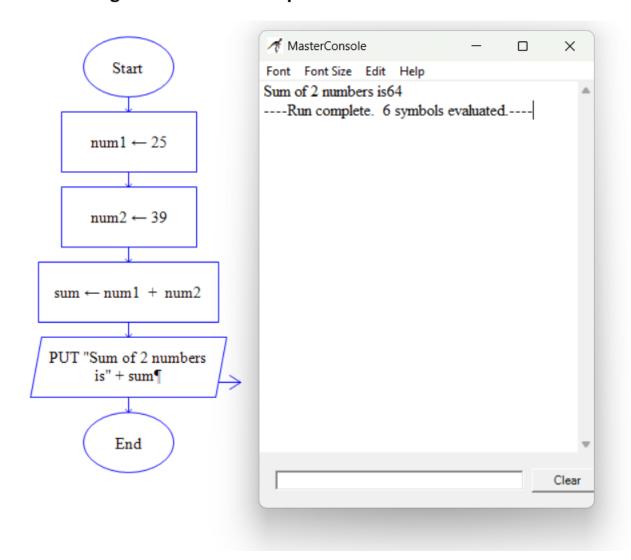
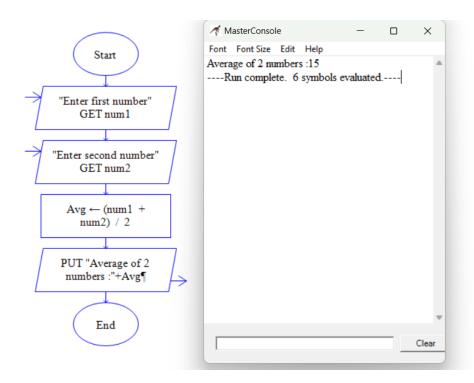
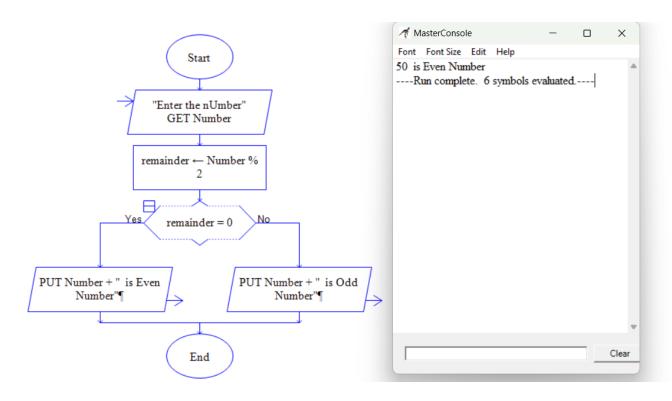
1. To add two given numbers and print the sum.



2. To find the average of the two given numbers and print.



3. To decide whether a given number is even or odd.



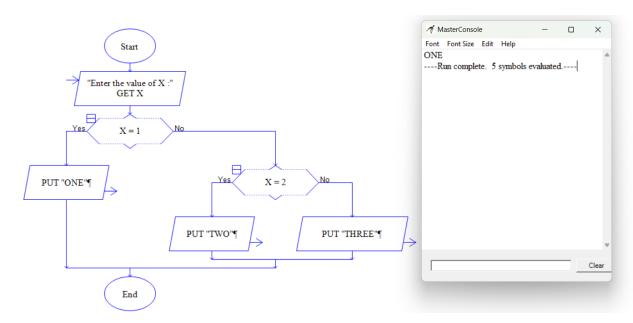
4. To find the factorial of a given number.

```
class Factorial
{
  public static void main(String[] args)
  {
   int n = 5;
```

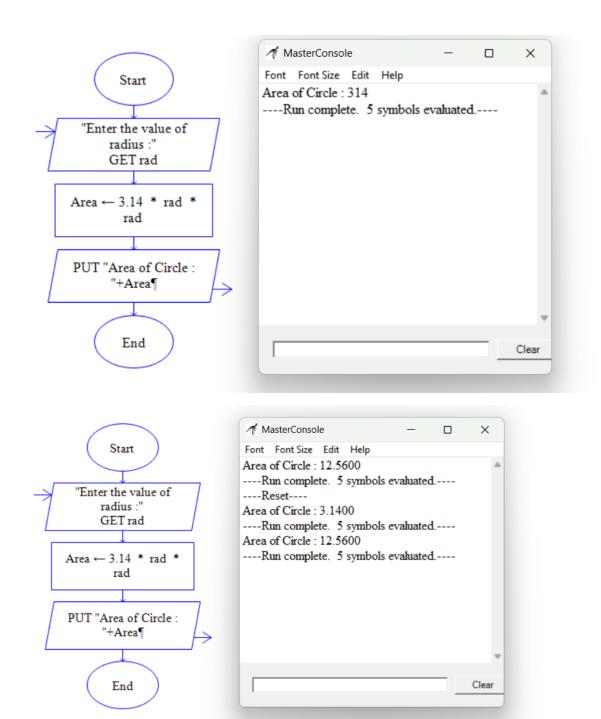
```
int fact = 1;

for(int i=1;i<=n;i++)
{
    fact = fact * i;
}
System.out.println("Factorial of number "+n+" = "+fact);
}</pre>
```

5. Write a series of RAPTOR statements that determines if X has the value 1, 2, or 3, and prints out "ONE", "TWO", or "THREE" accordingly.

