

```
//Problem Statement::
```

```
/*Implement a generic program using any collection class to count the number of
```

```
* element in a collection that have a specific property such as even number,
```

```
* odd number, prime number and pallindromes.*/
```

```
package assignment;
```

```
import java.util.Objects;
```

```
import java.util.Scanner;
```

```
class Number{
```

```
//===== Array Method  
=====//
```

```
    public static < E > void arr( ) {
```

```
        Scanner sc =new Scanner(System.in);
```

```
        System.out.print("Enter size of array:: ");
```

```
        int n=sc.nextInt();//taking size of array from user
```

```
        Object[] arr=new Object[n]; //creating array of size n
```

```
        System.out.print("Enter Array Elements :: ");
```

```
        for(int i =0; i<n ;i++) {
```

```
            arr[i]=sc.next();// taking array element from user
```

```
        }
```

```

        System.out.print("Entered Array is :: ");

        for(Object element : arr) {

            System.out.printf("%s' ", element); //printing array element on console

        }

        System.out.println();// printing blank line

    }

```

```

//===== Pallindrome Method
=====//

```

```

public static < T > void Pallindrome(T s){

    String s1=(String)s;

    //converting s into string datatype

    s1=s1.toLowerCase();

    //converting into lowercase letter

    StringBuffer sb = new StringBuffer(s1);

    // creating stringbuffer

    String ss= new String(sb.reverse());

    //reversing stringbuffer and converting into string

    if(Objects.equals(s1, ss))        //checking both strings are equal or not

        System.out.println(s+" is Pallindrome");//if both string are equal

    else

```

```
        System.out.println(s+" is not Pallindrome");//if both string are different
    }
}
```

```
//===== EVEN ODD method
=====//
```

```
public static <T>void evenodd(T a){
    if((int)a%2==0) //converting a into int and modulo by 2
        System.out.println(a+" is Even Number."); //if num is even

    else
        System.out.println(a+" is Odd Number."); //if num is odd
}
```

```
//===== PRIME METHOD
=====//
```

```
public static <T>void prime(T a) {
    if((int)a==1)    //check if a = 1
        System.out.println(a+" is Not Prime NNumber");

    else if ((int)a==2) //check if a = 2
        System.out.println(a+" is Prime Number");
}
```

```

else if((int)a%2==0 && (int)a>2) //check if a >2 and a mod 2 =0

    System.out.println(a+" is Not Prime Number");

else {

    double b=Math.sqrt((int)a)+1; //taking squareroot of (num) +1

    int temp=0; // setting temp variable = 0

    for(int i=3;i<b;i=i+2) {

        if((int)a%i==0) // check if mod = 0

            temp=1; //setting temp to 1

    }

    if(temp==1) // checking temp = 1 or not

        System.out.println(a+" is Not Prime Number");//if temp =1

    else

        System.out.println(a+" is Prime NNumber");// if temp!= 1

    }

}

```

```

//===== CHECK FUNCTION METHOD
=====//

```

```

public static <T>void checkfun(T s) {

```

```

    try {

        //try block
    }
}

```

```

        int b = Integer.parseInt((String) s);

        // try to convert "s" into integer datatype

        System.out.println("We can perform Pallindrome , int Array , check Prime ,
EvenOdd Function.");

        // if successfully converted, print rest of code
    }

    catch (NumberFormatException e) {

        //catch block

        // catch NumberFormateException

        System.out.println("We can perform Pallindrome , String Array.");

    }

}
}

```

```

//===== MAIN CLASS
=====//

```

```

public class Main {

```

```

    public static void main(String[] args) {

```

```

        String s; // declaring s as string

```

```

        Scanner sc =new Scanner(System.in); // creting object of scanner class

```

```

aa: //loop aa

while(true) {    //while loop

System.out.println("\n\t==== MENU BAR ==== \n\n\t1.String \n\t2.Integer"

                + "\n\t3.integer array \n\t4.String Array"

                + "\n\t5.Check Function\n\t6.Exit");

//menu bar

