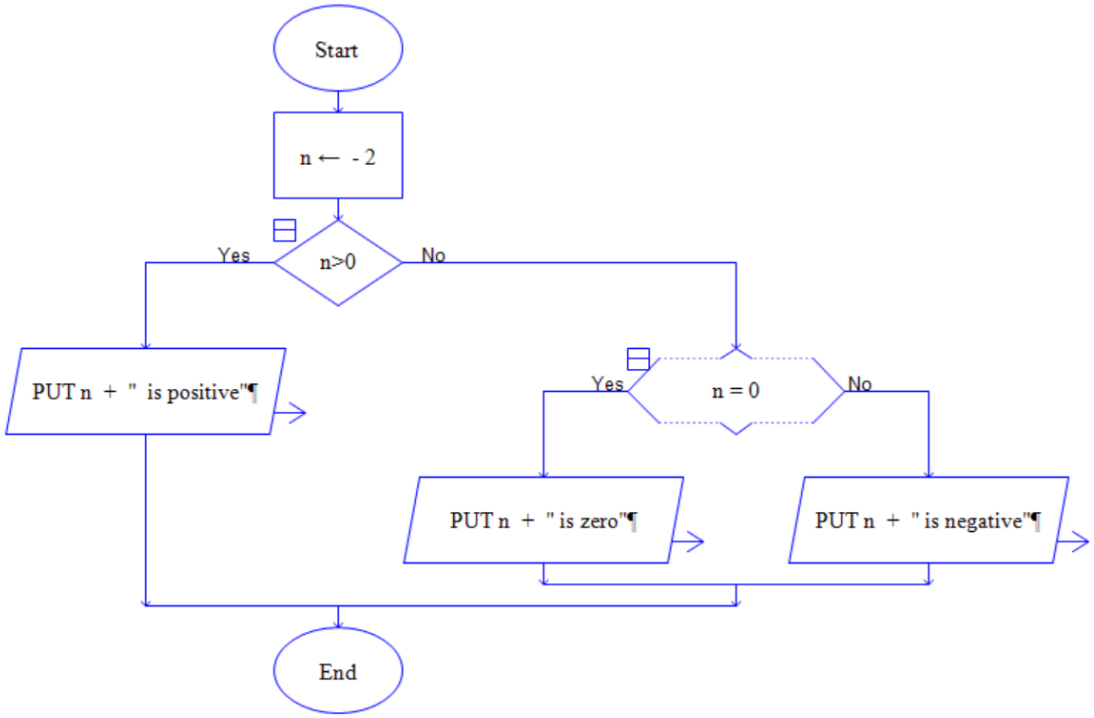
Flowchart and Java Programming

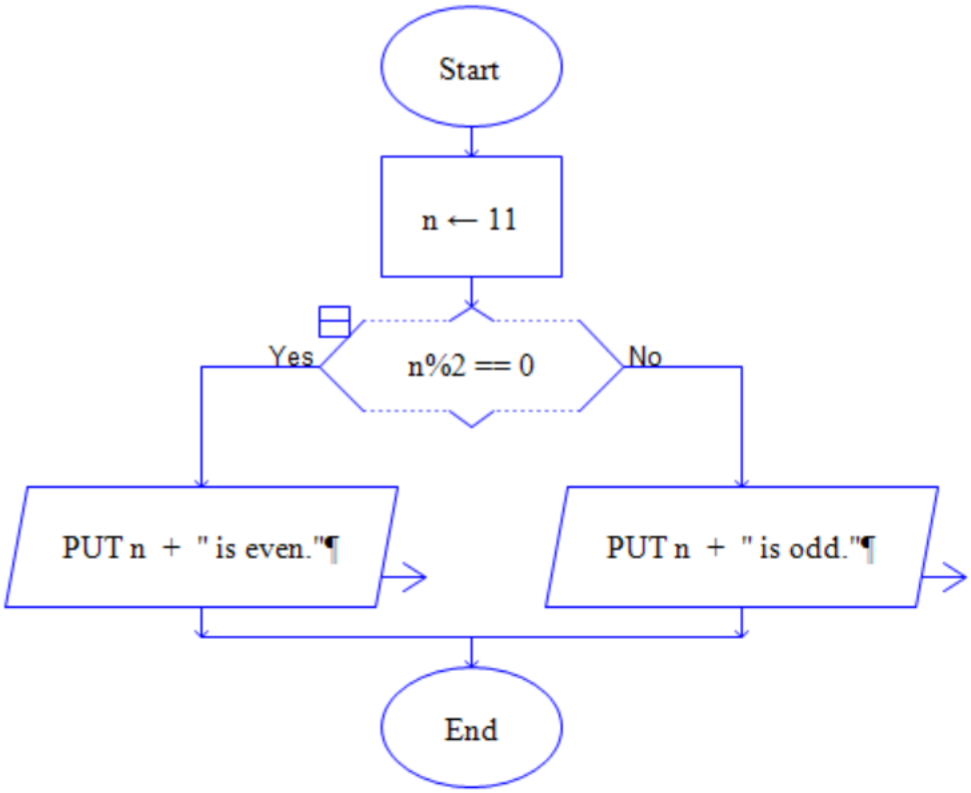
Check Positive and Negative Number:



