

Methods - assignment.java-copy

Class Edit Tools Options

Methods x

Compile Undo Cut Copy Paste Find... Close

Source Code

```
/**
 * Write a description of class methods here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */

import java.util.Scanner;

public class Methods {

    public static void main(String[] args) {
        // Create a Scanner object to read input from the user
        Scanner scanner = new Scanner(System.in);

        // Prompt the user to enter three numbers
        System.out.println("Enter the first number: ");
        int num1 = scanner.nextInt();

        System.out.println("Enter the second number: ");
        int num2 = scanner.nextInt();

        System.out.println("Enter the third number: ");
        int num3 = scanner.nextInt();

        // Determine the largest and smallest numbers
        int largest = num1;
        int smallest = num1;
    }
}
```

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Source Code

```
// Determining the largest and smallest numbers
int largest = num1;
int smallest = num1;

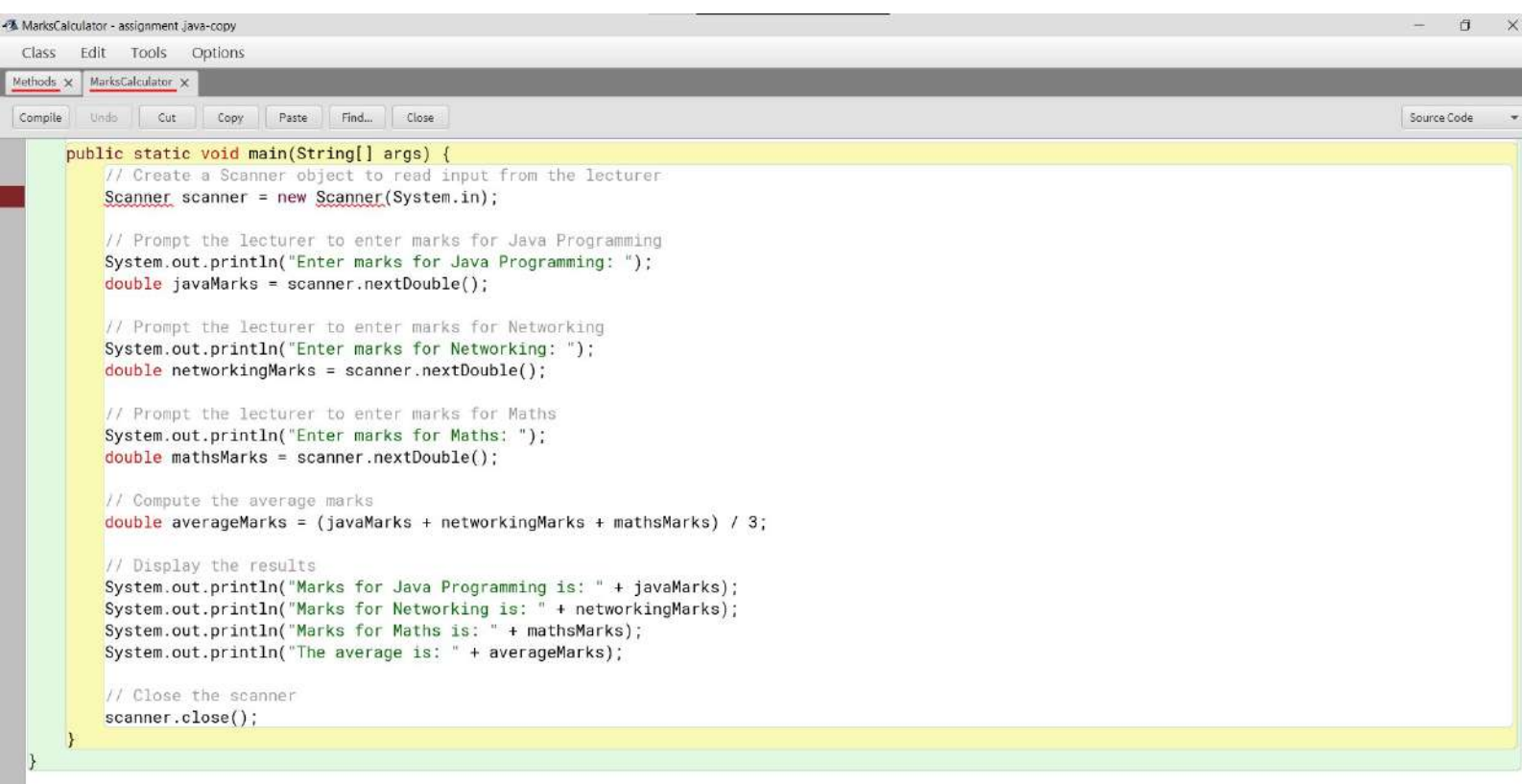
if (num2 > largest) {
    largest = num2;
}
if (num3 > largest) {
    largest = num3;
}

if (num2 < smallest) {
    smallest = num2;
}
if (num3 < smallest) {
    smallest = num3;
}

// Display the results
System.out.println("The smallest number: " + smallest);
System.out.println("The largest number: " + largest);
System.out.println(largest + " is your largest and " + smallest + " smallest number.");

// Close the scanner
scanner.close();
}
```

```
public class Methods {  
    public static void main(String[] args) {  
        Methods methods = new Methods();  
        methods.checkLeapYear();  
    }  
  
    public void checkLeapYear() {  
        Scanner scanner = new Scanner(System.in);  
  
        // Prompt the user to enter a year  
        System.out.println("Enter a year: ");  
        int year = scanner.nextInt();  
  
        // Check if the year is a leap year  
        if ((year % 4 == 0 && year % 100 != 0) || (year % 400 == 0)) {  
            System.out.println("The year you entered is a leap year.");  
        } else {  
            System.out.println("The year you entered is not a leap year.");  
        }  
  
        // Close the scanner  
        scanner.close();  
    }  
}
```



