1. package Assign\_Day2;

public class diomond\_pattern {

public static void main(String[] args) {

for(int i=1;i<=5;i++) {

for(int j=1;j<=5-i;j++) {

System.***out***.print(" ");

}

for(int k=1;k<=(2\*i-1);k++) {

System.***out***.print("\*");

}

System.***out***.println();

}

for(int i=5-1;i>=1;i--) {

for(int j=1;j<=5-i;j++) {

System.***out***.print(" ");

}

for(int k=1;k<=(2\*i-1);k++) {

System.***out***.print("\*");

}

System.***out***.println();

}

}

}

2. package Assign\_Day2;

public class Even\_numbers {

public static void main(String[] args) {

System.***out***.println("Even numbers from 2 to 50:");

for(int i=2;i<=50;i++) {

if(i %2==0) {

System.***out***.print(i+" ");

}

}

System.***out***.println();

}

}

3. package Assign\_Day2;

import java.util.Scanner;

public class Factorial\_number {

public static void main(String[] args) {

Scanner scr=new Scanner(System.***in***);

System.***out***.println("Enter non negtive integer: ");

int num=scr.nextInt();

if(num<0) {

System.***out***.println("Factorial is not defined for negative number");

}

else {

long fac=1;

for(int i=1;i<=num;i++) {

fac\*=i;

}

System.***out***.println("Factorial of "+ num +" is "+ fac);

}

}

}

4. package Assign\_Day2;

import java.util.Scanner;

public class Fibinacci {

public static void main(String[] args) {

Scanner sc=new Scanner(System.***in***);

System.***out***.println("Enter any number:");

int count=sc.nextInt();

int n1=0,n2=1;

System.***out***.print("Fibonacci Series: ");

for(int i=0;i<=count;i++) {

System.***out***.print(n1+" ");

int n3=n2+n1;

n1=n2;

n2=n3;

}

}

}

5. package Assign\_Day2;

public class Multiplication\_17 {

public static void main(String[] args) {

int num=17;

for(int i=1;i<=10;i++) {

System.***out***.println(num+" \* "+i+" = "+(num\*i));

}

}

}

6. package Assign\_Day2;

import java.util.Scanner;

public class No\_of\_digits {

public static void main(String[] args) {

Scanner sc=new Scanner(System.***in***);

System.***out***.println("Enter any number:");

int number=sc.nextInt();

int count=0;

if(number==0) {

count=1;

}

else {

for(;number!=0;number/=10,++count);

}

System.***out***.println("Number of digits: "+count);

}

}

7. package Assign\_Day2;

import java.util.Scanner;

public class palindrome {

public static void main(String[] args) {

Scanner sc=new Scanner(System.***in***);

System.***out***.println("Enter any number:");

int number=sc.nextInt();

int originalNumber=number;

int reverseNumber=0;

while(number!=0) {

int digit=number%10; //to get last digit

reverseNumber=reverseNumber\*10+digit;

number/=10;

}

if(originalNumber==reverseNumber) {

System.***out***.println("Number is a palindrome");

}

else

System.***out***.println("Number is not palinfrome");

}

}

8. package Assign\_Day2;

import java.util.Scanner;

public class prime\_number {

public static void main(String[] args) {

Scanner sc=new Scanner(System.***in***);

System.***out***.println("Enter a number: ");

int num=sc.nextInt();

if(num % 2 == 0) {

System.***out***.println(num +" is not a prime number");

}

else

System.***out***.println(num +" is a prime number");

}

}

9. package Assign\_Day2;

public class pyramid\_pattern {

public static void main(String[] args) {

for(int i=1;i<=5;i++) {

for(int j=1;j<=5-i;j++) {

System.***out***.print(" ");

}

for(int k=1;k<=(2\*i-1);k++) {

System.***out***.print("\*");

}

System.***out***.println();

}

}

}

10. package Assign\_Day2;

public class pyramid\_pattern {

public static void main(String[] args) {

for(int i=1;i<=5;i++) {

for(int j=1;j<=5-i;j++) {

System.***out***.print(" ");

}

for(int k=1;k<=(2\*i-1);k++) {

System.***out***.print("\*");

}

System.***out***.println();

}

}

}

11. package Assign\_Day2;

public class reverse\_numbers {

public static void main(String[] args) {

for(int i=20;i>=1;i--) {

System.***out***.println(i);

}

}

}

12. package Assign\_Day2;

public class square\_numbers {

public static void main(String[] args) {

System.***out***.println("Square of numbers from 1 to 10:");

for(int i=1;i<=10;i++) {

int square =i\*i;

System.***out***.println("The square of "+i+" is "+square);

}

}

}

13. package Assignment\_day2;

public class even\_numbers {

public static void main(String[] args) {

for (int i = 1; i <= 50; i++) {

if (i % 2 == 0) {

System.***out***.println(i + " ");

}

}

}

}

14. package Assignment\_day2;

public class table17 {

public static void main(String[] args) {

int number = 17;

System.***out***.println("Multiplication Table of " + number + ":");

for (int i = 1; i <= 10; i++) {

System.***out***.println(number + " x " + i + " = " + (number \* i));

}

}

}