

- 1) Write a Java program to print the sum of two numbers.

```
class SumOfTwoNumber
{
    int a=20,b=40;
    public static void main(String args[])
    {
        SumOfTwoNumber object=new SumOfTwoNumber();
        System.out.println(" Sum of Two Number : "+(object.a+object.b));
    }
}
```

- 2) Write a Java program to accept a number and check the number is even or not. Prints 1 if the number is even or 0 if the number is odd.

```
import java.util.Scanner;
class CheckNumber
{
    public static void main(String args[])
    {
        Scanner userInput = new Scanner(System.in);
        System.out.println("Enter the number : ");
        int n = userInput.nextInt();
        if(n%2 == 0)
        {
            System.out.println(1);
        }
        else
        {
            System.out.println(0);
        }
    }
}
```

- 3) Write a Java program to print the sum (addition), multiply, subtract, divide and remainder of two numbers arithmetic operation will be of user choice.

```
import java.util.Scanner;
class ArithmeticOperation
{
    public static void main(String args[])
    {
        Scanner userInput = new Scanner(System.in);

        System.out.println(" Enter the First number : ");
        int a = userInput.nextInt();
```

```

        System.out.println(" Enter the Second number : ");
        int b= userInput.nextInt();

        System.out.println("\nAddition : "+(a+b));
        System.out.println("Subtract : "+(a-b));
        System.out.println("Divide : "+(a/b));
        System.out.println("Multiply : "+(a*b));
        System.out.println("Remainder : "+(a%b)+"\n");
    }
}

```

- 4) Write a Java program and compute the sum of the digits of an integer. Go to the editor Input Data: Input an integer: 25 Expected Output The sum of the digits is: 7.

```

import java.util.Scanner;
class SumOfDigit
{
    public static void main(String args[])
    {
        Scanner UserInput=new Scanner(System.in);

        System.out.println("Enter the number : ");
        int digit = UserInput.nextInt();
        System.out.println("The Sum Is Given Numbers : "+SumDigits(digit));
    }

    public static int SumDigits(long n)
    {
        int result=0;
        while (n>0)
        {
            result+=n%10;
            n/=10;
        }
        return result;
    }
}

```

- 5) Write a Java program to reverse a string.

```

import java.util.Scanner;

class ReverseString
{
    public static void main(String args[])
    {
        Scanner userInput=new Scanner(System.in);
    }
}

```

```

        System.out.println("\nEnter the String Which You want to reverse : ");

        String str = userInput.nextLine();
        System.out.println("\nOriginal string : "+str);

        //reverse string
        StringBuilder revString = new StringBuilder(str);
        revString.reverse();

        //To save in any string and show it.
        String afterReverseString = revString.toString();
        System.out.println("Reverse String : "+ afterReverseString+"\n");
    }
}

```

- 6) Write a Java program to count the letters, spaces, numbers and other characters of an input string.

```

class StringCount
{
    public static void main(String args[])
    {
        String test = " Hello World 1 2 3 ";
        count(test);
    }
    public static void count(String x)
    {
        char[] ch=x.toCharArray();
        int letter =0;
        int space =0;
        int num =0;
        int other =0;
        for (int i =0;i<x.length();i++)
        {
            if(Character.isLetter(ch[i]))
            {
                letter++;
            }
            else if (Character.isDigit(ch[i]))
            {
                num++;
            }
            else if(Character.isSpaceChar(ch[i]))
            {
                space ++;
            }
            else

```

```

        {
            other++;
        }
    }
    System.out.println("The String is : Hello World 1 2 3 ");
    System.out.println("letter : "+letter);
    System.out.println("space : "+space);
    System.out.println("number : "+num);
    System.out.println("other : "+other);
}
}

```

- 7) Write a Java program to print the ascii value of a given character.

```

import java.util.Scanner;
class PrintAsciiValue
{
    public static void main(String args[])
    {
        Scanner userInput = new Scanner(System.in);
        System.out.println("Enter The Character : ");

        char Character = userInput.next().charAt(0);
        int AsciiValue = Character;
        System.out.println("Ascii value of "+Character+" is : "+AsciiValue);
    }
}

```

- 8) Write a Java program to display the system time.

```

class PrintSystemTime
{
    public static void main(String args[])
    {
        System.out.format("\nCurrent Date Time :%tc%n \n",System.currentTimeMillis());
    }
}

```

- 9) Write a Java program to print the odd numbers from 1 to 9. Prints Num/line.

```

class PrintOddNumber
{
    public static void main(String ags[])
    {
        for (int i = 1;i<10;i++)
        {
            if(i % 2 >= 1) //or you can set in (i%2 != 0)

```

```

        {
            System.out.println(i);
        }
    }
}

```

10) Write a Java program to capitalize the first letter of each word in a sentence.

```

import java.util.Scanner;
class CapitalString
{
    public static void main(String args[])
    {
        Scanner userInput=new Scanner(System.in);
        System.out.println("Enter the sentence : ");

        String UpperCaseFirstLetter = userInput.nextLine();
        String upper_case_line="";

        Scanner LineScan = new Scanner(UpperCaseFirstLetter);
        while(LineScan.hasNext())
        {
            String word = LineScan.next();
            upper_case_line+= Character.toUpperCase(word.charAt(0)) + word.substring(1)
+ " ";
        }
        System.out.println(upper_case_line.trim());
    }
}

```

11) Write a Java program to reverse a word.

```

import java.util.Scanner;
class ReverseWord
{
    public static void main(String args[])
    {
        Scanner userInput = new Scanner ( System.in );
        System.out.println("Enter the word : ");

        String NewWord = userInput.nextLine();
        System.out.println("\nOriginal Word : "+NewWord);

        StringBuilder ReverseWord = new StringBuilder(NewWord);
        ReverseWord.reverse();

        String AfterReverseWord = ReverseWord.toString();
    }
}