The screenshot shows an IDE window titled "MarksCalculator - assignment java-copy". The window has a menu bar with "Class", "Edit", "Tools", and "Options". Below the menu bar is a toolbar with buttons for "Compile", "Undo", "Cut", "Copy", "Paste", "Find...", and "Close". A tab labeled "MarksCalculator" is active. The main editor area contains the following Java code:

```
public static void main(String[] args) {  
    // Create a Scanner object to read input from the lecturer  
    Scanner scanner = new Scanner(System.in);  
  
    // Prompt the lecturer to enter marks for Java Programming  
    System.out.println("Enter marks for Java Programming: ");  
    double javaMarks = scanner.nextDouble();  
  
    // Prompt the lecturer to enter marks for Networking  
    System.out.println("Enter marks for Networking: ");  
    double networkingMarks = scanner.nextDouble();  
  
    // Prompt the lecturer to enter marks for Maths  
    System.out.println("Enter marks for Maths: ");  
    double mathsMarks = scanner.nextDouble();  
  
    // Compute the average marks  
    double averageMarks = (javaMarks + networkingMarks + mathsMarks) / 3;  
  
    // Display the results  
    System.out.println("Marks for Java Programming is: " + javaMarks);  
    System.out.println("Marks for Networking is: " + networkingMarks);  
    System.out.println("Marks for Maths is: " + mathsMarks);  
    System.out.println("The average is: " + averageMarks);  
  
    // Close the scanner  
    scanner.close();  
}
```

MixedMethods - assignment.java-copy

Class Edit Tools Options

Methods x MarksCalculator x MixedMethods x

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Source Code

```
public class MixedMethods {  
    // Instance variable  
    private int number;  
  
    // Constructor  
    public MixedMethods(int number) {  
        this.number = number;  
    }  
  
    // Non-static method  
    public void displayNumber() {  
        System.out.println("The number is: " + number);  
    }  
  
    // Static method 1  
    public static int add(int a, int b) {  
        return a + b;  
    }  
  
    // Static method 2  
    public static void printMessage(String message) {  
        System.out.println(message);  
    }  
  
    // Main method to test the class  
    public static void main(String[] args) {  
        // Create an instance of MixedMethods using the constructor
```

```
public static void main(String[] args) {  
    // Create an instance of MixedMethods using the constructor  
    MixedMethods instance = new MixedMethods(10);  
  
    // Call the non-static method  
    instance.displayNumber();  
  
    // Call the static methods  
    int result = MixedMethods.add(5, 3);  
    System.out.println("The result of addition is: " + result);  
  
    MixedMethods.printMessage("Hello, this is a static method!");  
}
```

Main - assignment.java-copy-copy

Class Edit Tools Options

Main X

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Source Code

```
//  
public class Main {  
  
    public static void main(String[] args) {  
        // Part A: Display prime numbers between 1 and 500  
        System.out.println("Prime numbers between 1 and 500:");  
        for (int i = 1; i <= 500; i++) {  
            if (isPrime(i)) {  
                System.out.print(i + " ");  
            }  
        }  
        System.out.println();  
  
        // Part B: Generate the first 10 terms of the Fibonacci sequence starting with 1 and 2  
        System.out.println("First 10 terms of the Fibonacci sequence starting with 1 and 2:");  
        generateFibonacci(10);  
  
        // Part C: Sum of even-valued Fibonacci terms not exceeding four million  
        System.out.println("Sum of even-valued Fibonacci terms not exceeding four million:");  
        int sum = sumEvenFibonacci(4000000);  
        System.out.println(sum);  
    }  
  
    // Part A: Method to check if a number is prime  
    public static boolean isPrime(int number) {  
        if (number <= 1) {  
            return false;  
        }  
        for (int i = 2; i <= Math.sqrt(number); i++) {  
            if (number % i == 0) {  
                return false;  
            }  
        }  
        return true;  
    }  
}
```

```

    return true;
}

// Part B: Method to generate the first n terms of the Fibonacci sequence
public static void generateFibonacci(int n) {
    int first = 1, second = 2;
    System.out.print(first + " " + second + " ");
    for (int i = 3; i <= n; i++) {
        int next = first + second;
        System.out.print(next + " ");
        first = second;
        second = next;
    }
    System.out.println();
}

// Part C: Method to find the sum of even-valued Fibonacci terms not exceeding max
public static int sumEvenFibonacci(int max) {
    int first = 1, second = 2;
    int sum = 0;
    while (second <= max) {
        if (second % 2 == 0) {
            sum += second;
        }
        int next = first + second;
        first = second;
        second = next;
    }
    return sum;
}

