanner;

class InputOutput {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        System.out.print("Enter first value: ");
        int value1 = scanner.nextInt()
        System.out.print("Enter second value: ");
```

```

        int value2 = scanner.nextInt();

        System.out.println("Values are " + value1 + " and " + value2);
    }
}

```

[03]

```

import java.util.Scanner;

class AgeAfterThreeYears {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

        System.out.print("Input your age: ");

        int age = scanner.nextInt();

        age += 3;

        System.out.println("New age: " + age);
    }
}

```

[04]

- 60
- 10+20+30
- 10+2030
- 102030
- 102030
- 3030
- 102030

[05]

a,c,d

[06]

- a.6, Addition of integers.
- b. 123, Concatenation of strings.
- c. 150, Unicode values of characters are added.
- d. System.1 2 3, Characters are concatenated as strings.
- e. 198Unicode values of characters are added.
- f. ABC, Concatenation of strings.
- g. 415, Character 'A' is converted to its Unicode value and then added.
- h. A B C, Characters are concatenated as strings.

[07]

- true
- true
- true
- true
- true
- false
- true

[08]

age += 10;

[09]

num1 = num1 + num2;

num2 = num1 - num2;

num1 = num1 - num2;

[11]

B, E

[12]

a, c, e

[13]

avg = (double) tot / 10;

[14]

D

[15]

a. char a = '\u0061';

[16]

B,d

[17]

C

[18]

- 3
- -3
- 3
- -3
- 3
- -3
- 3

[19]

Line 1

[20]

A, c, e

[21]

A, c

[22]

- 17
- -10
- -17
- 3
- 7
- -3

[23]

- 100
- -100
- 100
- 200
- -400
- 0

[24]

- 100
- 101
- 103
- 103

[25]

- 101 100
- 102 101
- 103 102

[26]

- 101 101
- 102 102
- 103 103

[27]

- 100
- 100
- 100
- 101
- 101
- 102
- 102
- 103
- 103

[28]

- 3
- 0
- 10
- 0.0
- 0.5

[30]

$$12 - 4 * 2 : 4$$

$$(12 - 4) * 2 : 16$$

$$12 - (4 * 2) : 4$$

[31]

- $x = 7 \% 10 / 2 * 2$ :: This evaluates to 0. Modulus (%) has higher precedence than division (/), so  $7 \% 10$  is calculated first, which is 7. Then, division and multiplication are performed from left to right.
- $x = 7 \% (10 / 2) * 2$ :: This evaluates to 2. Parentheses have the highest precedence, so  $10 / 2$  is calculated first, which is 5. Then, modulus (%) and multiplication are performed from left to right.
- $x = 7 \% 10 / (2 * 2)$ :: This evaluates to 0. Parentheses have the highest precedence, so  $2 * 2$  is calculated first, which is 4. Then, modulus (%) and division (/) are performed from left to right.
- $x = 7 \% (10 / (2 * 2))$ :: This evaluates to 1. Parentheses have the highest precedence, so  $2 * 2$  is calculated first, which is 4. Then, division (/) and modulus (%) are performed from left to right.
- $x = 7 \% ((10 / 2) * 2)$ :: This evaluates to 1. Parentheses have the highest precedence, so  $10 / 2$  is calculated first, which is 5. Then, multiplication and modulus (%) are performed from left to right.

[32]

- $a = a + (a = 6)$ :: This expression is undefined behavior in Java. It tries to modify  $a$  and access its value simultaneously, leading to unpredictability and violating the sequence point concept in Java.
- $a = (a = 6) + a$ :: This expression assigns 6 to  $a$ , then adds the value of  $a$  (which is 6) to itself and assigns the result back to  $a$ . So,  $a$  becomes 12.
- $a = (a = 6) + (a = 5)$ :: This expression is also undefined behavior. It attempts to modify  $a$  and access its value simultaneously, leading to unpredictability.
- $a = a * 3 + a$ :: This expression multiplies the current value of  $a$  by 3, adds the result to the current value of  $a$ , and assigns the final result back to  $a$ .