Name: Khushi Satyaprakash Singh Branch: Information Technology

Div: B

Roll number: 45
Batch: [B-2]

Assignment Number: 7

```
import java.util.ArrayList;
import java.util.Scanner;
public class Gener {
  public static void main(String[] args) {
    int choice:
    Scanner sc = new Scanner(System.in);
    do {
      System.out.println("1. Check even or odd");
      System.out.println("2. Check prime or not");
      System.out.println("3. Check whether the number is palindrome or
not");
      System.out.println("4. Exit");
      System.out.print("Enter your choice: ");
      choice = sc.nextInt();
      switch (choice) {
        case 1: // Check even or odd
          System.out.print("Enter the number you want to check: ");
          int num = sc.nextInt();
           ArrayList<Integer> numbersList1 = new ArrayList<>();
           numbersList1.add(num);
           System.out.println("Number: " + numbersList1);
           if (num % 2 == 0) {
             System.out.println(num + " is an even number!");
```

```
} else {
    System.out.println(num + " is an odd number!");
  break;
case 2: // Check prime or not
  System.out.print("Enter the number to check: ");
  int primeNum = sc.nextInt();
  ArrayList<Integer> numbersList2 = new ArrayList<>();
  numbersList2.add(primeNum);
  System.out.println("Number: " + numbersList2);
  boolean isPrime = true;
  if (primeNum <= 1) {
    isPrime = false;
  } else {
    for (int i = 2; i <= Math.sqrt(primeNum); i++) {
      if (primeNum % i == 0) {
        isPrime = false;
        break;
      }
    }
  }
  if (isPrime) {
    System.out.println(primeNum + " is a prime number!");
  } else {
    System.out.println(primeNum + " is not a prime number!");
  }
  break;
case 3: // Check palindrome or not
  System.out.print("Enter the number to check for palindrome: ");
  int palindromeNum = sc.nextInt();
  ArrayList<Integer> numbersList3 = new ArrayList<>();
  numbersList3.add(palindromeNum);
  System.out.println("Number: " + numbersList3);
```

```
int originalNum = palindromeNum;
           int reversedNum = 0;
           while (palindromeNum != 0) {
             int remainder = palindromeNum % 10;
             reversedNum = (reversedNum * 10) + remainder;
             palindromeNum /= 10;
           }
           if (originalNum == reversedNum) {
             System.out.println(originalNum + " is a palindrome number!");
           } else {
             System.out.println(originalNum + " is not a palindrome
number!");
           break;
        case 4: // Exit
           System.out.println("Exiting the program.");
           break;
        default:
           System.out.println("Invalid choice. Please try again.");
      }
    } while (choice != 4);
    sc.close();
 }
}
Output:
1. Check even or odd
2. Check prime or not
3. Check whether the number is palindrome or not
4. Exit
Enter your choice: 1
Enter the number you want to check: 4
Number: [4]
4 is an even number!
```

- 1. Check even or odd
- 2. Check prime or not
- 3. Check whether the number is palindrome or not
- 4. Exit

Enter your choice: 1

Enter the number you want to check: 5

Number: [5]

5 is an odd number!

- 1. Check even or odd
- 2. Check prime or not
- 3. Check whether the number is palindrome or not
- 4. Exit

Enter your choice: 2

Enter the number to check: 7

Number: [7]

7 is a prime number!

- 1. Check even or odd
- 2. Check prime or not
- 3. Check whether the number is palindrome or not
- 4. Exit

Enter your choice: 2

Enter the number to check: 8

Number: [8]

8 is not a prime number!

- 1. Check even or odd
- 2. Check prime or not
- 3. Check whether the number is palindrome or not
- 4. Exit

Enter your choice: 3

Enter the number to check for palindrome: 121

Number: [121]

121 is a palindrome number!

- 1. Check even or odd
- 2. Check prime or not
- 3. Check whether the number is palindrome or not
- 4. Exit

Enter your choice: 3

Enter the number to check for palindrome: 123

Number: [123]

123 is not a palindrome number!

- 1. Check even or odd
- 2. Check prime or not
- 3. Check whether the number is palindrome or not
- 4. Exit

Enter your choice: 4 Exiting the program.