

CSA0976 Java Programming for animations

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Assignment 1

1.Code:

```
import java.util.*;
```

```
class squareroot
```

```
{
```

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

```
    {
```

```
        System.out.print("Enter a number: ");
```

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

```
        int n = sc.nextInt();
```

```
        System.out.println("The square root of "+ n+ " "
is:"+squareRoot(n));
```

```
    }
```

```
    public static int squareRoot(int num)
```

```
    {
```

```
        int t;
```

```
        int sqrtroot=num/2;
```

```
        do
```

```
        {
```

```
            t=sqrtroot;
```

```

        sqrtroot=(t+(num/t))/2;
    }
    while((t-sqrtroot)!= 0);
    return sqrtroot;
}
}

```

Output:

```

C:\Users\91956\OneDrive\Desktop>javac squareroot.java

C:\Users\91956\OneDrive\Desktop>java squareroot
Enter a number: 16
The square root of 16 is:4

```

2.Code:

```

import java.io.*;
import java.util.*;
class palindrome
{
    public static void main(String arg[])
    {
        String s,b="";
        char d;
        Scanner c=new Scanner(System.in);
        System.out.print("Enter a Number :");
        s=c.nextLine();
        for(int i=0;i<s.length();i++)
        {
            d=s.charAt(i);
            b=d+b;

```

```

    }
    if(s.equals(b))
    {
        System.out.print("The given number is palindrome");
    }
    else
    {
        System.out.print("The given number is not palindrome");
    }
}
}

```

Output:

```

C:\Users\91956\OneDrive\Desktop>javac palindrome.java

C:\Users\91956\OneDrive\Desktop>java palindrome
Enter a Number :121
The given number is palindrome
C:\Users\91956\OneDrive\Desktop>java palindrome
Enter a Number :-121
The given number is not palindrome

```