Assignment 4

Even or odd Number Method Static

Program:

//Design Class

class EvenOrOdd

{

static void getEvenOrOdd(int a)

{

if(a%2==0)

{

System.out.println(a+" is Even Number");

}

else

{

System.out.println(a+" is Odd Number");

}

}

}

// Inside Main

class TestEvenOrOdd

{

public static void main(String args[])

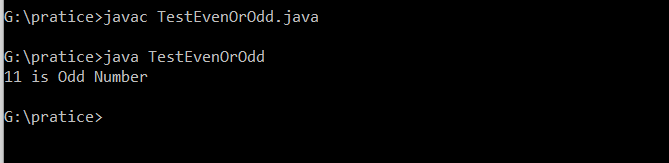
{

EvenOrOdd.getEvenOrOdd(11);

}

}

Output:



Design the Method get Even or Odd return the result

Program:

//Design Class

class Even

{

static int getEvenOrOdd(int a)

{

return a;

}

}

//Inside Main

class TestEven

{

public static void main(String args[])

{

int sum=Even.getEvenOrOdd(7);

if(sum%2==0)

{

System.out.println(sum+" is Even Numbers");

}

else

{

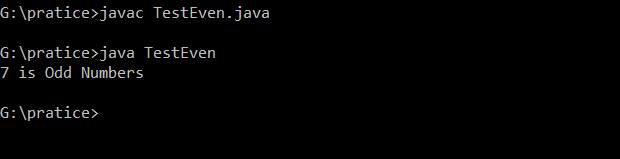
System.out.println(sum+" is Odd Numbers");

}

}

}

Output:



Prime Or Not

Program:

// Design Class

class PrimeOrNot

{

static void getPrime(int n)

{

int divcount=0;

for(int i=1;i<=n;i++)

{

if(n%i==0)

{

divcount=divcount+1;

}

}

if(divcount==2)

{

System.out.println(n+" is Prime Number");

}

else

{

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

}

}

}

//Inside Main

class TestPrimeOrNot

{

public static void main(String args[])

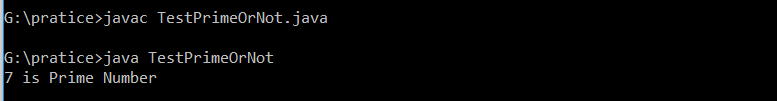
{

PrimeOrNot.getPrime(7);

}

}

Output:



Find Even Or Odd

Program:

//Design class

class FindEvenOrOdd

{

static void getEvenOdd()

{

for(int i=10;i<=99;i++)

{

if(i%2==0)

{

System.out.println(i+": is Even Number");

}

else

{

System.out.println(i+": is Odd Number");

}

}

}

}

//Inside Main

class TestFindEvenOrOdd

{

public static void main(String args[])

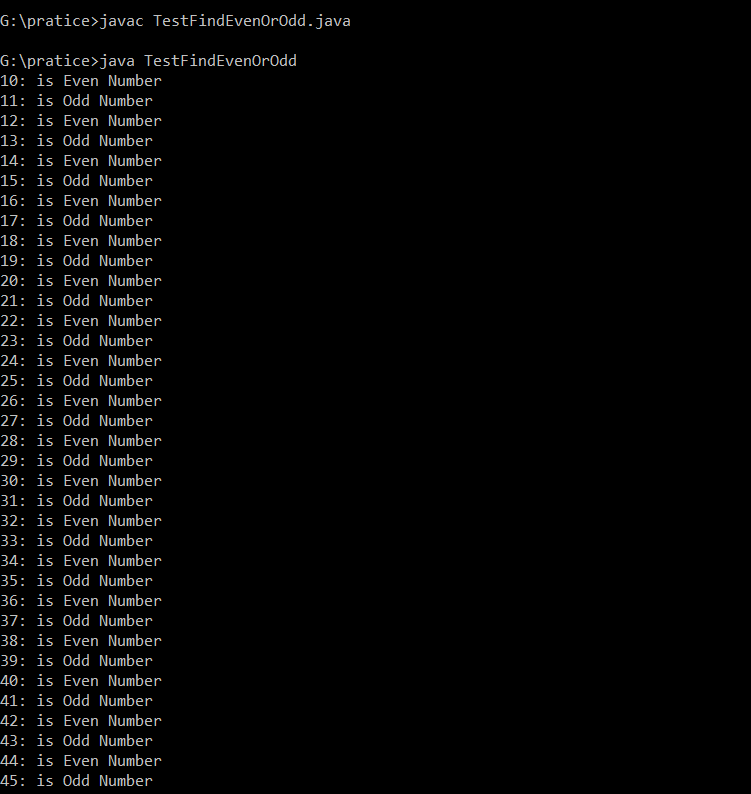
{

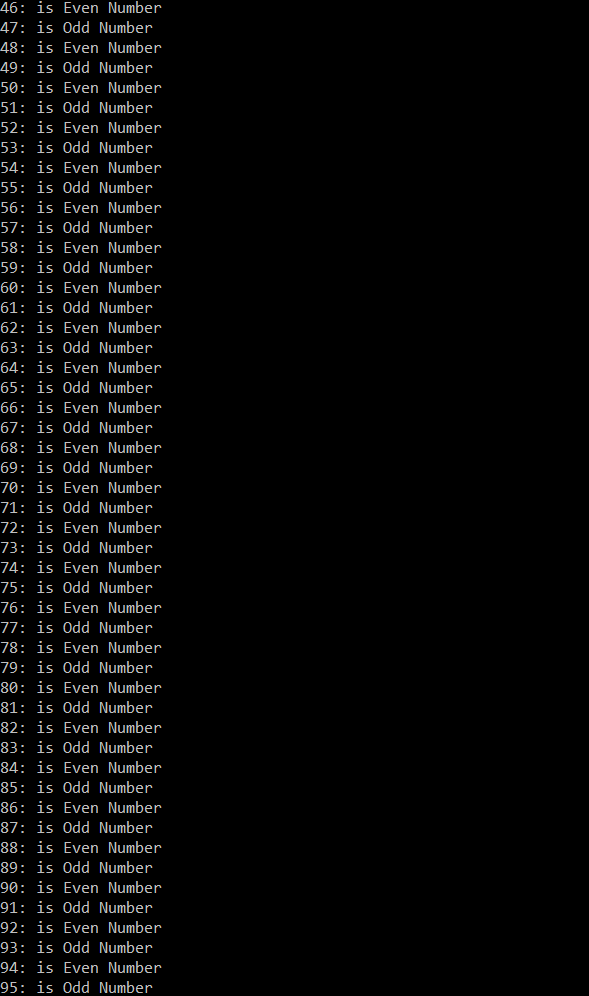
FindEvenOrOdd.getEvenOdd();

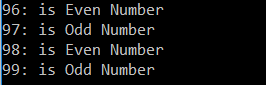
}

}

Output:







Find the Multiples of a given number of a given number from 200 to 300

Program:

// Design Class

class Multiple

{

//instance variable

int n;

//construcor

Multiple(int n)

{

this.n=n;

}

void setData()

{

for(int i=200;i<=300;i++)

{

if(i%n==0)

{

System.out.println(i+" Multiple of :"+n);

}

}

}

}

// Inside Main

class TestMultiple

{

public static void main(String args[])

{

//create an object

Multiple obj=new Multiple(8);

obj.setData();

}

}

Output:

