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Experiment # 5: Calculating Even/Odd using user defined method.

Write a Java method that returns whether a value entered by the user is odd or even.

```
import java.util.Scanner;

public class EvenOdd {
    public static String evenChecker(int number){
        if(number%2==0)
        {
            return "Even";
        }
        else
        {
            return "Odd";
        }
    }

    public static void main (String[] args){
        Scanner scanner = new Scanner(System.in);
        int n = scanner.nextInt();

        String result = evenChecker(n);

        System.out.println(result);
    }
}
```



```

J MainTest.java  J EvenOdd.java 1 x
Practical_OOP > Lab_3 > J EvenOdd.java > EvenOdd > main(String[])
1  import java.util.Scanner;
2
3  public class EvenOdd {
4      public static String evenChecker(int number){
5          if(number%2==0)
6          {
7              return "Even";
8          }
9          else
10         {
11             return "Odd";
12         }
13     }
14
15     Run | Debug
16     public static void main (String[] args){
17         Scanner scanner = new Scanner(System.in);
18         int n = scanner.nextInt();
19
20         String result = evenChecker(n);
21
22         System.out.println(result);
23     }

```

10
Even

5
Odd



Experiment # 6: Using static method

Complete the following source code so that the result of execution displays the following string:
“it is an example of static method”.

```
public class Display
{
    public static void main(String[] args)
    {
        show();
    }
}
```

```
MainTest.java  EvenOdd.java 1  Display.java X
Practical_OOP > Lab_3 > Display.java > Display > main(String[])
1  public class Display {
2      public static void show ()
3      {
4          System.out.println(x:"It is an example of static method");
5      }
6
7
8      Run | Debug
9      public static void main(String[] args) {}
10     show();
11 }
```

```
PS E:\CS Second Semester> & 'C:\Pr
\Users\abdul\AppData\Roaming\Code\U
It is an example of static method
```