

# Java Tasks



Each task should be created as a class. I.e. Task01, Task02 unless a different name is specified. All classes should be created in Java project. Choose appropriate project name (e.g. Tasks) and use packages(e.g. *lv.rcs.lesson3* (or whatever lesson we have)).

# Java Task 01



Create a program in class ***Greetings*** which does following

- 1) Defines a *String* type variable with initial value which is “your” name(any name)
- 2) Defines an *int* type variable which is initialized with “your” age(any age) as a whole number
- 3) Print out message which contains the text below with NAME and AGE replaced by variables respectively

Example output:

“Hello, my name is <NAME> I am <AGE> years old”

# Java Task 02



Create a program in class ***GreetingsInteractive*** by using previous program in a class ***Greetings*** as a base. Improve the program to ask user to input their name and then their age. Format the input prompt with notifications what is asked from user. Part that prints final message on the screen should not be changed.

Example output:

“Hello, my name is <NAME> I am <AGE> years old”

# Java Task 03



Create a program in class **BasicMath** which does following

- 1) Asks user to enter a whole number (integer) and assigns it to a variable of appropriate type (A)
- 2) Asks user to enter a floating point number and assigns it to a variable of appropriate type (B)
- 3) Prints out the result of adding(A+B), subtracting(A-B), multiplying(A\*B) and dividing(A/B) these values, then print out a square of the sum(sum\*sum)

Example output:

“Sum of <A> and <B> is <SUM>”

“Subtracting <A> and <B> is <SUB>”

“Multiplying <A> and <B> the result is <SUB>”

etc

# Java Task 04



Create a program in class ***ConditionalMath*** (requires to know if - else if - else)

- 1) Asks user to enter a whole number and assign it to a variable of appropriate type (A)
- 2) Asks user to enter a whole number and assign it to a variable of appropriate type (B)
- 3) Compare both numbers and print out Message saying which number is greater and which is smaller

Example output:

“<A> is greater than <B>”

OR

“<A> and <B> are equal”