**This Keyword**

➢ Program to find the reverse of a number • Two constructors, one for calculation reverse and other for display “Finding reverse…” • Argument variable and instance variable should be same Main method allows to invoke only one constructor

**Program**

class ReverseNew2

{

int num;

public static void main(String args[])

{

ReverseNew2 obj= new ReverseNew2(343);

}

public ReverseNew2()

{

System.out.println("\*\*\*JAVA PROGRAM FOR FINDING THE RESVERSE NUMBER: \*\*\*");

}

public ReverseNew2(int number)

{

this();

this.num=number;

int a;

int rev=0;

while(number>0)

{

a=number%10;

rev=rev\*10+a;

number=number/10;

}

System.out.println("Reverse number of " +this.num +" is " +rev);

this.palindrome(rev);

}

public void palindrome(int rev)

{

if(this.num==rev)

{

System.out.println("Number is Palindrome");

}

else

System.out.println("Number is not palindrome");

}

}

**Output**

C:\Users\user\Desktop\java>javac ReverseNew2.java

C:\Users\user\Desktop\java>java ReverseNew2

\*\*\*JAVA PROGRAM FOR FINDING THE RESVERSE NUMBER: \*\*\*

Reverse number of 343 is 343

Number is Palindrome

➢ Program to find the factorial of a number • Two methods, one for find calculate and other for print result. • Pass the number as argument • Main method allows to invoke only one method

**Program**

class FactorialNew

{

public static void main(String args[])

{

FactorialNew obj=new FactorialNew();

obj.factorial(5);

}

public void factorial(int number)

{

int fact=1;

for(int i=1;i<=number;i++)

{

fact=fact\*i;

}

this.display(fact);

}

public void display(int fact)

{

System.out.println("factorial:" +fact);

}

}

**Output**

C:\Users\user\Desktop\java>javac FactorialNew.java

C:\Users\user\Desktop\java>java FactorialNew

factorial:120