

```
package HelloWorld;

public class Main {

    public static void main(String[] args) {
        System.out.println("Hello, World!");
    }
}
```

A screenshot of a web browser's developer console. The console title bar says "Console" and has a hamburger menu icon on the left and a close icon on the right. The console area is dark and shows the text "Hello, World!" on the first line. Below the text is a light gray input field. At the bottom of the browser window, there is a toolbar with icons for back, forward, up, down, search, and a dropdown menu, along with keyboard shortcuts "CTRL" and "ESC".

```
8:21 PM Main.java
1 package ComparisonExample;
2
3 public class Main {
4
5     public static void main(String[] args) {
6         comparePrimitives();
7         compareStrings();
8         compareIntegers();
9     }
10
11     private static void comparePrimitives() {
12         int a = 5;
13         int b = 5;
14
15         System.out.println("Primitive Comparison");
16         System.out.println("a == b: " + (a == b));
17         System.out.println();
18     }
19
20     private static void compareStrings() {
21         String str1 = "Hello";
22         String str2 = "Hello";
23         String str3 = new String("Hello");
24     }
25 }
```

```
8:21 PM Main.java
compareIntegers();
}

private static void comparePrimitives() {
    int a = 5;
    int b = 5;

    System.out.println("Primitive Comparison");
    System.out.println("a == b: " + (a == b));
    System.out.println();
}

private static void compareStrings() {
    String str1 = "Hello";
    String str2 = "Hello";
    String str3 = new String("Hello");

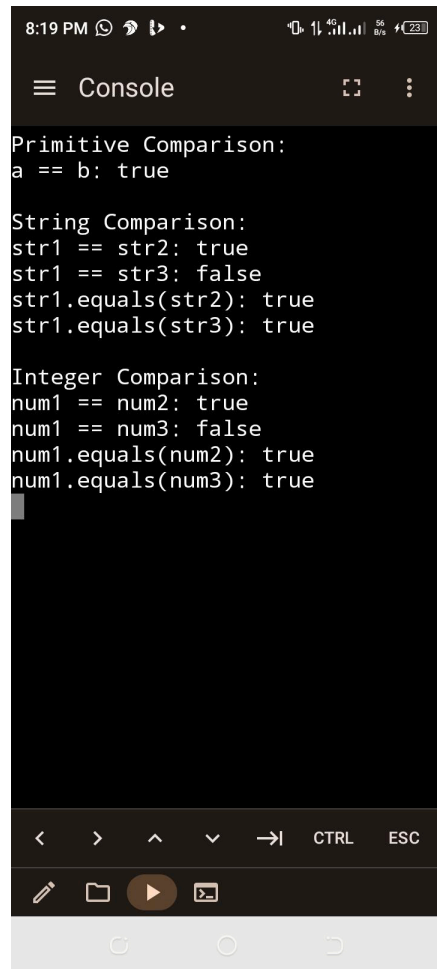
    System.out.println("String Comparison");
    System.out.println("str1 == str2: " + (str1 == str2));
    System.out.println("str1 == str3: " + (str1 == str3));
    System.out.println("str1.equals(str2): " + (str1.equals(str2)));
    System.out.println("str1.equals(str3): " + (str1.equals(str3)));
    System.out.println();
}
```

8:22 PM 23

≡ Main.java

```
17     System.out.println();
18 }
19
20 private static void compareStri
21     String str1 = "Hello";
22     String str2 = "Hello";
23     String str3 = new String("H
24
25     System.out.println("String
26     System.out.println("str1 =
27     System.out.println("str1 =
28     System.out.println("str1.eq
29     System.out.println("str1.eq
30     System.out.println();
31 }
32
33 private static void compareInte
34     Integer num1 = 10;
35     Integer num2 = 10;
36     Integer num3 = new Integer(
37
38     System.out.println("Integer
39     System.out.println("num1 =
40     System.out.println("num1 =
41     System.out.println("num1.eq
```

Home



The image shows a screenshot of an Android Studio console window. At the top, the status bar displays the time as 8:19 PM, along with various system icons including signal strength, battery level at 23%, and a 5G network indicator. Below the status bar, the console window has a title bar that says "Console" with a hamburger menu icon on the left and expand/collapse and close icons on the right. The console output is as follows:

```
Primitive Comparison:  
a == b: true  
  
String Comparison:  
str1 == str2: true  
str1 == str3: false  
str1.equals(str2): true  
str1.equals(str3): true  
  
Integer Comparison:  
num1 == num2: true  
num1 == num3: false  
num1.equals(num2): true  
num1.equals(num3): true
```

Below the console output, there is a toolbar with navigation icons: back, forward, up, down, search, and keyboard shortcuts for CTRL and ESC. At the bottom of the console window, there are icons for editing (pencil), opening a file (folder), running (play button), and a terminal icon. The entire interface is set against a dark background.

8:46 PM

Main.java

```
1 package AddTwoNumbers1;
2 import java.util.Scanner;
3 public class Main {
4
5     public static void main(String[] args) {
6         Scanner scanner = new Scanner(System.in);
7
8         // Prompt the user to enter the first number
9         System.out.print("Enter the first number: ");
10        double firstNumber = scanner.nextDouble();
11
12        // Prompt the user to enter the second number
13        System.out.print("Enter the second number: ");
14        double secondNumber = scanner.nextDouble();
15
16        // Calculate the sum of the two numbers
17        double sum = firstNumber + secondNumber;
18
19        // Display the result
20        System.out.println("The sum of " + firstNumber + " and " + secondNumber + " is: " + sum);
21
22        // Close the scanner
23        scanner.close();
24    }
25 }
```

Navigation icons: back, forward, search, etc.

