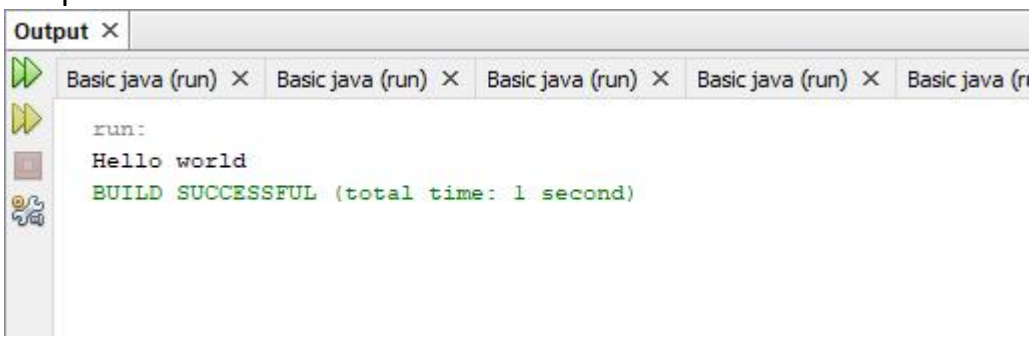
1. Write a Java Programe To get the Input of the User.

Input:

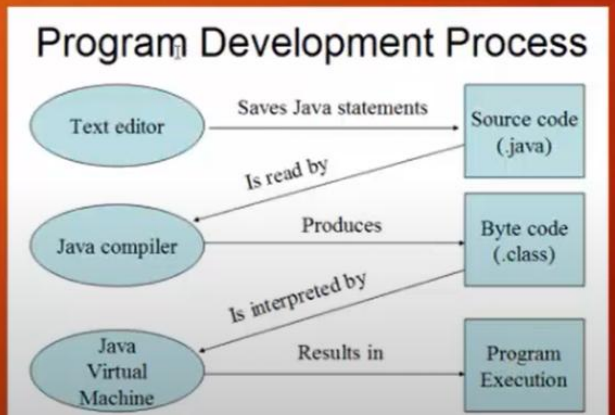
```
package executionsteps;

/**
 *
 * @author Asus
 */
public class ExecutionSteps {


   public static void main(String[] args) {
      System.out.println("Hello world");
   }

}
```

Output:



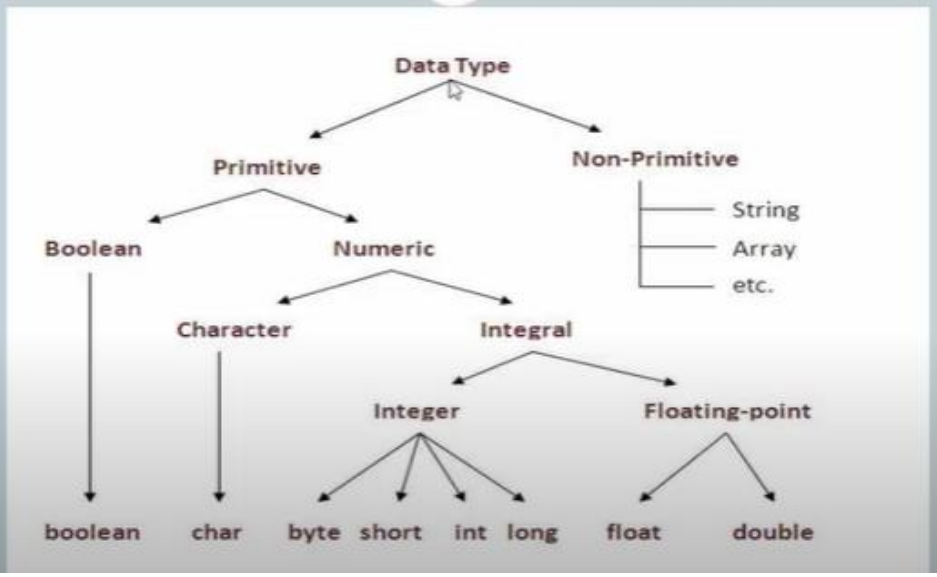
Java's Phases / execution steps

1. Edit
2. Compile
3. Load
4. Verify
5. Execute



Data type in Java

29



Type Name	Description	Size	Range	Sample Declaration & Initialization
boolean	true or false	1 bit	{true, false}	boolean myBool = true;
char	Unicode Character	2 bytes	\u0000 to \uFFFF	char myChar = 'a';
byte	Signed Integer	1 byte	-128 to 127	int myInt = 100;
short	Signed Integer	2 bytes	-32768 to 32767	short myShort = 1000;
int	Signed Integer	4 bytes	-2147483648 to 2147483647	int myInt = 100000;
long	Signed Integer	8 bytes	-9223372036854775808 to 9223372036854775807	long myLong = 0;
float	IEEE 754 floating point	4 bytes	±1.4E-45 to ±3.4028235E+38	float myFloat = 10.0f;
double	IEEE 754 floating point	8 bytes	±4.9E-324 to ±1.7976931348623157E+308	double myDouble = 20.0;