Code:

```
class A1{
public static void main(String args[]){
int num = -10;
if (num>0){
System.out.println("Positive number");
}
else{
System.out.println("Negative number");
}
}
}
```

Check Odd or Even Number:

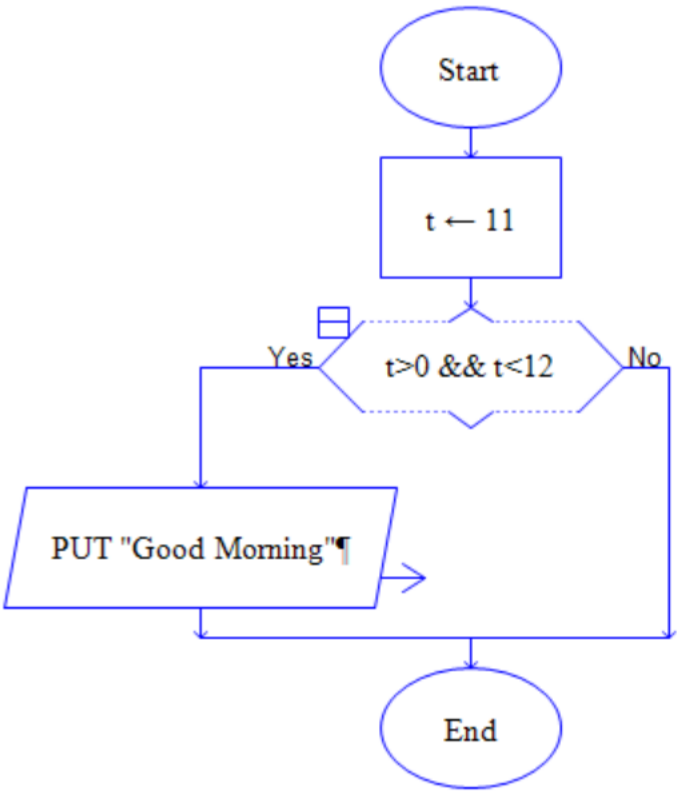


Code:

```
class A1{
public static void main(String args[]){

int num = 11;
if (num%2==0){
System.out.println("even number");
}
else{
System.out.println("odd number");
}
}
}
```

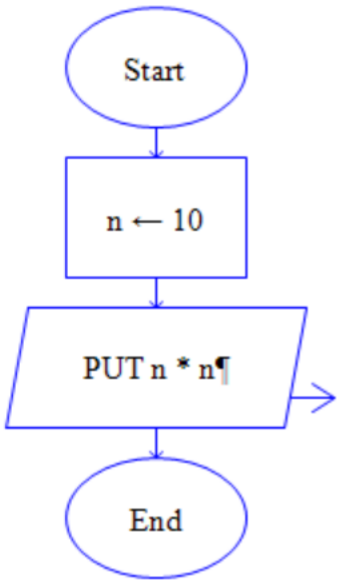
Display Good Morning Message Based on Time:



Code:

```
class A1{
public static void main(String args[]){
int time = 13;
if (time>0 && time<12){
System.out.println("Good Morning!");
}
}
}
```

