1. Write a program to execute while loop in kotlin .

Program:

```
fun main(){
    var i = 0
    while (i < 5) {
        println(i)
        i++
    }
}</pre>
```

Output:

```
Run: Question1Kt ×

↑ C:\Users\LEN0V0\.jdks\openjdk-19.0.2\bin\java.exe "-javaage

↓ ↓

1

2

3

4

Process finished with exit code 0
```

2. Write a program to execute for loop in kotlin.

```
fun main(){
  val cars = arrayOf("Volvo", "BMW", "Ford", "Mazda")
  for (x in cars) {
     println(x)
  }
}
```

```
Run: Question2Kt ×

C:\Users\LEN0V0\.jdks\openjdk-19.0.2\bin\java.exe

Volvo

BMW

Ford

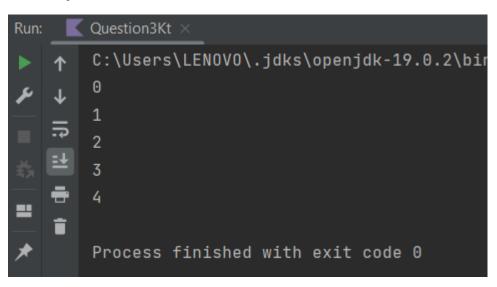
Mazda

Process finished with exit code 0
```

3. Write a program to execute do while loop in kotlin.

Program:

```
fun main(){
    var i = 0
    do {
        println(i)
        i++
    }
    while (i < 5)
}</pre>
```

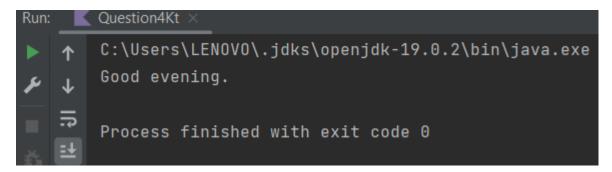


4. Write a program to execute conditional statement (if-else) in kotlin.

Program:

```
fun main(){
    val time = 22
    if (time < 10) {
        println("Good morning.")
    } else if (time < 20) {
        println("Good day.")
    } else {
        println("Good evening.")
    }
}</pre>
```

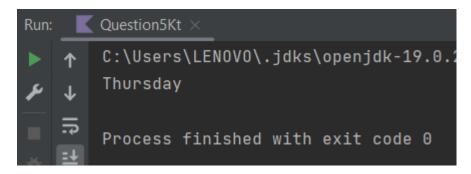
Output:



5. Write a program to execute conditional statement (when) in kotlin.

```
fun main(){
  val day = 4
  val result = when (day) {
    1 -> "Monday"
    2 -> "Tuesday"
    3 -> "Wednesday"
    4 -> "Thursday"
    5 -> "Friday"
```

```
6 -> "Saturday"
7 -> "Sunday"
else -> "Invalid day."
}
println(result)
}
```



6. Write a kotlin program to performing banking operations for deposite, Withdraw and check bank balance

```
import java.util.Scanner
class BankAccount(private val accountNumber: String, private var
balance: Double) {
  fun deposit(amount: Double) {
    balance += amount
    println("Deposit successful. Current balance: $balance")
  fun withdraw(amount: Double) {
    if (balance >= amount) {
      balance -= amount
      println("Withdrawal successful. Current balance: $balance")
    } else {
      println("Insufficient funds. Current balance: $balance")
    }
  fun checkBalance() {
    println("Current balance: $balance")
  }
```

```
fun main() {
  val scanner = Scanner(System. in )
  println("Welcome to the Bank!")
  // Create a bank account
  println("Enter your account number:")
  val accountNumber = scanner.nextLine()
  println("Enter initial balance:")
  val initialBalance = scanner.nextDouble()
  val bankAccount = BankAccount(accountNumber, initialBalance)
  // Perform banking operations
  var option: Int
  do {
    println("\nSelect an option:")
    println("1. Deposit")
    println("2. Withdraw")
    println("3. Check Balance")
    println("4. Exit")
    option = scanner.nextInt()
    when (option) {
      1 -> {
        println("Enter the deposit amount:")
        val depositAmount = scanner.nextDouble()
        bankAccount.deposit(depositAmount)
      }
      2 -> {
        println("Enter the withdrawal amount:")
        val withdrawalAmount = scanner.nextDouble()
        bankAccount.withdraw(withdrawalAmount)
      }
      3 -> bankAccount.checkBalance()
      4 -> println("Thank you for using our banking system!")
      else -> println("Invalid option. Please try again.")
  } while (option != 4)
```

```
scanner.close()
}
```

```
Run: Question6Kt
       C:\Users\LENOVO\.jdks\openjdk-19.0.2\bin\java.exe
       Welcome to the Bank!
       Enter your account number:
       Enter initial balance:
   ₴
   î
       Select an option:
---
       1. Deposit
       2. Withdraw
       3. Check Balance
       4. Exit
       Enter the deposit amount:
       Deposit successful. Current balance: 5200.0
       Select an option:
       1. Deposit
       2. Withdraw
       3. Check Balance
       4. Exit
       Thank you for using our banking system!
        Process finished with exit code 0
```

7. Write a program to perform arithmetic operation using lambda function

```
val add: (Int, Int) -> Int = { x, y -> x + y }
val subtract: (Int, Int) -> Int = { x, y -> x - y }
val multiply: (Int, Int) -> Int = { x, y -> x * y }
val divide: (Int, Int) -> Double = { x, y -> x.toDouble() / y }
fun main() {
  println("Arithmetic Operations:")
  println("1. Addition")
  println("2. Subtraction")
  println("3. Multiplication")
  println("4. Division")
  print("Enter your choice (1-4): ")
  val choice = readLine()?.toIntOrNull()
  if (choice !in 1..4) {
    println("Invalid choice!")
    return
  }
  print("Enter the first number: ")
  val num1 = readLine()?.toIntOrNull()
  if (num1 == null) {
    println("Invalid number!")
    return
  }
  print("Enter the second number: ")
  val num2 = readLine()?.toIntOrNull()
  if (num2 == null) {
    println("Invalid number!")
    return
  }
  val result = when (choice) {
    1 -> add(num1, num2)
    2 -> subtract(num1, num2)
    3 -> multiply(num1, num2)
    4 -> divide(num1, num2)
```

```
else -> throw IllegalArgumentException("Invalid choice!")
}
val operator = when (choice) {
    1 -> "+"
    2 -> "-"
    3 -> "*"
    4 -> "/"
    else -> throw IllegalArgumentException("Invalid choice!")
}
println("Result: $num1 $operator $num2 = $result")
}
```

```
Run: Question7Kt ×

C:\Users\LENOVO\.jdks\openjdk-19.0.2\bin\
Arithmetic Operations:

1. Addition
2. Subtraction
3. Multiplication
4. Division
Enter your choice (1-4): 3
Enter the first number: 20
Enter the second number: 10
Result: 20 * 10 = 200

Process finished with exit code 0
```

8. In the 'Towel' class ,what are the properties and functions available to work with towels?

```
class Towel(val color: String, val size: String, val material: String) {
  var isFolded: Boolean = true
    private set
  fun fold() {
    if (!isFolded) {
       println("Folding the towel...")
       isFolded = true
    } else {
      println("The towel is already folded.")
    }
  fun unfold() {
    if (isFolded) {
      println("Unfolding the towel...")
       isFolded = false
    } else {
      println("The towel is already unfolded.")
    }
  fun use() {
    if (isFolded) {
       unfold()
    println("Using the towel.")
  fun wash() {
    if (!isFolded) {
       fold()
    println("Washing the towel.")
  // Additional properties and functions can be added as per the
```

```
requirements

}
fun main() {
    val towel = Towel("Blue", "Medium", "Cotton")
    println("Towel color: ${towel.color}")
    println("Towel size: ${towel.size}")
    println("Towel material: ${towel.material}")

    towel.use()
    towel.fold()
    towel.wash()
}
```

```
Run:

C:\Users\LENOVO\.jdks\openjdk-19.0.2\bin\java.exe
Towel color: Blue
Towel size: Medium
Towel material: Cotton
Unfolding the towel...
Using the towel...
Unfolding the towel...
Unfolding the towel...
Washing the towel...
Washing the towel...
Process finished with exit code 0
```

9. How dose the 'Mobile' class handle making calls and managning the battery level

```
class Mobile(val brand: String, val model: String) {
  var batteryLevel: Int = 100
    private set
  fun chargeBattery(chargeAmount: Int) {
    if (chargeAmount < 0) {
      throw IllegalArgumentException("Charge amount cannot be
negative.")
    batteryLevel += chargeAmount
    if (batteryLevel > 100) {
      batteryLevel = 100
    println("Battery level: $batteryLevel%")
  fun useBattery(drainAmount: Int) {
    if (drainAmount < 0) {
      throw IllegalArgumentException("Drain amount cannot be
negative.")
    }
    batteryLevel -= drainAmount
    if (batteryLevel < 0) {
      batteryLevel = 0
    println("Battery level: $batteryLevel%")
fun main() {
  val myMobile = Mobile("Samsung", "Galaxy S21")
  println("Brand: ${myMobile.brand}")
  println("Model: ${myMobile.model}")
  println("Initial battery level: ${myMobile.batteryLevel}%")
  myMobile.chargeBattery(50)
  myMobile.useBattery(20)
```

```
myMobile.useBattery(40)
}
```

