**OBJECT ORIENTED PROGRAMMING**

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Instructions:

1. This activity can be in code code chum
2. Copy the source program and capture thethe output in the space provided.
3. In this activity, SOP code and JoptionPane will be used.

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| **SOURCE CODE** | **OUTPUT** |
| import java.util.Scanner;  public class Main {  public static void main(String[] args) {  int a;    Scanner x = new Scanner(System.in);  a = x.nextInt();    if(a >= 50){  System.out.flush();  System.out.println("Number must be below 50!");  }    else{  for (int i = 0; i < a; i++){  System.out.print(i + " ");  if (i == 9){  System.out.println("");  }  else if (i == 19){  System.out.println("");  }  else if (i == 29){  System.out.println("");  }  else if (i == 39){  System.out.println("");  }  else if (i == 49){  System.out.println("");  }  }  }  }    } |  |
| import java.util.Scanner;  public class Main {  public static void main(String[] args) {  int a;    Scanner x = new Scanner(System.in);  a = x.nextInt();    if(a >= 50){  System.out.flush();  System.out.println("Number must be below 50!");  }    else{  for (int i = 0; i < a; i++){  System.out.print(i + " ");  if (i == 9){  System.out.println("");  }  else if (i == 19){  System.out.println("");  }  else if (i == 29){  System.out.println("");  }  else if (i == 39){  System.out.println("");  }  else if (i == 49){  System.out.println("");  }  }  }  }    } |  |