```

```

int c =sc.nextInt();//taking input from user

```

```

switch(c) { // switch cases

```

```

case 1: //if input is 1

```

```

    System.out.print("Enter the String :: "); //printing on console

```

```

    s =sc.next();//taking String s as an input from user

```

```

    Number.Pallindrome(s); //calling Pallindrome method

```

```

System.out.println("=====");

```

```

    break;

```

```

case 2: //if input is 2

```

```

    System.out.print("Enter the Integer :: "); //printing on console

```

```

    s =sc.next();//taking String s as an input from user

```

```

    Number.Pallindrome(s); //calling Pallindrome method

```

```

    Number.evenodd(Integer.parseInt(s)); //calling Even Odd method

```

```

    Number.prime(Integer.parseInt(s)); //calling prime method

```

```
System.out.println("=====");
```

```
break;
```

```
case 3: //if input is 3
```

```
case 4: //if input is 4
```

```
Number.arr();//array method
```

```
System.out.println("=====");
```

```
break;
```

```
case 5: //if input is 5
```

```
System.out.print("Enter the String :: "); //printing on console
```

```
String ss = sc.next(); //taking String ss as an input from user
```

```
Number.checkfun(ss); //calling check function method
```

```
System.out.println("=====");
```

```
break;
```

```
case 6: //if input is 6
```

```
System.out.println("=====");
```

```
break aa; // break aa loop, stop execution of program
```

```
default: //default Statement
```

```
System.out.println("Invalid Input !!!"); //printing invalid input on console
```

```
System.out.println("=====");
```

```
}
```

```
}
```

```
}
```

```
}
```

```
/*
```

```
##OUTPUT##
```

```
==== MENU BAR ====
```

```
1.String
```

```
2.Integer
```

```
3.integer array
```

```
4.String Array
```

```
5.Check Function
```

```
6.Exit
```

```
1
```

```
Enter the String :: Madam
```



Madam is Pallindrome

=====

==== MENU BAR ====

1.String

2.Integer

3.integer array

4.String Array

5.Check Function

6.Exit

1

Enter the String :: Student

Student is not Pallindrome

=====

==== MENU BAR ====

1.String

2.Integer

3.integer array

4.String Array

5.Check Function

6.Exit

2

Enter the Integer :: 1234321

1234321 is Pallindrome

1234321 is Odd Number.

1234321 is Not Prime Number

=====

==== MENU BAR ====

1.String

2.Integer

3.integer array

4.String Array

5.Check Function

6.Exit

2

Enter the Integer :: 2

2 is Pallindrome

2 is Even Number.

2 is Prime Number

=====

==== MENU BAR ====

1.String

2.Integer

- 3.integer array
- 4.String Array
- 5.Check Function
- 6.Exit

3

Enter size of array:: 4

Enter Array Elements :: 4 6 2 8

Entered Array is :: '4' '6' '2' '8'

=====

==== MENU BAR ====

- 1.String
- 2.Integer
- 3.integer array
- 4.String Array
- 5.Check Function
- 6.Exit

4

Enter size of array:: 6

Enter Array Elements :: ads xd gxdfh fgxdg gdc hfh

Entered Array is :: 'ads' 'xd' 'gxdfh' 'fgxdg' 'gdc' 'hfh'

=====

==== MENU BAR ====

- 1.String
- 2.Integer
- 3.integer array
- 4.String Array
- 5.Check Function
- 6.Exit

5

Enter the String :: 2446

We can perform Pallindrome , int Array , check Prime , EvenOdd Function.

=====

==== MENU BAR ====

- 1.String
- 2.Integer
- 3.integer array
- 4.String Array
- 5.Check Function
- 6.Exit

5

Enter the String :: parent

We can perform Pallindrome , String Array.

=====

==== MENU BAR ====

1.String

2.Integer

3.integer array

4.String Array

5.Check Function

6.Exit

6

=====

\*/