

# Codes-chapter 1

## Class and object simpler

- 1) Define a class student with int id and string name as data members and a method void setData ( ). Accept and display the data for five students.
- 2) Define a class circle having data members Pi and radius. Initialize and display values of data members also calculate area of circle and display it
- 3) Define a class employee with data members 'empid', 'name' and 'salary'. Accept data for three objects and display it.

## Mathematical Programs

- 4) Write a Java program to find out the even numbers from 1 to 100 using for loop.
- 5) Write a program to find reverse of a number.
- 6) Write a program to check whether the given number is prime or not.

Expected –7) Write a program to Find factorial of given number .

8)WAP for Fibonacci series for given number.

## Sorting

- 9) Write a java program to sort an 1-d array in ascending order using bubble-sort.
- 10) Write a program to sort the elements of an array in ascending order.

## Other

- 11) Write a program to display ASCII value of a number 9.
- 12) Write a program to print all the Armstrong numbers from 0 to 999.