8:46 PM

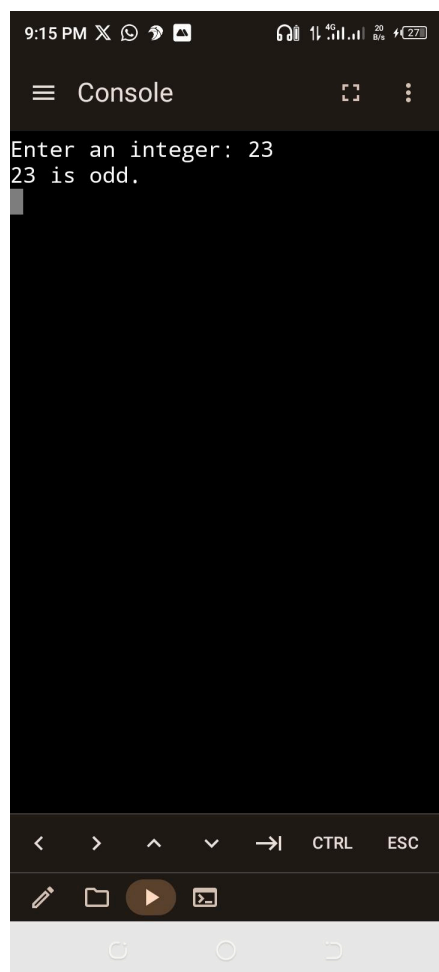
Console

```
Enter the first number: 30
Enter the second number: 50
The sum of 30.0 and 50.0 is: 80.0
```

Navigation icons: back, forward, search, etc.

The image shows a mobile application interface for editing Java code. At the top, the status bar displays the time as 9:15 PM and various system icons. Below this, a header bar shows the file name 'Main.java' along with icons for menu, run, expand, close, and settings. The main area is a code editor with a dark background and syntax-highlighted Java code. The code is for a class 'Main' in the package 'EvenOddChecker', which uses 'java.util.Scanner' to read an integer from the user and prints whether it is even or odd. Line numbers 1 through 24 are visible on the left side of the editor. At the bottom, there is a navigation bar with icons for undo, redo, back, forward, up, down, and a 'Home' button. Below the navigation bar is another set of icons for edit, file explorer, run, and a terminal/console icon. The very bottom of the screen shows the standard Android home, back, and recent apps navigation buttons.

```
1 package EvenOddChecker;
2 import java.util.Scanner;
3 public class Main {
4
5     public static void main(String[] args) {
6
7
8         // Create a Scanner object
9         Scanner scanner = new Scanner(System.in);
10
11         // Prompt the user for input
12         System.out.print("Enter an integer: ");
13
14         // Read the integer from the scanner
15         int number = scanner.nextInt();
16
17         // Check if the number is even or odd
18         if (number % 2 == 0) {
19             System.out.println("Even");
20         } else {
21             System.out.println("Odd");
22         }
23
24         // Close the scanner
25     }
```



```
9:25 PM X [Icons] • [Signal] 4G 692 KB/s (27%)

≡ Main.java ▶ [Icons] × ⋮

1 package MultiplicationTable;
2 import java.util.Scanner;
3 public class Main {
4
5     public static void main(String[] args) {
6
7         Scanner scanner = new Scanner(System.in);
8
9         // Prompt the user to enter a number
10        System.out.print("Enter a number: ");
11        int number = scanner.nextInt();
12
13        // Print the multiplication table
14        System.out.println("Multiplication Table for " + number);
15        for (int i = 1; i ≤ 10; i++) {
16            System.out.println(number + " x " + i + " = " + (number * i));
17        }
18
19        // Close the scanner
20        scanner.close();
21    }
22
23
24

```

```
9:24 PM X [Icons] • [Signal] 4G 245 KB/s (27%)

≡ Console [Icons] ⋮

Enter a number to print its multiplication table: 30
Multiplication Table for 30:
30 x 1 = 30
30 x 2 = 60
30 x 3 = 90
30 x 4 = 120
30 x 5 = 150
30 x 6 = 180
30 x 7 = 210
30 x 8 = 240
30 x 9 = 270
30 x 10 = 300

```

```
1 // Base class
2 class Person {
3     String name;
4     int age;
5
6     // Constructor
7     Person(String name, int age) {
8         this.name = name;
9         this.age = age;
10    }
11
12    // Method to display info
13    void displayInfo() {
14        System.out.println("Name: " + name + ", Age: "
15        + age);
16    }
17
18    // Subclass
19    class Teacher extends Person {
20        String subject;
21
22        // Constructor
23        Teacher(String name, int age, String subject) {
24            super(name, age); // Call constructor of
25            Person
26            this.subject = subject;
27        }
28
29        // Overriding method to add subject info
30        @Override
31        void displayInfo() {
32            super.displayInfo(); // Call method from
33            Person
34            System.out.println("Subject: " + subject);
35        }
36    }

```


Name: Alice, Age: 35
Subject: Mathematics

[Program finished] 