```
package tema loop;
import java.util.Scanner;
public class ex6 {
     public static void main (String [] args) {
            Scanner a = new Scanner (System.in);
            System.out.println("introduceti n:");
            int n = a.nextInt();
            for (int x = 'A'; x \le 'Z'; x++) {
                  System.out.println(x);
            }
            ex7 rez = new ex7();//
            ex8 r = new ex8();
            rez.Sum Produs(n);
           rez.SumaProdus2(n);
           rez.SumaProdusul3(n);
            rez.SumaProdusul4(n);
            System.out.println("Suma fractiilor e :"+ r.SumaFractii(n));
            a.close();
}
package tema loop;
public class ex7 {
     public void Sum Produs(int n) {
      int s = 2; int p = 1;
      for (int i = 0; i < n; i++) {
           s=s + i * 2 + 1 ;
           p = p * (i*2+1);
      System.out.println( "Suma e :"+ s);
      System.out.println("Produsul e :"+p);
}
   public void SumaProdus2(int n) {
         int s = 0;
         int p = 1;
         for (int i = 0; i < n; i++) {
               s = s + (i * 2 + 2);
               p = p * (i*2+2);
         System.out.println("Suma este:"+s);
         System.out.println("Produsul e:"+p);
   }
     public void SumaProdusul3(int n) {
               int s = 0;
               int p = 1;
```

```
for (int i = 0; i < n; i++) {
                     s = s + i * 2 + 3;
                     p=p*(i*2+3);
               System.out.println("Suma e:"+s);
               System.out.println("Produsul e:"+p);
         public void SumaProdusul4(int n) {
               int s = 0;
               int p = 1;
               for (int i = 0; i < n; i++) {
                     s=s + i*2+4;
                     p=p * (i*2+4);
               System.out.println("Suma e:"+s);
               System.out.println("Produsul e:"+p);
         }
    }
package tema loop;
public class ex8 {
      public double SumaFractii(int n) {
            double s = 0;
            for (int i = 1;i<=n; i++) {
                  if (i % 2 == 0) {
                        s = s-1.0/i;
                  else {
                       s = s + 1.0/i;
                  }
            return s;
                       }
                  }
```