```



```

public class PalindromeCheckerGUI extends JFrame {

    private JTextField numberField;
    private JLabel resultLabel;

    public PalindromeCheckerGUI() {
        // Set up the frame
        setTitle("Palindrome Checker");
        setSize(300, 150);
        setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        setLayout(new BorderLayout());

        // Create components
        numberField = new JTextField(10);
        JButton checkButton = new JButton("Check");
        resultLabel = new JLabel("", SwingConstants.CENTER);

        // Add components to the frame
        JPanel inputPanel = new JPanel();
        inputPanel.add(new JLabel("Enter a number:"));
        inputPanel.add(numberField);
        inputPanel.add(checkButton);
        add(inputPanel, BorderLayout.NORTH);
        add(resultLabel, BorderLayout.CENTER);

        // Add action listener to the button
        checkButton.addActionListener(new ActionListener() {
            public void actionPerformed(ActionEvent e) {
                String numberText = numberField.getText();
                if (isPalindrome(numberText)) {

```

```

        String numberText = numberField.getText();
        if (isPalindrome(numberText)) {
            resultLabel.setText(numberText + " is a palindrome.");
        } else {
            resultLabel.setText(numberText + " is not a palindrome.");
        }
    }
}

// Method to check if a number is a palindrome
private boolean isPalindrome(String numberText) {
    int length = numberText.length();
    for (int i = 0; i < length / 2; i++) {
        if (numberText.charAt(i) != numberText.charAt(length - 1 - i)) {
            return false;
        }
    }
    return true;
}

public static void main(String[] args) {
    // Create and show the GUI
    SwingUtilities.invokeLater(new Runnable() {
        public void run() {
            new PalindromeCheckerGUI().setVisible(true);
        }
    });
}
}

```

ArrayOperations - assignment.java-copy-copy

Class Edit Tools Options

Main X PalindromeCheckerGUI X ArrayOperations X

Compile Undo Cut Copy Paste Find... Close

Source Code

```
public class ArrayOperations {  
    public static void main(String[] args) {  
        Scanner scanner = new Scanner(System.in);  
  
        // Create an array to store 15 integers  
        int[] numbers = new int[15];  
  
        // Input 15 integers from the user  
        System.out.println("Enter 15 integers:");  
        for (int i = 0; i < numbers.length; i++) {  
            numbers[i] = scanner.nextInt();  
        }  
  
        // Print the values stored in the array  
        System.out.println("Values in the array:");  
        for (int i = 0; i < numbers.length; i++) {  
            System.out.print(numbers[i] + " ");  
        }  
        System.out.println();  
  
        // Ask user to enter a number and check if it's in the array  
        System.out.println("Enter a number to search in the array:");  
        int searchNumber = scanner.nextInt();  
        boolean found = false;  
        for (int i = 0; i < numbers.length; i++) {  
            if (numbers[i] == searchNumber) {  
                System.out.println("The number is found at index " + i);  
                found = true;  
                break;  
            }  
        }  
    }  
}
```

ArrayOperations - assignment.java-copy-copy

Class Edit Tools Options

Main X PalindromeCheckerGUI X ArrayOperations X

Compile Undo Cut Copy Paste Find... Close

Source Code

```
if (!found) {
    System.out.println("Number not found in this array");
}

// Create a new array with elements in reverse order
int[] reversedArray = new int[numbers.length];
for (int i = 0; i < numbers.length; i++) {
    reversedArray[i] = numbers[numbers.length - 1 - i];
}

// Print the reversed array
System.out.println("Reversed array:");
for (int i = 0; i < reversedArray.length; i++) {
    System.out.print(reversedArray[i] + " ");
}
System.out.println();

// Get the sum and product of all elements
int sum = 0;
int product = 1;
for (int number : numbers) {
    sum += number;
    product *= number;
}

// Print the sum and product
System.out.println("Sum of all elements: " + sum);
System.out.println("Product of all elements: " + product);

// Close the scanner
```

saved

New Class...

→

Compile

