Practical No: 1-A

```
Title: Kotlin Demonstration
1A] code: positive or negative
fun main(){
val number = -10
if(number > 0)
{
    print("POSITIVE NUMBER")
else{
    print("NEGATIVE NUMBER.")
}
output:
```

```
D:\SYCS B-21\ANDROID Practical>kotlinc positive.kt -include-runtime -d positive.jar

D:\SYCS B-21\ANDROID Practical>java -jar positive.jar

NEGATIVE NUMBER.
D:\SYCS B-21\ANDROID Practical>kotlinc positive.kt -include-runtime -d positive.jar

D:\SYCS B-21\ANDROID Practical>java -jar positive.jar

POSITIVE NUMBER
D:\SYCS B-21\ANDROID Practical>
```

```
1b] code: even odd
fun main(){
  val number = 21
  if(number %2==0)
  {
     print("EVEN NUMBER")
  }
  else{
     print("ODD NUMBER.")
  }
  output:
```

```
D:\SYCS B-21\ANDROID Practical>kotlinc evenodd.kt -include-runtime -d evenodd.jar

D:\SYCS B-21\ANDROID Practical>java -jar evenodd.jar

ODD NUMBER.
D:\SYCS B-21\ANDROID Practical>
```

```
1c] code: max value
fun main(){
val a = -9
val b = -11
val max = if(a>b){
println("$a is larger than $b")
println("Max variable holds value of a.")
}
else{
println("$b is larger than $a")
println("Max variable holds value of b.")
```

```
}
println("max = $max")
}
```

output:

```
D:\SYCS B-21\ANDROID Practical>kotlinc maxval.kt -include-runtime -d maxval.jar

D:\SYCS B-21\ANDROID Practical>java -jar maxval.jar

-9 is larger than -11
Max variable holds value of a.
max = kotlin.Unit

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```

```
1d]code: greater value
fun main(){
val n1 = 50
val n2 = 25
val n3 = -5
val max = if(n1>n2) {
if (n1>n3)
```

```
n1
else
n3
} else{
if (n2>n3)
n2
else
n3
println("max = $max")
}
output:
```

```
1e] code: to check days
fun main(){
val day = 4
val result = when(day){
1->"Monday"
2->"Tueday"
3->"Wednesday"
4->"Thursday"
5->"Friday"
6->"Satday"
7->"Sunday"
else->"Invalid Day."
}
println(result)
}
output:
```

```
D:\SYCS B-21\ANDROID Practical>kotlinc days.kt -include-runtime -d days.jar

D:\SYCS B-21\ANDROID Practical>java -jar days.jar

Thursday

D:\SYCS B-21\ANDROID Practical>
```

```
1f] code: to check operator
fun main(){
val a = 25
val b = 5
println("Enter operator either +,-,* or /")
val operator = readLine()
val result = when(operator) {
"+" -> a+b
"-" -> a-b
"*" -> a*b
"/" -> a/b
else -> "$operator operator is an invalid operator."
}
```

```
println("result = $result")
}
```

output:

```
Command Prompt
D:\SYCS B-21\ANDROID Practical>kotlinc operator.kt -include-runtime -d operator.jar
D:\SYCS B-21\ANDROID Practical>java -jar operator.jar
Enter operator either +,-,* or /
result = 5
D:\SYCS B-21\ANDROID Practical>kotlinc operator.kt -include-runtime -d operator.jar
D:\SYCS B-21\ANDROID Practical>java -jar operator.jar
Enter operator either +,-,* or /
result = 30
D:\SYCS B-21\ANDROID Practical>kotlinc operator.kt -include-runtime -d operator.jar
D:\SYCS B-21\ANDROID Practical>java -jar operator.jar
Enter operator either +,-,* or /
result = 20
D:\SYCS B-21\ANDROID Practical>kotlinc operator.kt -include-runtime -d operator.jar
D:\SYCS B-21\ANDROID Practical>java -jar operator.jar
Enter operator either +,-,* or /
result = 125
D:\SYCS B-21\ANDROID Practical>
```

1g] demonstaration of "do-while"

code:

fun main() {

var sum: Int = 0

var input: String

do{

print("Enter an Integer: ")

```
input = readLine()!!
sum +=input.toInt()
} while(input!="0")
println("sum = $sum")
}
```

output:

```
Command Prompt
D:\SYCS B-21\ANDROID Practical>kotlinc dowhile.kt -include-runtime -d dowhile.jar
D:\SYCS B-21\ANDROID Practical>java -jar dowhile.jar
Enter an Integer: 1
Enter an Integer: 23
Enter an Integer: 12
Enter an Integer: 21
Enter an Integer: 27
Enter an Integer: 35
Enter an Integer: 36
Enter an Integer: 38
Enter an Integer: 19
Enter an Integer: 5
Enter an Integer: 32
Enter an Integer: 0
sum = 249
D:\SYCS B-21\ANDROID Practical>
```