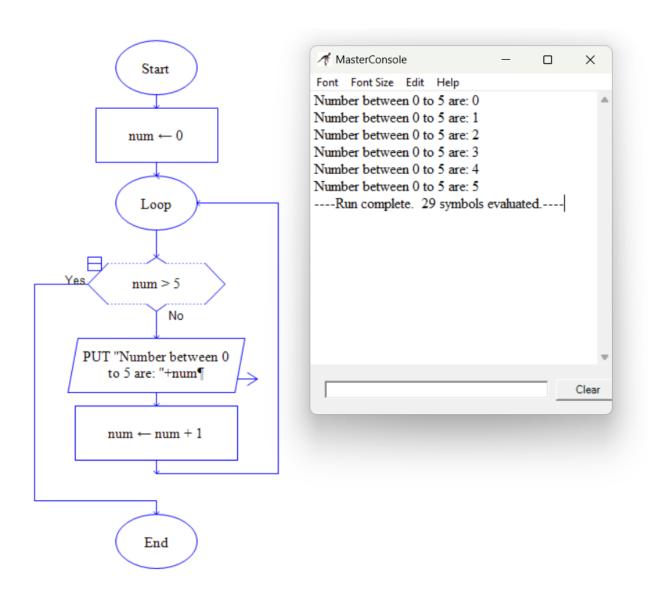


6. Create a flowchart which asks the user for the area of a circle, computes the area, then displays the area.

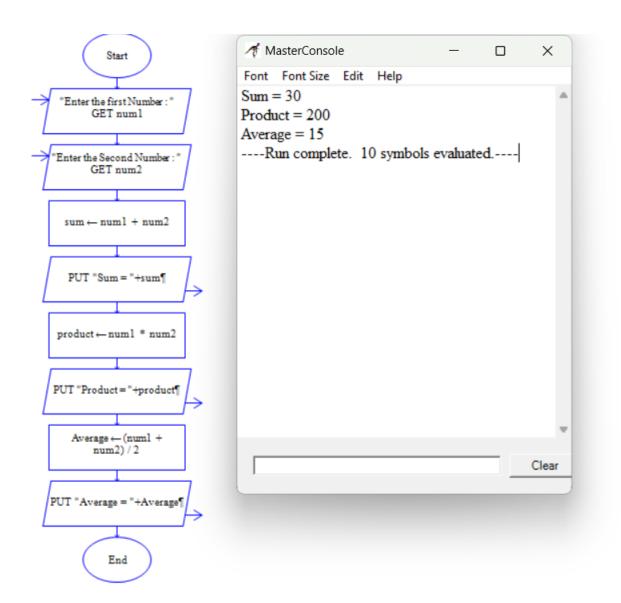


7. Create a flowchart which uses a loop to display the following:

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8. Create a flowchart which computes the sum, average, and product of two numbers then prints their values.



9. Create a flowchart which asks the user for the temperature.

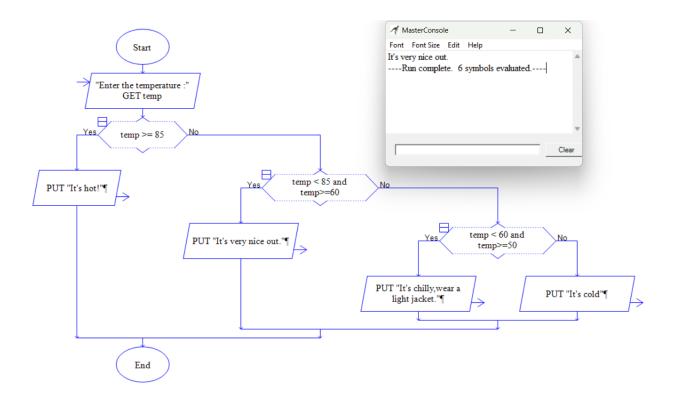
If the temperature is greater than or equal to 85, print "It's hot!"

If the temperature is less than 85 but greater than or equal to 60, print "It's very nice out."

If the temperature is below 60 but above or equal to 50, print "It's chilly, wear a light jacket."

Otherwise, print "It's cold."

Use nested decision structures to model this flowchart.



10. Create a flowchart to swap 2 numbers.

