Java_Assignment-01

Instructions:

- Write each program separately.

- Type the code correctly and run it to see the output.

- Follow good coding practices, like using meaningful names for variables.

1. Creating a Package and Printing a Message

- Create a package named **com.ednue.basics**.

- Inside this package, write a program that prints:

> Welcome to Java Programming with Packages!

2. Using Different Types of Variables

- Create a program that contains four variables:

  - A number that can be accessed from anywhere.

  - A number that is restricted to the current file only.

  - A number that can be accessed within the same folder of programs.

  - A number that has no specific restriction.

- Print all four numbers.

3. Working with Operators

- Create a program that contains two numbers.

- Use them to show the results of:

  - Addition (+), Subtraction (-), Multiplication (*), Division (/), and Remainder (%).

- Checking which number is greater or if they are equal.
- Checking if both numbers are greater than 10 and if at least one number is greater than 10.
- Print all the results.

4. Making Decisions with Conditions

- Write a program that contains a number.
- If the number is **even**, print `"Even number"`. Otherwise, print `"Odd number"`.
- If the number is **divisible by 5**, print `"Divisible by 5"`.
- Create a section where:
  - If the number is `1`, print `"One"`
  - If the number is `2`, print `"Two"`
  - If the number is `3`, print `"Three"`
  - Otherwise, print `"Number is greater than 3"`.

5. Repeating Actions with Loops

- Create a program that:
  - Prints numbers from **1 to 10**.
  - Prints only the **even numbers from 1 to 50**.
  - Prints numbers from **10 to 1**.

6. Controlling Loops with Special Conditions

- Create a program that:
  - Stops printing numbers between **1 and 50** when it finds a number that is **divisible by both 4 and 6**.
  - Skips numbers that are **divisible by 3** while printing numbers from 1 to 20.

Submission Guidelines:

- Write each program separately and test the output.

- Make sure to follow good coding practices.