2. Write a Java Programme To Find the Vaule of the Data type input from the user.

Input:

```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package executionsteps;

/**
 *
 * @author Asus
 */
public class DataType {
   public class data type {


public static void main(String [] args) {

boolean b = true;
char c = 'a' ;
short s = 32444;
int i = 123456;
float f =  10.2f;
double d = 10.5;
```

```
System.out.println("boolean  b =  "+b);
System.out.println("c = "+c);
System.out.println("s = "+s);
System.out.println("i = "+i);
System.out.println("f = " +f);
System.out.println("d =  "+f );
 }
   }
```

Output:

```
boolean  b =  true
c = a
s = 32444
i = 123456
f = 10.2
d =  10.2
BUILD SUCCESSFUL (total time: 0 seconds)
```

Assignment 01 :

```
1  /*
2   * Assignment-1
3   * create a class called Product
4   * create a main method
5   * print the following data in main method
6
7
8   id: 101,
9  title: iphone15,
10  price: 1895 euros,
11  description: perfect product with best image quality,
12  category: phone,
13   */
```

Solution :

Input:

```
/*
 * To change this license header, choose License Headers in Project
Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
```

```
 */
package practisejava;

/**
 *
 * @author Asus
 */
public class Assignment01 {

   public static void main(String [] args){

     System.out.println("Id:101");
     System.out.println("title : iphone 15");
     System.out.println("price 1885 euros");
     System.out.println("description : perfect product image quality");
     System.out.println("category : phone ");


   }

}
```

Output:

```
run:
Id:101
title : iphone 15
price 1885 euros
description : perfect product image quality
category : phone
BUILD SUCCESSFUL (total time: 1 second)
```

Assignment 02:

```
1  /*
2   * Assignment-2 (Variable and Data type)
3   * step 1: create a class called Product
4   * step 2: create a main method
5   * step 3: declare variables: id, title, price, description, category
6   * step 4: assign the following data in main method
7  101,iphone15,1895 euros,perfect product with best image quality, phone,
8  * step 5: print the data
9   */
```

Solution:
Input:

```
package practisejava;

/**
 *
 * @author Asus
 */
public class Assignment02 {

   public static void main(String [] args){


       int id = 101;
       String title = "iphone 15";
       String price = " 1895 auros ";
       String description = "Product with best image quality";
       String category  = "phone";



       System.out.println(" id is : +id ");
       System.out.println("Title is : +title ");
       System.out.println("price : +price ");
       System.out.println("description : +description ");
       System.out.println("category : +category");




   }


}
```

Input:

```
run:
 id is : +id
Title is : +title
price : +price
description : +description
category : +category
BUILD SUCCESSFUL (total time: 0 seconds)
```

3. Write a Java Programme to get the input from the user using format specifer.

Input:

```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package executionsteps;

/**
 *
 * @author Asus
 */
public class DataType {
   public class data type {


public static void main(String [] args) {

boolean b = true;
char c = 'a' ;
short s = 32444;
int i = 123456;
float f =  10.2f;
double d = 10.5;

System.out.printf("boolean  b =  %b\n",b);
System.out.printf(" Characetr   c  =  %c\n",c);
System.out.printf("short   s = %d\n",s);
System.out.printf(" integer   i = %d\n",i);
System.out.printf(" float f = %f\n" ,f);
System.out.printf(" double d =  %f\n",d);
```

```
}
  }
```

Output:

```
run:
boolean  b =  true
 Characetr   c  =  a
short   s = 32444
 integer   i = 123456
 float f = 10.200000
 double d =  10.500000
BUILD SUCCESSFUL (total time: 0 seconds)
```

4. Write a Java Programmee to get the input from the user.

Input:

```
ackage begginnerjava;

import java.util.Scanner;

public class Inputdemo {

   public static void main(String []args){


       Scanner input = new Scanner(System.in);
       int number;

      System.out.println ("Enter any number : ");
      number = input.nextInt();

      System.out.println ("Number = "+number);


   }



}
```

