

Assignment Programs

```
package com.kodnest.training.loops;
```

```
public class Forloop{
```

```
    public static void main (String [] args) {
```

```
        for (int i = 1; i <= 5; i++) {
```

```
            System.out.println ("Kodnest " + i);
```

```
        }
```

```
    }
```

```
}
```

```
package com.kodnest.training.loops
```

```
public class Forloop{
```

```
    public static void main (String [] args) {
```

```
        int energyLevel = 10;
```

```
        while (energyLevel >= 10) {
```

```
            System.out.println ("Kodman is fighting and  
            energy level is " + energyLevel);
```

```
            energyLevel --;
```

```
        }
```

```
    }
```

```
}
```

```
package com.kodnest.training.loops;
```

```
public class ForLoop{
```

```
    public static void main(String[] args){
```

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

```
        int pgNo = 100;
```

```
        boolean board = true;
```

```
        int i = 1;
```

```
        do {
```

```
            System.out.println("KodMan read page " + i);
```

```
            i++;
```

```
            System.out.println("Do you want to continue");
```

```
            board = sc.nextBoolean();
```

```
        } while (board)
```

```
    }
```

```
}
```