

# Department of Computer Science Maqsood Ahmed 38186 OOP Quiz: 02

# Question: 01

Write a program in Java that takes input from the user and check whether the number is positive or negative.

#### **Source Code:**

```
import java.util.Scanner;
public class OopLabQuiz_02 {
  public static void main(String args[]) {
    Scanner input = new Scanner(System.in);
    System.out.print("Enter the number: ");
    int num = input.nextInt();
    if(num >= 0) {
      System.out.println(num + " is positive");
    } else {
      System.out.println(num + " is negative");
    }
  }
```

### **OUTPUT:**

```
Microsoft Windows [Version 10.0.22631.3296]
(c) Microsoft Corporation. All rights reserved.

D:\Code Playground\Java>java OopLabQuiz_02.java
Enter the number: -9
-9 is negative

D:\Code Playground\Java>

D:\Code Playground\Java>

D:\Code Playground\Java>java OopLabQuiz_02.java
Enter the number: -9
-9 is negative

D:\Code Playground\Java>
```

# **Question: 02**

Write a java program to Take values of length and breadth of a rectangle from user and check if it is square or not.

#### **Source Code:**

import java.util.Scanner;

```
public class OopLabQuiz_02 {
  public static void main(String args[]) {
    Scanner input = new Scanner(System.in);
    System.out.print("Enter the value of length of the rectangle: ");
    float length = input.nextFloat();
    System.out.print("Enter the value of breadth of the rectangle: ");
    float breadth = input.nextFloat();
```

```
if(length == breadth) {
          System.out.println("It is square :)");
     } else {
          System.out.println("It is not square ):");
     }
}
```

## **OUTPUT:**

```
Microsoft Windows [Version 10.0.22631.3296]
(c) Microsoft Corporation. All rights reserved.

D:\Code Playground\Java>java OopLabQuiz_02.java
Enter the value of length of the rectangle: 7.5
It is square:)

D:\Code Playground\Java>java OopLabQuiz_02.java
Enter the value of breadth of the rectangle: 7.5
It is square:)

D:\Code Playground\Java>java OopLabQuiz_02.java
Enter the value of length of the rectangle: 3.2
Enter the value of breadth of the rectangle: 5.3
It is not square):

D:\Code Playground\Java>
```

# **Question: 03**

Write a java program and display the following grading policy of the university using Switch statement.

If the user presses F, it shows the marks are less than 40

If the user presses D, it shows the marks are greater than 40 and less than 50

If the user presses C, it shows the marks are greater than 50 and less than 60

If the user presses B, it shows the marks are greater than 60 and less than 80

If the user presses A, it shows the marks are greater than 80 and less than and equal to 100

#### **Source Code:**

```
import java.util.Scanner;

public class OopLabQuiz_02 {

   public static void main(String args[]) {

       Scanner input = new Scanner(System.in);

       System.out.print("What's your grade: ");

       char grade = input.next().charAt(0);
```

```
switch(grade) {
    case 'A'-> System.out.println("Marks are greater than 80 and less than
100");
    case 'B'-> System.out.println("Marks are greater than 60 and less than
80");
    case 'C'-> System.out.println("Marks are greater than 50 and less than
60");
    case 'D'-> System.out.println("Marks are greater than 40 and less than
50");
    case 'F'-> System.out.println("Marks are less than 40");
}
```

#### **OUTPUT:**

```
D:\Code Playground\Java>java OopLabQuiz_02.java
What's your grade: A
Marks are greater than 80 and less than 100

D:\Code Playground\Java>java OopLabQuiz_02.java
What's your grade: C
Marks are greater than 50 and less than 60

D:\Code Playground\Java>java OopLabQuiz_02.java
What's your grade: B
Marks are greater than 60 and less than 80

D:\Code Playground\Java>java OopLabQuiz_02.java
What's your grade: D
Marks are greater than 40 and less than 50

D:\Code Playground\Java>java OopLabQuiz_02.java
What's your grade: D
Marks are greater than 40 and less than 50

D:\Code Playground\Java>java OopLabQuiz_02.java
What's your grade: F
Marks are less than 40

D:\Code Playground\Java>java OopLabQuiz_02.java
```

The End