Output:

```
Enter any number :
111
Number = 111
BUILD SUCCESSFUL (total time: 5 seconds)
```

5. Write a Java Programme to get the user from the input.

Input:

```
package begginnerjava;

import java.util.Scanner;

public class Inputdemo {

   public static void main(String []args){


       Scanner input = new Scanner(System.in);
       String name;
       System.out.println("Enter Your name : ");

        name = input.next();


       System.out.println("Welcome :"+name);

   }



}
```

Output:

```
run:
Enter Your name :
OSIHEE
Welcome :OSIHEE
BUILD SUCCESSFUL (total time: 4 seconds)
```

6. write a java programme using double vaule.

Input:

```
package begginnerjava;

import java.util.Scanner;

public class Inputdemo {

   public static void main(String []args){


       Scanner input = new Scanner(System.in);
       double num1;
          System.out.println("Enter any double vaule : " );

        num1 = input.nextDouble();

        System.out.println("num1");


   }



}
```

Output:

```
run:
Enter any double vaule :
111
num1
BUILD SUCCESSFUL (total time: 10 seconds)
```

Assignment 03

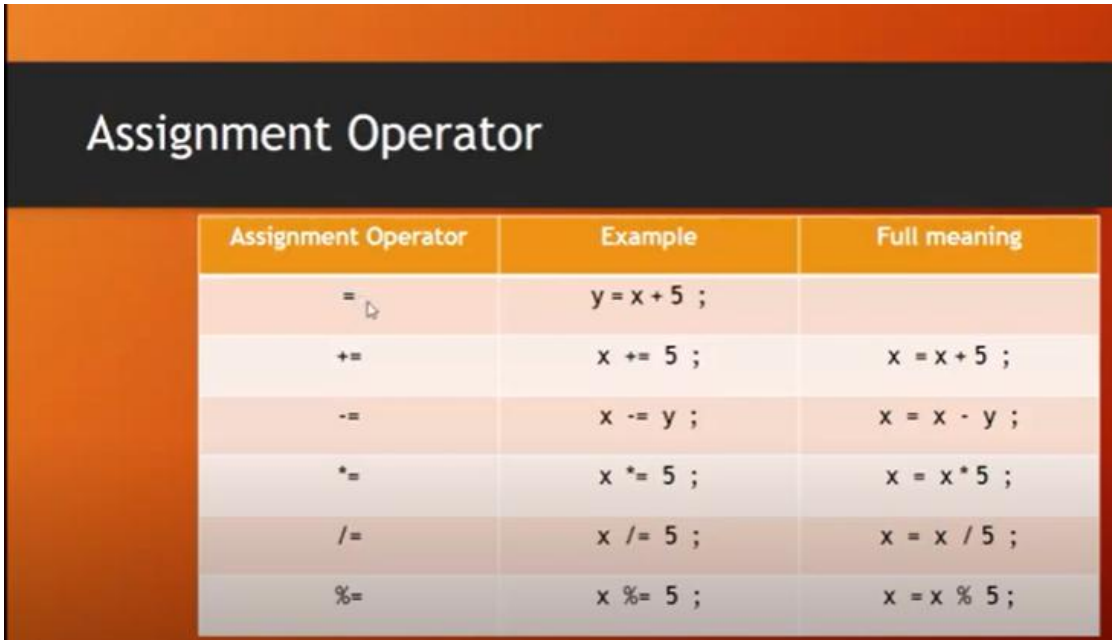
```
/*
 * Assignment-3 (User Input)
 * step 1: create a class called Product
 * step 2: create a main method
 * step 3: declare variables: id, title, price, description, category
 * step 4: get user input for each variables
* step 5: print the variables
 */
```

Input:

```
package practisejava;

/**
 *
 * @author Asus
 */
public class Assignment03 {

        public static void main(String[] args) {
            Scannner sc = new Scanner(System.in);
            Scanner input = new Scanner(System.in);
            String id;
            String title;
            int Price;
            String Description;
            String Category;

            System.out.print("Enter the id: ");
            id = input.nextLine();
            System.out.print("Enter the title: ");
            title = input.nextLine();
            System.out.print("Enter the Price: ");
            Price = sc.nextInt();
            System.out.print("Enter the Description: ");
            Description = input.nextLine();
            System.out.print("Enter the Categry: ");
            Category = input.nextLine();

            System.out.println("Your id is: "+id);
```

```
                System.out.println("The title is: "+title);
                System.out.println("The price is: "+Price);
                System.out.println("The description is: "+Description);
                System.out.println("The category is:: "+Category);


        }
}
```

