Asssigment 1

create a class called PostiveNumber and add a method named checkPositiveNumber that takes an int as input. Inside that method, use an if statement to check if the number is greater than zero, and if it is, print "Number is positive." Next, make another class called Test. In its main method, create an object of the PostiveNumber class and use it to call the checkPositiveNumber method, passing a number like 10 to see the result.

Assigment 2

Create a class called NegativeNumber and define a method named checkNegativeNumber that takes an integer as input. Inside this method, use an if statement to check whether the number is less than zero, and if it is, print "Number is Negative." Then, create another class called Test. In its main method, create an object of the NegativeNumber class and use it to call the checkNegativeNumber method, passing a value like -3 to see the result.

Assignment 3:

Create a class called EvenNumber and define a method named checkEvenNumber that takes an integer as input. Inside this method, use an if statement to check whether the number is divisible by 2. If it is, print "Number is Even"; Then, create another class called Test. In its main method, create an object

of the EvenNumber class and use it to call the checkEvenNumber method, passing a value like 8 to see the result.

Notes: write same Question and Answer for Odd Number

Assigment 4

Create a class called RemainderChecker and define a method named checkRemainder that takes two integers as input: a dividend and a divisor. Inside this method, use an if statement to check the remainder when the dividend is divided by the divisor using the modulus operator %. If the remainder is 0, print "No Remainder"; otherwise, print "Remainder is: "+value. Then, create another class called Test, and in its main method, create an object of the RemainderChecker class and use it to call the checkRemainder method, passing values like 10 and 3 to see the result.

Assigment 5

Create a class called RangeCheckNumber and define a method named checkRange that takes an integer as input. Inside this method, use an if statement to check whether the number is between 1 and 100 (inclusive), and if it is, print "Number is in range." Then, create another class called Test. In its main method, create an object of the RangeCheckNumber class and call the method with a value like 75

Assigment 6

Create a class called CompareEqual and define a method named checkEqual that takes two integers as input and checks whether they are equal. If they are, print "Numbers are equal." Then, create another class called Test. In its main method, create an object of the CompareEqual class and use it to call the checkEqual method, passing two values (e.g., value1 and value2)

Assigment 7

Create a class called LargestNumber and define a method named findLargestNumber that takes two integers as paramter. Use an if statement to check which number is larger and print "Largest: <number>." Then, create a Test class and use it to call the findLargestNumber method, passing two values.