```java
package Operators;

class Operatorsdemo{
    // 1. Write a method that adds two integers and returns the result.
    public static int addTwo(int a,int b){
        return a+b;
    }
    // 2. Create a program that subtracts the smaller number from the larger of two inputs.
    public static int subtractLargefromSmall(int a,int b){
        if(a>b)return a-b;
        return b-a;
    }
    // 3. Write a method that multiplies two float numbers and prints the result.
    public static void multiply(float a ,float b){
        float result = a*b;
        System.out.println(result);
    }
    // 4. Create a method that divides two integers and returns the quotient.
    public static int getQuotient(int a,int b){
        return a/b;
    }
    // 5. Write a program to calculate the remainder of two numbers using `%`.
    public static int getRemainder(int a,int b){
        return a%b;
    }
    // 6. Create a method that accepts three integers and returns their total sum.
    public static int getThreeDigitSum(int a,int b,int c){
        return a+b+c;
    }
}
```

```java
 3    class Operatorsdemo{

30        // 7. Write a program that takes two numbers and returns both the quotient and remainder.
31        public int[] getQuotientAnsRemainder(int a,int b){
32            return new int[] {a/b,a%b};
33        }
34        // 8. Write a function that finds the average of three marks and returns it.
35        public static int averageOfThree(int a,int b,int c){
36            return (a+b+c)/3;
37        }
38        // 9. Develop a method that squares a number using the multiplication operator.
39        public static int getSquare(int x){
40            return x*x;
41        }
42        // 10. Write a method that swaps two numbers without using a third variable (using + and - operators)
43        public static void swap(int a,int b){
44            a=a+b;
45            b=a-b;
46            a=a-b;
47            System.out.println(a+" "+ b);
48        }
49        static int a=5,b=7;
```

Run | Debug | Run main | Debug main