Output:



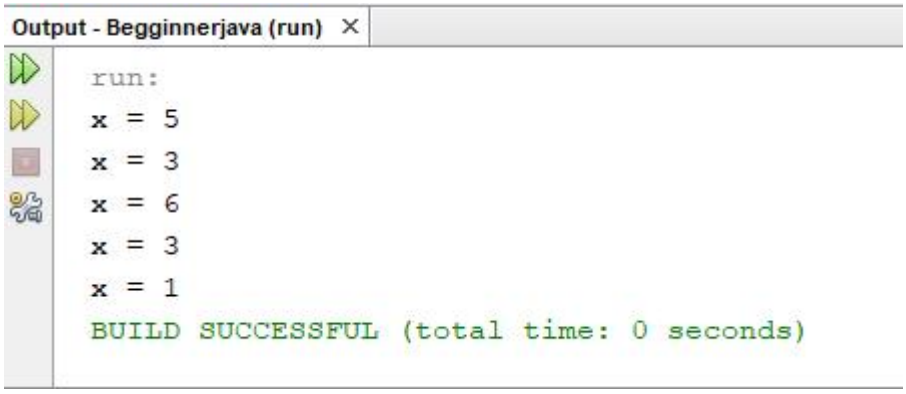
7. Write a Java Programme to find Assignment Operator.

Input:

```
package begginnerjava;


public class AssignmentOperator {

  public static void main(String[] args{


    int x = 3;
    int y = 2;


    x+=y; //x=x+y=5
    System.out.println("x = "+x);

    x-=y; //x=x-y=3
    System.out.println("x = "+x);

    x*=y; //x=x*y=6
    System.out.println("x = "+x);

    x/=y; //x=x/y=3
    System.out.println("x = "+x);
```

```
    x%=y; //x=x%y=1
    System.out.println("x = "+x);


}
}
```

Output:



Assignment 04

```
1  import java.util.Scanner;
2  // Create a program to calculate installment amount for per month
3  public class Assignment4 {
4    public static void main(String[] args) {
5
6      try (Scanner input = new Scanner(System.in)) {
7        int phonePrice = 1800; // 1800 euros
8        int numberOfInstallment, installmentPerMonth;
9
10       System.out.print("Number of installments? ");
11       // get number of installments from user
12
13
14       // calculate  installment amount for per month
```

Input:

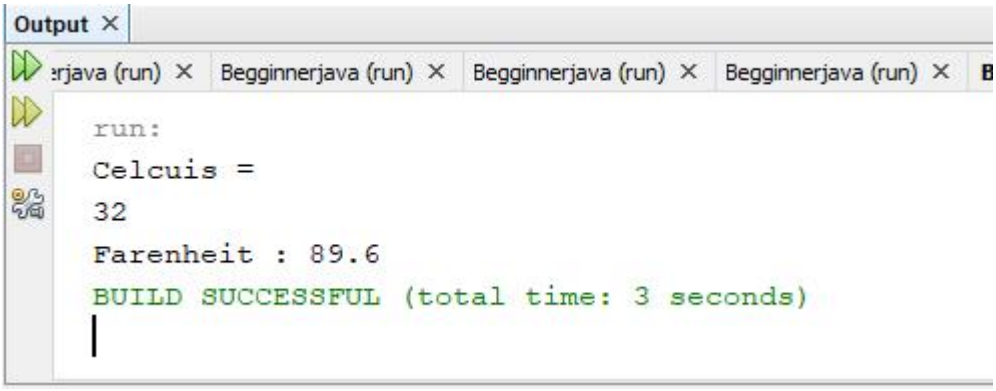
```
import java.util.Scanner;
// Create a program to calculate installment amount for
per month
public class Assignment4 {
  public static void main(String[] args) {

    (Scanner input = new Scanner(System.in)) {
      int phonePrice = 1800; // 1800 euros
      int numberOfInstallment, installmentPerMonth;

      System.out.print("Number of installments? ");
      // get number of installments from user


      // calculate  installment amount for per month


        System.out.println("Monthly installment Amount:
"+installmentPerMonth + " euros");
    }

  }
}
```

8.Write a Java Programme To Convert Farenheit To Celcius.

