. Check Positive Number:

 Task: Create a flowchart to check whether a number is positive.

 Next Step: Write a Java program that checks if a predefined number is positive using an

if-else statement and prints the appropriate message.



class Positive{

public static void main(String args[]){

int N1=5;

if(N1>0)

{

System.out.println(N1 +" is positive");

}

else{

System.out.println(N1 + "is negative");

}

}

}

------------------------------------------------------------------------------------------

2. Check Negative Number:

 Task: Create a flowchart to check whether a number is negative.

 Next Step: Write a Java program that checks if a predefined number is negative using an

if-else statement and displays the result.



class Positive{

public static void main(String args[]){

int N1=5;

if(N1>0)

{

System.out.println(N1 +" is positive");

}

else{

System.out.println(N1 + "is negative");

}

}

}

-------------------------------------------------------------

3. Check Odd or Even Number:

 Task: Create a flowchart to determine whether a number is odd or even.

 Next Step: Write a Java program that checks if a predefined number is odd or even. Use

an if-else statement and the modulus operator (%) to determine whether the number is

divisible by 2 or not

class checkevenorodd{

public static void main(String args[]){

int n = 3;

if(n%2== 0)

{

System.out.println(n + " is even");

}

else{

System.out.println(n + " is odd");

}

}

}



-------------------------------------------------------------------------------------------------------------------

4. Display Good Morning Message Based on Time:

 Task: Create a flowchart to display a "Good Morning" message based on a given time.

 Next Step: Write a Java program that displays a "Good Morning" message if the

predefined time is between 5 AM and 12 PM. Use an if statement to implement the logic.



class GoodMorningMessage{

public static void main(String args[]){

int time = 13;

if(time>=5 && time<=12)

{

System.out.println("Good Morning Message");

}

else

{

System.out.println("Good afternoon");

}

}

}

-----------------------------------------------------------------------------------------------------------

5. Print Area of a Square:

 Task: Create a flowchart to calculate and print the area of a square.

 Next Step: Write a Java program that calculates the area of a square using the formula

area = side \* side. Use a predefined side length.

class Areaofsquare{

public static void main(String args[]){

int side = 6;

int area = side\*side;

System.out.println("Atrea of square is "+ area);

}

}



-------------------------------------------------------------------------------------------------------------------

6. Print Area of a Rectangle:

 Task: Create a flowchart to calculate and print the area of a rectangle.

 Next Step: Write a Java program that calculates the area of a rectangle using the formula

area = length \* width. Use predefined values for length and width.

class Areaofrectangle{

public static void main(String args[]){

int ln = 6;

int br = 7;

int area = ln\*br;

System.out.println("Atrea of square is "+ area);

}

}



----------------------------------------------------------------------------------------------------------------------

7. Find the Largest of Three Numbers:

 Task: Create a flowchart to find the largest of three numbers.

 Next Step: Write a Java program that finds and prints the largest of three predefined

numbers using if-else statements.

class LargestNum{

public static void main(String args[]){

int n1 = 1;

int n2 = 2;

int n3 = 8;

if(n1>n2 && n1>n3)

{

System.out.println("Largest number is "+ n1);

}

else if(n2>n1 && n2>n3)

{

System.out.println("Largest number is "+ n2);

}

else{

System.out.println("Largest number is "+ n3);

}

}

}

