Group A

1. A do-while loop is executed:

At least once

At least twice

At most once

- 2. What can be done using one type of loop can also be done using the other two types of loops, True or False? Justify your answer.
- Yes, what can be done using one type of loop can also be done using the other two types of loops.
- 3. Write an equivalent while() loop for the following for() loop

```
int s=0;
for(int x=1; x<=25; x+=2)
s+=x;</pre>
```

```
Int s=0,x=1;
While(x<=25){
x+=2;
S+=x;
}
```

Group B

1. Write a program to print numbers from 1 to 10.

```
class GroupB1{
   public static void main(String[] args){
    int i;
    for (i=1;i<=10;i++){
        System.out.println(i);
   }
}

1
2
3
4
5
6
7
8
9
10</pre>
```

2. Write a program to calculate the sum of first 10 natural number.

```
class GroupB2{
   public static void main(String[] args){
     int i;
     int sum=0;
     for (i=1;i<=11;i++){
        sum=sum+i;
     }
     System.out.println(sum);
}</pre>
```

3. Write a program that prompts the user to input a positive integer. It should then print the multiplication table of that number.

```
import java.util.Scanner;

class GroupB3{
    public static void main(String[] args){
        Scanner in=new Scanner(System.in);

        System.out.print("Enter a positive integer: ");
        int num=in.nextInt();

        int i,ans;

        for (i=1;i<=10;i++){
            ans=num*i;
            System.out.println(num+"*"+i+"="+ans);
        }
    }
}</pre>
```

```
Enter a positive integer: 100

100*1=100

100*2=200

100*3=300

100*4=400

100*5=500

100*6=600

100*7=700

100*8=800

100*9=900

100*10=1000
```

4. Write a program to find the factorial value of any number entered through the keyboard.

```
import java.util.Scanner;
class GroupB4{
    public static void main(String[] args){
        Scanner in=new Scanner(System.in);
        int i;
        int sum=1;
        System.out.print("Enter number: ");
        int num=in.nextInt();
        for (i=1;i<=num;i++){
            sum=sum*i;
        }
        System.out.println(sum);
}</pre>
```

```
Enter number: Enter number: 11
39916800
```

5. Two numbers are entered through the keyboard. Write a program to find the value of one number raised to the power of another. (Do not use Java built-in method) [Home Task]

```
import java.util.Scanner;

class GroupB5{
    public static void main(String[] args){
        Scanner in=new Scanner(System.in);
        System.out.print("Enter number: ");
        int num=in.nextInt();
        System.out.print("Enter power: ");
        int pow=in.nextInt();
        System.out.println("The answer is : "+Math.pow(num,pow));
    }
}
```

```
Enter number: Enter number: 11
```

Enter power: 2

The answer is: 121.0

6. Write a program to enter the numbers till the user wants and at the end it should display the count of positive, negative and zeros entered.

```
import java.util.Scanner;
class GroupB6{
    public static void main(String[] args){
        Scanner in=new Scanner(System.in);
        double num;
        int pn=0,nn=0,z=0;
        char c;
        int i=1;
        do{
            System.out.print("Enter a number: ");
            num=in.nextDouble();
            if(num>0){
                pn=pn+i;
            }else if(num<0){</pre>
                nn=nn+i;
            }else{
                z=z+i;
            System.out.print("Press Y to continue putting data: ");
            c=in.next().charAt(0);
        }while((c=='Y') || (c=='y'));
        System.out.printf("%nIn the data you entered %nPositive numbers : "
        +pn+"%nNegative numbers : "+nn+"%nZeros : "+z);
}
```

```
Enter a number: 100
Press Y to continue putting data: Y
Enter a number: -2
Press Y to continue putting data: Y
Enter a number: 9
Press Y to continue putting data: Y
Enter a number: -14
Press Y to continue putting data: Y
Enter a number: 33
Press Y to continue putting data: Y
Enter a number: 11
Press Y to continue putting data: N
In the data you entered
Positive numbers: 4
Negative numbers : 2
Zeros : 0
```

7. Write a program to print Fibonacci series of n terms where n is input by user:

0 1 1 2 3 5 8 13 24

```
import java.util.Scanner;
class GroupB7{
    public static void main(String[] args){
        Scanner in=new Scanner(System.in);
        int n1=0,n2=1,n3=1,n;
        System.out.printf("%nEnter a number: ");
        n=in.nextInt();
        System.out.print(n1+" "+n2);
        do{
            System.out.print(" "+n3);
            n1=n2;
            n2=n3;
            n3=n1+n2;
        }while(n3<=n);
    }
}</pre>
```

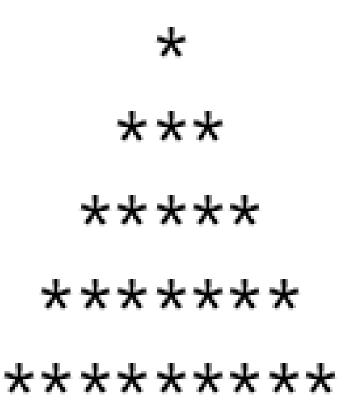
```
Enter a number: 123
0 1 1 2 3 5 8 13 21 34 55 89
```

8. Write a program to print following:

i) *

```
***
****
***
```

```
public class Groupb8A {
   public static void main(String[] args) {
     for (int i = 0; i < 5; i++) {
        for (int j = 0; j < 4 - i; j++) {
            System.out.print(" ");
        }
        for (int j = i; j >= 0; j--) {
            System.out.print("*");
        }
        for (int j = 1; j <= i; j++) {
            System.out.print("*");
        }
        System.out.println();
    }
}</pre>
```



```
ii) 1222333334444444555555555
```

```
iii) 1212321234321234543212345
```

```
public class Groupb8C {
   public static void main(String[] args) {
      for (int i = 0; i < 5; i++) {
        for (int j = 0; j < 4 - i; j++) {
            System.out.print(" ");
      }
      for (int j = i; j >= 0; j--) {
            System.out.print(j + 1);
      }
      for (int j = 1; j <= i; j++) {
            System.out.print(j + 1);
      }
      System.out.println();
   }
}</pre>
```

```
1
212
32123
4321234
543212345
```

Group C

- 1. Write a program that:
- (a) Uses a loop to add up all the even numbers between 100 and 200, inclusive..

```
class gC1a{
   public static void main(String[] args){
      int i,sum=0;
      for(i=100;i<=200;i=i+2){
            sum=sum+i;
      }
      System.out.println("The sum of all even numbers between 100 to 200 is: "+sum);
   }
}</pre>
```

The sum of all even numbers between 100 to 200 is: 7650

(b) Sums a series of (positive) integers entered by the user, excluding all numbers that are Greater than 100

```
import java.util.Scanner;

class gC1b{
    public static void main(String[] args){
        Scanner in=new Scanner(System.in);
        int num;
        char c;
        int sum=0;

        do{
            System.out.print("Enter a number smaller then 100: ");
            num=in.nextInt();
            if(num<=100&&num>=0){
                 sum=sum+num;
            }
                 System.out.print("Press Y to continue adding number: ");
            c=in.next().charAt(0);
            }while((c=='Y') || (c=='y'));
            System.out.println("The total sum is: "+sum);
        }
}
```

Enter a number smaller then 100: 99
Press Y to continue adding number: Y
Enter a number smaller then 100: 1
Press Y to continue adding number: N
The total sum is: 100

```
class gC1c{
   public static void main(String[] args){
     int i,sum=0;
     for(i=100;i<=200;i=i+2){
        sum=sum+i;
     }
     Syste m.out.println("The sum of all even numbers between 100 to 200 is: "+sum);
}</pre>
```

The sum of all even numbers between 100 to 200 is: 7650

(d) Prompts the user to enter any number of positive and negative integer values, then Displays the number of each type that were entered.

```
import java.util.Scanner;
class gC1d{
     public static void main(String[] args){
          Scanner in=new Scanner(System.in);
          double num;
          int pn=0,nn=0,z=0;
          char c;
          int i=1;
          do{
               System.out.print("Enter a number: ");
               num=in.nextDouble();
               if(num>0){
                    pn=pn+i;
               }else if(num<0){</pre>
                   nn=nn+i;
               }else{
                    z=z+i;
               System.out.print("Press Y to continue putting data: ");
               c=in.next().charAt(0);
          \label{eq:controller} \begin{tabular}{ll} $\text{System.out.printf("$n$In the data you entered $n$Positive numbers : "+pn+"$n$Negative numbers : "+nn+"$n$Zeros : "+z); \end{tabular}
```

```
Enter a number: 123
Press Y to continue putting data: Y
Enter a number: 345
Press Y to continue putting data: Y
Enter a number: -23
Press Y to continue putting data: Y
Enter a number: 22
Press Y to continue putting data: Y
Enter a number: -12
Press Y to continue putting data: N

In the data you entered
Positive numbers: 3
Negative numbers: 2
Zeros: 0
```

2. The following while loop is meant to multiply a series of integers input by the user, until a sentinel value of 0 is entered. Indicate any errors in the code given. See if you can fix the program and get it running.

```
public class Main {
  public static void main(String[] args) {
  int num;
  int product = 1;
  String a = System.console().readLine("Enter first number");
  num = Integer.parseInt(a);
  while (num != 0) {
  a = System.console().readLine("Enter first number");
  num = Integer.parseInt(a);
  product = product * num;
  }
  System.out.printf("product = %d", product);
  }
}
```

3. For each of the following, indicate which a definite loop is, and which an indefinite loop, Explain your reasoning.

```
public class Main {
public static void main(String[] args) {
int num;
String a = System.console().readLine("Enter a non-zero
value:"); num = Integer.parseInt(a);
while (num == 0) {
a = System.console().readLine("Enter a non-zero value:");
num = Integer.parseInt(a);
}
}
```

This is an indefinite loop because the code stops only when the user inputs a non-zero number like he is asked to do.

If the user inputs a zero value, the code inside the while(num==0) keeps on running.

```
public class Main {
public static void main(String[] args) {
int n = 0;
while (n < 10) {
System.out.printf("%f\n", Math.pow(2, n));
n = n + 1;
}
}
}</pre>
```

This is a definite loop because the while loop stops when the value of n exceeds the value of 10.

The value of n is 0 in the beginning of the program, but each time the code runs, a value is added to n and so after the program runs 10 times, the value of n exceeds 10 and the code stops running.

Group D

1. Write a program that determines how many of each coin a vending machine should dispense for

Different amounts of change. You should print a row for each value of change between 0 and 99 and $\,$

Columns for the change required.

For example, the start of the table should look like the

following:

Change	50p	20p	10p	5p	2p	1p
0	0	0	0	0	0	0
1	0	0	0	0	0	1
2	0	0	0	0	1	0
3	0	0	0	0	1	1
4	0	0	0	0	2	0
5	0	0	0	1	0	0