Input:

```
package begginnerjava;


public class TemperatureConvertDemo {

public static void main(String[] args){

  Scanner input = new Scanner (System.in);
  double cels,farn;

  System.out.print("Celsius = ");
  cels = input.nextDouble();

  farn = 1.8 * cels + 32;

  System.out.println("Farenheit : "+farn);


}


}
```

Output:



8. Write a Java Programme To Convert Celcius To Farenheit.

Input:

```
package begginnerjava;

import java.util.Scanner

public class TemperatureConvert {

   public static void main(String[] args){

      Scanner input  = new Scanner(System.in);
      double farn,cels;

      System.out.print("Farenheit = ");
      farn = input.nextDouble();

      cels = (farn - 32)/1.8;

      System.out.println("Celcuis : "+cels);
```

```
    }

}
```

Output:

```
run:
Farenheit = 31
Celcuis : -0.5555555555555556
BUILD SUCCESSFUL (total time: 2 seconds)
```

9. Write a Java Programme To fiund the Area Of a Triangle.

Input:

```
package begginnerjava;

public class triangle {
    public  static void main (String[] args){

        Scanner input = new scanner(System.in);
        double base,heigth,area;

        System.out.print("Enter base = ");
        base = input.nextDouble();

        System.out.print("Enter height =  ");
        height = input.nextDouble();

        area = 0.5 * base * height;
```

```
        System.out.println("Area of a Triangle :"+area);


    }

}
```

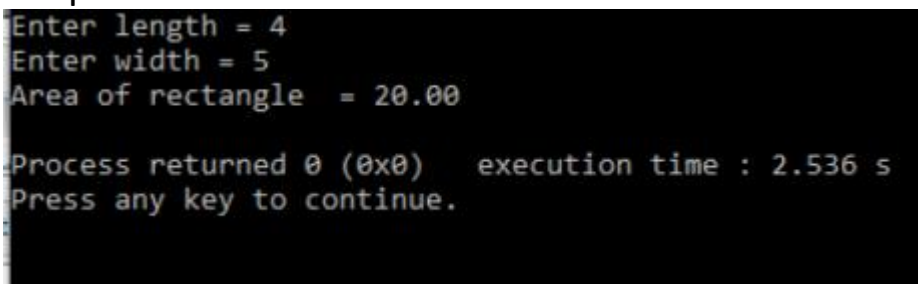
Output:

10.Write a Java Programme To find the Area Of a Rectangular.
Input:

```
package begginnerjava;

public class AreaofaRectangularTriangle {

   public  static void main(String[] args){

     Scanner input = new Scanner(System.in);
     double length,width,area;

     System.out.print("Enter length : ");
     length = input.nextDouble();

     System.out.print("Enter width :  ");
     width = input.nextDouble();

     area =  length * width ;
```

```
    System.out.println("Area of rectangular : "+area);



  }



}
```

Output:



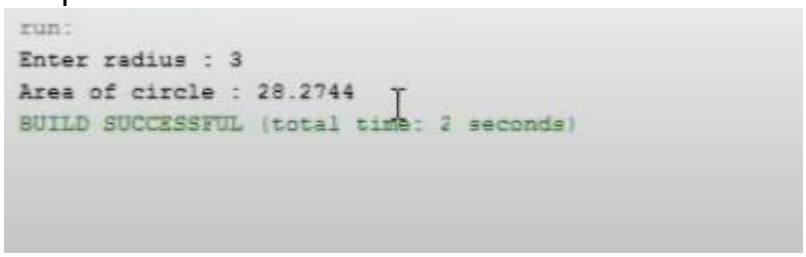
11.Write a Java Programme To find the Area Of a Circle.

Input:

```
package begginnerjava;


public class AreaofaRectangularCircle {

  public  static void main(String[] args){

    Scanner input = new Scanner(System.in);
    double radius,area;


    System.out.print("Enter radius :  ");
    radius = input.nextDouble();
```

```
        area =  radius * radius * 3.1416 ;

        System.out.println("Area of circle : "+area);


    }

}
```

Output:



12.Write a Java Programe To Find the Area Of a Square.
Input:

```
package begginnerjava;


public class Areaofasquare {

    public  static void main(String[] args){

        Scanner input = new Scanner(System.in);
        double radius,area;


        System.out.print("Enter radius :  ");
        radius = input.nextDouble();

        area =  a *a ;
```

```
    System.out.println("Area of square : "+area);


  }

}
```

Output: