1)

```
import java.util.Scanner;

public class Shuffle {
        public static void main(String[] args) {
    int[] arr= {1, 2, 3, 4, 5, 6, 7};
    Scanner sc = new Scanner(System.in);
    for (int i = arr.length - 1; i > 0; i--) {
       int j = sc.nextInt(i + 1);
       int temp = arr[i];
       arr[i] = arr[j];
       arr[j] = temp;
    }
    for (int value : arr) {
       System.out.print(value + " ");
    }
  }
}
```

2)

```
import java.util.Scanner;

public class Roman {
        public static int romanToInt(String s) {
                int result = 0;
                int value1 = 0;
                for (int i = s.length() - 1; i >= 0; i--) {
                        char c = s.charAt(i);
                        int value2 = 0;
```

```
switch (c) {
                case 'I':
                        value2 = 1;
                        break;
                case 'V':
                        value2 = 5;
                        break;
                case 'X':
                        value2 = 10;
                        break;
                case 'L':
                        value2 = 50;
                        break;
                case 'C':
                        value2 = 100;
                        break;
                case 'D':
                        value2 = 500;
                        break;
                case 'M':
                        value2 = 1000;
                        break;
                }

                if (value2 < value1) {
                        result -= value2;
                } else {
                        result += value2;
                }

                value1 = value2;
        }
```

```
            return result;
        }

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

            System.out.print("Enter  Roman Number: ");
            String romanNumber = scanner.nextLine().toUpperCase();

            int integerValue = romanToInt(romanNumber);

            System.out.println("The integer value " + romanNumber + " is " + integerValue);

            scanner.close();
        }
}
```

3.

```
public class AnagramOrNot {

        public static void main(String[] args) {
            String s1 = "silent";
            String s2 = "listen";

            if(s1.length()==s2.length()) {

                char[] ch1=s1.toCharArray();
                char[] ch2=s2.toCharArray();

                for(int i=0;i<=ch1.length-1;i++) {
                    for(int j=i+1;j<=ch1.length-1;j++) {
```

```
                        if(ch1[i]>ch1[j]) {
                                char temp=ch1[i];
                                ch1[i]=ch1[j];
                                ch1[j]=temp;
                        }
                        if(ch2[i]>ch2[j]) {
                                char temp=ch2[i];
                                ch2[i]=ch2[j];
                                ch2[j]=temp;
                        }
                }
        }
        boolean isAnagram=true;

        for(int k=0;k<=ch1.length-1;k++) {
                if(ch1[k]!=ch2[k]) {
                        isAnagram=true;
                        break;
                }
        }
        if(isAnagram==true) {
                System.out.println("Two Strings Are Equal");
        }
        else {
                System.out.println("Two Strings Are Not Equal");
        }
    }
    else {
        System.out.println("Two Strings Are Not Equal");
    }
  }
}
```

JavaScript.

1.

```
function reverse (wordss) {
  let words = [];  let word = "";
  let reverseSentence = "";

  for (let i = 0; i < wordss.length; i++) {
    let char = word[i];

    if (char !== " ") {
      word += char;
    } else {

      reverseSentence += reverse(word) + " ";
      word = "";
    }
  }

  reverseSentence += reverse(word);

  return reverseSentence;
}

function reverse(wordss) {
  let reversed= "";

  for (let i = word.length - 1; i >= 0; i--) {
    reversed += word[i];
  }

  return reversed;
```

```
}

const sentences = "LIFE IS VERY BEAUTIFULL";
const reversed = reverse(sentences);

console.log(reverse);
```

2.

```
function Descending(arr) {
  const n = arr.length;
  for (let i = 0; i < n - 1; i++) {
    for (let j = 0; j < n - i - 1; j++) {
      if (arr[j] < arr[j + 1]) {
        const temp = arr[j];
        arr[j] = arr[j + 1];
        arr[j + 1] = temp;
      }
    }
  }
}
const arr = [20, 30, 33, 15, 12, 19, 32];
Descending (arr);

console.log("Descending Order:", arr);
```

HTML

1.

```
<!DOCTYPE html>
<html>
<head>
   <link rel="stylesheet" type="text " href="calculator.css">
</head>
<body>
   <div class="calculator">
      <input type="text" id="display" >
      <div class="buttons">
         <button onclick="appendNumber('7')">7</button>
         <button onclick="appendNumber('8')">8</button>
         <button onclick="appendNumber('9')">9</button>
         <button onclick="appendOperator('+')">+</button>
         <button onclick="appendNumber('4')">4</button>
         <button onclick="appendNumber('5')">5</button>
         <button onclick="appendNumber('6')">6</button>
         <button onclick="appendOperator('-')">-</button>
         <button onclick="appendNumber('1')">1</button>
         <button onclick="appendNumber('2')">2</button>
         <button onclick="appendNumber('3')">3</button>
         <button onclick="appendOperator('*')">*</button>
         <button onclick="appendNumber('0')">0</button>
         <button onclick="appendOperator('.')">.</button>
         <button onclick="calculateResult()">=</button>

      </div>
   </div>
</body>
</html>
```

calculator.css

```
body {
    display: flex;
    justify-content: center;
    align-items: center;
    height: 100h;
    margin: 0;
}

.calculator {
    border: 2px solidBlack;
    border-radius: 5px;
    width: 100px;
    padding: 10px;
    background-color: gray;
    text-align: center;
    font-size: 10px;
}

.buttons {
    display: grid;
    grid-template-columns: repeat(5, 1fr);
    gap: 10px;
}

button {
    width: 100%;
    padding: 5px;
    border: 1px solid;
    border-radius: 5px;
    background-color: blue;
    cursor: pointer;
```

```
}

button:hover {
    background-color:solidGray;
}
```