```

```

        System.out.println("\nReverse word : "+AfterReverseWord+"\n");
    }
}

```

- 12) Write a Java program to get the larger value between first and last element of an array (length 3) of integers. Go to the editor Sample Output: Original Array: [20, 30, 40] Larger value between first and last element: 40

```

import java.util.Arrays;
public class maxSize
{
    public static void main(String[] args)
    {
        int[] array_nums = {20, 30, 40};
        System.out.println("Original Array: "+Arrays.toString(array_nums));
        int max_val = array_nums[0];
        if(array_nums[2] >= max_val)
            max_val = array_nums[2];
        System.out.println("Larger value between first and last element: "+max_val);
    }
}

```

- 13) Write a Java program to sort array elements.

```

public class SortAsc {
    public static void main(String[] args) {
        // Initialize array
        int[] arr = new int[] { 5, 2, 8, 7, 1 };
        int temp = 0;
        // Displaying elements of original array
        System.out.println("Elements of original array: ");
        for (int i = 0; i < arr.length; i++) {
            System.out.print(arr[i] + " ");
        }
        // Sort the array in ascending order
        for (int i = 0; i < arr.length; i++) {
            for (int j = i + 1; j < arr.length; j++) {
                if (arr[i] > arr[j]) {
                    temp = arr[i];
                    arr[i] = arr[j];
                    arr[j] = temp;
                }
            }
        }
        System.out.println();
        // Displaying elements of array after sorting
        System.out.println("Elements of array sorted in ascending order: ");
        for (int i = 0; i < arr.length; i++) {

```

```

        System.out.print(arr[i] + " ");
    }
}
}

```

14) Write a program to add two numbers using function overloading.

```

class Adder {
    static int add(int a, int b) {
        return a + b;
    }

    static int add(int a, int b, int c) {
        return a + b + c;
    }
}

class TestOverloading1 {
    public static void main(String[] args) {
        System.out.println(Adder.add(11, 11));
        System.out.println(Adder.add(11, 11, 11));
    }
}

```

15) Write a program to input Employee Details and display it on proper format.

```

import java.util.*;

public class EmpData {
    public static void main(String args[]) {
        Scanner sc = new Scanner(System.in);
        String ename;
        System.out.println("enter the ename of Employee :-");
        ename = sc.nextLine();
        int eid;
        System.out.println("enter the eid of Employee:-");
        eid = sc.nextInt();
        int Salary;
        System.out.println("enter the Salary of Employee :-");
        Salary = sc.nextInt();
        System.out.println();
        System.out.println("eid : " + eid);
        System.out.println("ename : " + ename);
        System.out.println("Salary : " + Salary);
    }
}

```

- 16) Write a program to design three classes that accept dimension of triangle and rectangle and calculate area of rectangle and triangle .

```
import java.util.Scanner;

class AreaOfTriangle {
    void Triangle()
    {
        Scanner s= new Scanner(System.in);
        System.out.println("Enter the width of the Triangle:");
        double b= s.nextDouble();
        System.out.println();
        System.out.println("Enter the height of the Triangle:");
        double h= s.nextDouble();
        //Area = (width*height)/2
        double area=(b*h)/2;
        System.out.println("Area of Triangle is: " + area);
    }
}

class AreaOfRectangle extends AreaOfTriangle {
    void Rectangle() {
        Scanner a = new Scanner(System.in);
        System.out.println("Enter the width of the Rectangle:");
        double b1 = a.nextDouble();
        System.out.println();
        System.out.println("Enter the height of the Rectangle:");
        double h1 = a.nextDouble();
        // Area = (width*height)
        double area1 = (b1 * h1);
        System.out.println("Area of Rectangle is: " + area1);
    }
}

public static void main(String args[])
{
    AreaOfRectangle a1 = new AreaOfRectangle();
    a1.Triangle();
    System.out.println();
    a1.Rectangle();
}
}
```

- 17) Write a program which design Bank Account class as Saving and Current Account and manage information accordingly .

```
class bankAccount {
    private static int nextAccountNumber = 1;
    private String person;
```



```
private int number;
private double balance;

bankAccount(String p, double b) {
    person = p;
    balance = b;
    number = nextAccountNumber;
    nextAccountNumber += 1;
}

public int getNumber() {
    return number;
}

public String getName() {
    return person;
}

public double getBalance() {
    return balance;
}

public void deposit(double a) {
    balance += a;
}
}
```

- 18) Write a program which design a class name Fan to represent fan properties according to these properties Fan operation will be performed.

```
class Fan {
    public static final int SLOW = 1, MEDIUM = 2, FAST = 3;
    int speed;
    boolean f_on;
    double radius;
    String color;

    Fan() {
        speed = SLOW;
        f_on = false;
        radius = 4;
        color = "blue";
    }

    Fan(int speed, double radius, String color, boolean f_on) {
        this.speed = speed;
        this.radius = radius;
        this.color = color;
    }
}
```

```
        this.f_on = f_on;
    }

    void display() {
        if (f_on == true) {
            System.out.println("Fan is on \n the speed is =" + speed + "\n the color is =" + color
                               + "\n the radius is =" + radius);
        } else {
            System.out.println("Fan is off \n the color of fan is =" + color + "\n the radius of fan is =" +
radius);
        }
    }

    public static void main(String[] args) {
        Fan obj = new Fan();
        Fan obj1 = new Fan(MEDIUM, 6, "brown", true);
        obj.display();
        obj1.display();
    }
}
```