1. **Write a Java Program to reverse a string without using String inbuilt function.**

|  |
| --- |
| **public** **class** FinalReverseWithoutUsingStringMethods {  **public** **static** **void** main(String[] args) {            // TODO Auto-generated method stub            String str = "Automation";            StringBuilder str2 = **new** StringBuilder();            str2.append(str);            str2 = str2.reverse();     // used string builder to reverse           System.out.println(str2);            }    } |

**Output:**

noitamotuA

Graphical user interface, text, application

Description automatically generated

1. **Write a Java Program to reverse a string without using String inbuilt function reverse()**

**public** **class** FinalReverseWithoutUsingInbuiltFunction {

**public** **static** **void** main(String[] args) {

        String str = "Saket Saurav";

**char** chars[] = str.toCharArray();  // converted to character array and printed in reverse order

**for**(**int** i= chars.length-1; i&gt;=0; i--) {

            System.out.print(chars[i]);

        }

    }

}

**Output:**

varuaS tekaS

Graphical user interface, text, application

Description automatically generated

1. **Write a Java Program to swap two numbers using the third variable.**

|  |
| --- |
| **import** java.util.Scanner;    **public** **class** SwapTwoNumbers {    **public** **static** **void** main(String[] args) {          // TODO Auto-generated method stub  **int** x, y, temp;          System.out.println("Enter x and y");          Scanner in = **new** Scanner(System.in);          x = in.nextInt();          y = in.nextInt();          System.out.println("Before Swapping" + x + y);          temp = x;          x = y;          y = temp;          System.out.println("After Swapping" + x + y);        }    } |

**Output:**

Enter x and y  
45  
98  
Before Swapping4598  
After Swapping9845

Graphical user interface, text, application

Description automatically generated

1. **Write a Java Program to swap two numbers without using the third variable**

|  |
| --- |
| **import** java.util.Scanner;    **class** SwapTwoNumberWithoutThirdVariable  {  **public** **static** **void** main(String args[])     {  **int** x, y;        System.out.println("Enter x and y");        Scanner in = **new** Scanner(System.in);          x = in.nextInt();        y = in.nextInt();          System.out.println("Before Swapping\nx = "+x+"\ny = "+y);          x = x + y;        y = x - y;        x = x - y;          System.out.println("After Swapping without third variable\nx = "+x+"\ny = "+y);     }  } |

**Output:**

Enter x and y  
45  
98  
Before Swapping  
x = 45  
y = 98  
After Swapping without a third variable  
x = 98  
y = 45

Graphical user interface, text, application

Description automatically generated

**7) Write a Java Program to find whether a number is prime or not.**

|  |
| --- |
| **import** java.util.Scanner;    **public** **class** Prime {    **public** **static** **void** main(String[] args) {          // TODO Auto-generated method stub  **int** temp, num;  **boolean** isPrime = **true**;          Scanner in = **new** Scanner(System.in);          num = in.nextInt();          in.close();  **for** (**int** i = 2; i&lt;= num/2; i++) {              temp = num%i;  **if** (temp == 0) {                  isPrime = **false**;  **break**;              }          }  **if**(isPrime)              System.out.println(num + "number is prime");  **else**                  System.out.println(num + "number is not a prime");          }    } |

**Output:**

445  
445number is not a prime

Graphical user interface, application

Description automatically generated