Java Notebook.

Fibonacci → 1, 1, 2, 3, 5, 8, 13, ... nth.

```
public class Fibonacci {
    public static void main (Stoing[] args) {
        int n=10;
        int a=0, b=1, sum;
        for (int i=0; i<n; i++) {
            System.out.point (a + ", ");
            sum = a+b;
            a = b;
            b = sum;
        }
                                  // end of for lodp
    }
                          //End of main
}
                    // End of class definition.
```

3) Pattern :

1

$1^2 - 2$

$1^3 - 3$

$1^4 - 4$ ...

```
public class Pattern {
    public static void main (String[] args){
        System.out.println ("1");
        for (int i = 2; i<=10; i++) {
            System.out.println ( 1-i) ;
        }
    }
                // End of main method
}
        // End of class definition.
```

2) Pattern :

~~1~~ 1
~~1 - 2~~ 2 2
~~1 - 3~~ 3 3 3
~~1 - 4~~ ... 4 4 4 4 ...

```
public class Pattern {
        public static void main (String [] args) {
            int i = 0, n = 10; [illegible]
            for (i = 1; i <= n; i++) {
                [illegible]
                for (int j = 1; j <= i; j++) {
                    System.out.print (i + "\t");
                }
                System.out.println();
        }
}
```

8) Using Queue to check Pallindrome.

```
import java.util.Queue;
import java.util.LinkedList;

public class QuoEx {
        public static void main(String[] args) {
            Queue <Character> rev = new LinkedList <>();
            String inp = "FAFAF";

            for(int i=0; i< inp.length(); i++) {
              rev.add(inp.charAt(inp.length()-i-1));
            }


           String rev_inp = "";
           while (!rev.isEmpty()) {
              rev_inp += rev.remove();
           }


           if (rev_inp.equals(inp)) {
                System.out.println("Equal");
           } else {
              System.out.println("Not Equal");
           }
        }
}
```

0) A program to understand concept of Scanner class.

```
import java.util.Scanner;
public class Employee {
    public static void main(String [] args) {
        Scanner sc = new Scanner(System.in);
        String name = sc.nextLine();
        char gender = sc.next().charAt(0);
        int age = sc.nextInt();
        long mobileNo. = sc.nextLong();
        double cgpa = sc.nextDouble();

        //printing data.

        System.out.println("Nam = " + name);
        System.out.println("Gender = " + gender);
        System.out.println("Age=" + age);
        System.out.println("mobileNo. = " + mobileNo);
        System.out.println("CGPA = " + cgpa);
    }
}
```

Q) Interface Example.

```
interface Potable {
    public void carry ();
    public void sum();
 }

class Laptop implements Potable {
  public void carry () {
     System.out.println("Carry");
   }
  public void sum(){
    System.out.print("Sum");
   }
}

public class Inter1 {
     public static void main (string args[]) {
         Laptop Len = new Laptop();
         len.carry();
         len.sum();
     }
}
```

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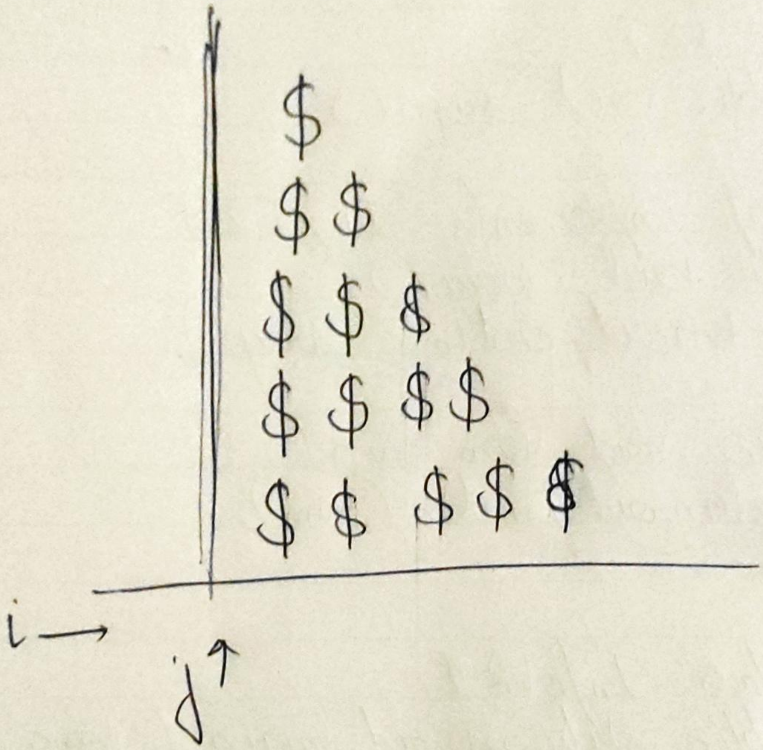
Q) Inheritance Example.

```
interface I1 {
    public void carry ();
  }
interface I2 {
    public void sum()
  }
class Lap implements I1, I2 {
    public void carry () {
     System.out.pointln (" Carry ");
    }
    public void sum () {
     System.out.pointln ("Sum");
    }
  }
public class Infer2 {
    public static void main (String [] args) {
      Lap L1 = new Lap();
      L1.sum ();
      L1.carry ();
    }
  }
```

Teacher's Signature


i
j

```
$
$ $
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```

Q) Pattern Program.

```
import java.util.*;
class   Pattern
    {
        public static void main(String args[]) ~~throws~~
          {                                    ~~IOE~~

             int i, j;
             for (i = 0; i<5 ;i++)
                 {
                    for (j = 0; j<i; j++)
                      {
                         system.out.print ("$");
                      }
                    System.out.println();
                 }
          }
    }
```