

## **Week 3**

### ***1. Write a java program to add the two numbers.***

#### **Program:**

```
package week3;

public class sumoftwonum{

    public static void main(String[] args){

        int a=28;

        int b=17;

        int sum=a+b;

        System.out.print("Sum = "+sum);

    }

}
```

#### **Output:**



### ***2. Write a java program to multiply two floating numbers.***

#### **Program:**

```
package week3;

public class floatproduct{

    public static void main(String[] args){

        double a=5.40;

        double b=1.78;
```

```
        double pro=a*b;

        System.out.print("Product = "+pro);

    }

}
```

**Output:**



***3. Write a java program to display a cube of a number.***

**Program:**

```
package week3;

public class cube{

    public static void main(String[] args){

        int num=7;

        int cube=num*num*num;

        System.out.print("Cube of "+num+" is "+cube);

    }

}
```

**Output:**



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**4. Write a java program that takes three numbers as input to calculate and print the average of the numbers.**

**Program:**

```
package week3;

import java.util.Scanner;

public class avgofthree{
    public static void main(String[] args){
        //creating a scanner object to read input:
        Scanner scanner=new Scanner(System.in);
        System.out.print("Enter Integer-1: ");
        int a=scanner.nextInt();
        System.out.print("Enter Integer-2: ");
        int b=scanner.nextInt();
        System.out.print("Enter Integer-3: ");
        int c=scanner.nextInt();
        double avg=(a+b+c)/3.0;
        System.out.println("Average of "+a+", "+b+" and "+c+" is: "+avg);
    }
}
```

**Output:**



```
Output - avgofthree.java x
Enter Integer-1: 34
Enter Integer-2: 12
Enter Integer-3: 78
Average of 34, 12 and 78 is: 41.333333333333336
|
```

### ***5. Write a java program to compute the distance between two points.***

#### **Program:**

```
package week3;
```

```
public class distance{
    public static void main(String[] args){
        double x1=4, y1=2;
        double x2=1, y2=6;
        double distance;
        distance=Math.sqrt(Math.pow(x2-x1,2)+Math.pow(y2-y1,2));
        System.out.print("Distance Point 1 and Point 2 is: "+distance);
    }
}
```

#### **Output:**



```
Output - distance.java x
Distance Point 1 and Point 2 is: 5.0
```