

Practical Number: 13

Title: Write a simple program in SCALA using Apache Spark framework.

Code:

Sample Code to print Statement

```
1
2 object ExampleString {
3
4   def main(args: Array[String]) {
5     //declare and assign string variable "text"
6     val text : String = "You are reading SCALA programming language.";
7     //print the value of string variable "text"
8     println("Value of text is: " + text);
9   }
10 }
11
```

Output:

Result

CPU Time: 4.73 sec(s), Memory: 140148 kilobyte(s)

```
Value of text is: You are reading SCALA programming language.
```

```
warning: 1 deprecation (since 2.13.0); re-run with -deprecation for details
```

Scala program to find a number is positive, negative or positive.

```
1
2 object ExCheckNumber {
3   def main(args: Array[String]) {
4     /**declare a variable*/
5     var number= (-100);
6     if(number==0){
7       println("number is zero");
8     }
9     else if(number>0){
10      println("number is positive");
11    }
12    else{
13      println("number is negative");
14    }
15  }
16 }
17
```

Output:

Result

CPU Time: 6.77 sec(s), Memory: 143140 kilobyte(s)

```
number is negative
```

```
warning: 1 deprecation (since 2.13.0); re-run with -deprecation for details
```

Scala program to print your name

```
1
2 object ExPrintName {
3   def main(args: Array[String]) {
4     println("My name is Mike!")
5   }
6 }
```

Output:

Result

CPU Time: 8.29 sec(s), Memory: 153080 kilobyte(s)

```
My name is Mike!
```

```
warning: 1 deprecation (since 2.13.0); re-run with -deprecation for details
```

Scala Program to find largest number among two numbers.

```
1 object ExFindLargest {
2   def main(args: Array[String]) {
3     var number1=20;
4     var number2=30;
5     var x = 10;
6     if( number1>number2){
7       println("Largest number is:" + number1);
8     }
9     else{
10      println("Largest number is:" + number2);
11    }
12  }
13 }
14
15
```

Output:

Result

CPU Time: 5.82 sec(s), Memory: 140104 kilobyte(s)

```
Largest number is:30
```

```
warning: 1 deprecation (since 2.13.0); re-run with -deprecation for details
```