1 1 0 0 1 1 1 1 0 0 2 0 1 1 0 1 0 0 1 1 0 1 0 1 1 1 0 1 1 0 1 1 1 0 0 0 1 1 1 0 0 0 0 1 1 1 0 0 0 0 0 0 1 1 1 0							
1 1 0 0 1 1 1 1 0 0 2 0 1 1 0 1 0 0 1 1 0 1 0 1 1 1 0 1 1 0 1 1 0 1 1 1 1 1 1 0 0 0 1 1 1 0 0 0 0 1 1 1 0 0 0 1 1 0	71	1	1	0	0	0	1
1 1 0 0 2 0 1 1 0 1 0 0 1 1 0 1 0 1 1 1 0 1 1 0 1 1 0 1 1 1 1 1 1 0 0 0 1 1 1 0 0 0 1 1 1 0 0 1 1 1 1 0 0 1 1 1 1 0 0 1 1 1 1 0 0 1 1 1 1 1 0 0 1 1 1 1 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	72	1	1	0	0	1	0
1 1 0 1 0 0 1 1 0 1 0 1 1 1 0 1 1 0 1 1 1 0 0 0 1 1 1 0 0 0 1 1 1 0 0 0 1 1 1 0 0 1 1 1 1 0 0 1 1 1 1 0 0 1 1 1 1 1 0 0 1 1 1 1 0 0 1 1 1 1 1 0 0 1 1 1 1 1 1 1 1 1	73	1	1	0	0	1	1
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1 1 0 1 0 1 1 1 0 1 1 0 1 1 0 1 1 1 1 1 1 0 0 0 1 1 1 0 0 0 1 1 1 0 0 1 1 1 1 0 1 0 1 1 1 0 1 1 1 1 1 1 1 0 0 1	75	1	1	0	1	0	0
1 1 0 1 1 0 1 1 0 1 1 1 1 1 0 1 2 0 1 1 1 0 0 0 1 1 1 0 0 1 1 1 1 0 1 0 1 1 1 0 1 1 1 1 1 0 0 0 1 1 1 1 0 0 0 1	76	1	1		1		1
1 1 1 0 1 1 1 1 1 1 0 0 0 1 1 1 0 0 0 1 1 1 0 0 1 0 1 1 1 0 1 0 1	77	1	1	0	1	1	0
1 1 0 1 2 0 1 1 1 0 0 0 1 1 1 0 0 1 1 1 1 0 1 0 1 1 1 0 1 1 1 1 1 0 0 0 1 1 1 1 0 0 0 1	78	1	1	0	1	1	
1 1 1 0 0 0 1 1 1 0 0 1 1 1 1 0 1 0 1 1 1 0 1 1 1 1 1 0 0 0 1 1 1 1 0 0 0 1 <	79	1	1		1	2	0
1 1 1 0 0 1 1 1 1 0 1 0 1 1 1 0 1 1 1 1 1 0 1 1 1 1 1 1 0 0 1 1 1 1 0 1 1 1 1 1 1 0 1 1	80	1	1		0		
1 1 1 0 1 0 1 1 1 0 1 1 1 1 1 0 2 0 1 1 1 1 0 0 1 1 1 1 0 0 1 1 1 1 1 0 1 1 1 1 1 1 0 1	81	1	1	1			
1 1 1 0 1 1 1 1 1 0 2 0 1 1 1 1 0 0 1 1 1 1 0 1 1 1 1 1 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 2 0	82	1	1	1			0
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1 1 1 1 2 0 1 2 0 0 0 0 1 2 0 0 0 1 1 2 0 0 1 0 1 2 0 0 1 1 1 2 0 0 2 0 1 2 0 1 0 0 1 2 0 1 0 1 1 2 0 1 1 0 1 2 0 1 1 1	88						
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1 2 0 0 0 1 1 2 0 0 1 0 1 2 0 0 1 1 1 2 0 0 2 0 1 2 0 1 0 0 1 2 0 1 0 1 1 2 0 1 1 0 1 2 0 1 1 1	90						
1 2 0 0 1 0 1 2 0 0 1 1 1 2 0 0 2 0 1 2 0 1 0 0 1 2 0 1 0 1 1 2 0 1 1 0 1 2 0 1 1 1	91						
1 2 0 0 1 1 1 2 0 0 2 0 1 2 0 1 0 0 1 2 0 1 0 1 1 2 0 1 1 0 1 2 0 1 1 1	92						0
1 2 0 0 2 0 1 2 0 1 0 0 1 2 0 1 0 1 1 2 0 1 1 0 1 2 0 1 1 1	93						
1 2 0 1 0 0 1 2 0 1 0 1 1 2 0 1 1 0 1 2 0 1 1 1	94					•	0
1 2 0 1 0 1 1 2 0 1 1 0 1 2 0 1 1 1	95						
1 2 0 1 1 0 1 2 0 1 1 1	96						
1 2 0 1 1 1	97						
	98	•					
	99						
		•	_	-	•	_	-

2. Write a program to compute the cosine of x. The user should supply x and a positive integer n. We compute the cosine of x using the series and the computation should use all terms in the series up through the term involving $x^n \cos x = 1 - x^2/2! + x^4/4! - x^6/6! \dots$

```
import java.util.Scanner;
public class gD2 {
  public static void main(String[] args) {
   Scanner input = new Scanner(System.in);
System.out.println("Enter n: ");
    int n = input.nextInt();
    System.out.println("Enter x: ");
    double x = input.nextDouble();
    x = x * (Math.PI / 180.0);
    double cosValue = 1;
    for (int j = 1; j <= 1; j <= 1;
for (int j = 1; j <= 1; j++) {
    factorial *= j;
}</pre>
      double powerValue = Math.pow(x, i);
      if (i == 1) {
       powerValue = x;
      if (flag) {
       cosValue += powerValue / factorial;
      } else {
       cosValue -= powerValue / factorial;
      cosValue += powerValue / factorial;
} else {
        cosValue -= powerValue / factorial;
       flag = !flag;
      System.out.println(cosValue);
```