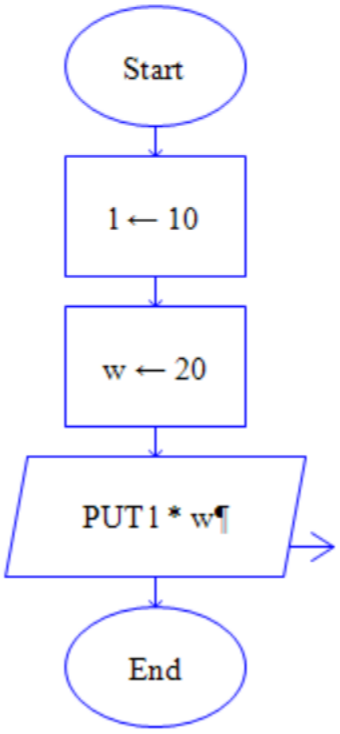
Print Area of a Square:



Code:

```
class A1{
public static void main(String args[]){
int n = 10;
int areaOfSquare = n*n;
System.out.println("Area Of Square: " + areaOfSquare);
}
}
```

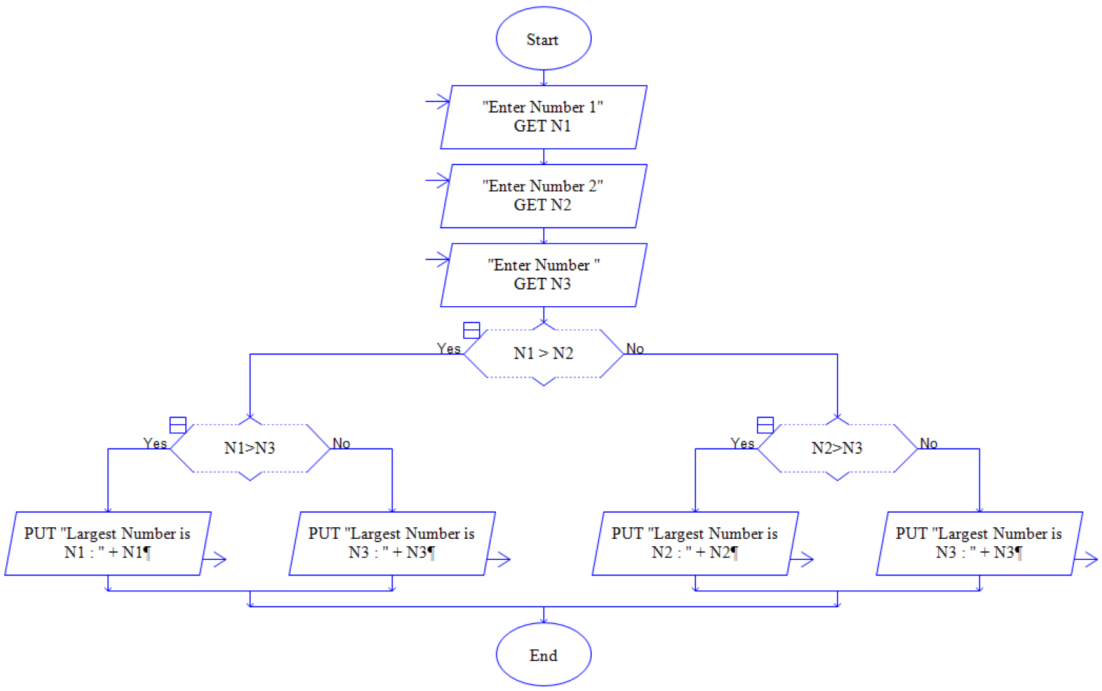
Print Area of a Rectangle:



Code:

```
class A1{
public static void main(String args[]){
int l = 10;
int w = 20;
int areaOfRectangle = l*w;
System.out.println("Area Of Rectangle: " + areaOfRectangle);
}
}
```

Find the Largest of Three Numbers:



Code:

```
class A1{
public static void main(String args[]){
int a = 50;
int b = 40;
int c = 30;

if(a>b && a>c){
System.out.println(a + " is Largest Number.");
}
else if(b>a && b>c){
System.out.println(b + " is Largest Number.");
}
else{
System.out.println(c + " is Largest Number.");
}
}
}
```