Complete Java Classes

If else Statement by Kunal Sir

Assignment 1:

Create a class called PositiveNumber and add a method named checkPositiveNumber that takes an int as input. Use an if-else statement to check if the number is greater than zero. If it is, print “Number is positive.” Otherwise, print “Number is not positive.” Then, create a class called Test to call this method with a value like 10.

Ans:

```
class PositiveNumber {
   void checkPositiveNumber(int number) {
      if (number > 0) {
         System.out.println("Number is positive.");
      } else {
         System.out.println("Number is not positive.");
      }
   }
}
```

```
class Test {

    public static void main(String[] args) {

        PositiveNumber pn = new PositiveNumber();

        pn.checkPositiveNumber(10);

    }

}
```

Assignment 2

Create a class called NegativeNumber and define a method named checkNegativeNumber that takes an integer as input. Use an if-else statement to check whether the number is less than zero. If it is, print "Number is Negative." Otherwise, print "Number is not Negative." Then, create a class called Test to call this method with a value like -3.

Assignment 3:

Question: Create a class called EvenNumber and define a method named checkEvenNumber that takes an integer as input. Use an if-else statement to check whether the number is divisible by 2. If it is, print "Number is Even." Otherwise, print "Number is not Even." Then, create a class called Test to call this method with a value like 8.

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Assignment 3 :

Create a class called OddNumber and define a method named checkOddNumber that takes an integer as input. Use an if-else statement to check whether the number is not divisible by 2. If it is not, print “Number is Odd.” Otherwise, print “Number is not Odd.” Then, create a class called Test to call this method with a value like 7.

Assignment 4:

Create a class called RemainderChecker and define a method named checkRemainder that takes two integers as input: a dividend and a divisor. Use an if-else statement to check the remainder using %. If the remainder is 0, print “No Remainder.” Otherwise, print “Remainder is: <value>.” Then, create a class called Test to call this method with values like 10 and 3.

Assignment 5

Create a class called RangeCheckNumber and define a method named checkRange that takes an integer as input. Use an if-else statement to check whether the number is between 1 and 100 (inclusive). If it is, print “Number is in range.” Otherwise, print “Number is out of range.” Then, create a class called Test to call this method with a value like 75**.**

Assignment 6

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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.” Otherwise, print “Numbers are not equal.” Then, create a class called Test to call this method with two values.

Assignment 7:

Create a class called LargestNumber and define a method named findLargestNumber that takes two integers as parameters. Use an if-else statement to check which number is larger and print “Largest: <number>.” Then, create a class called Test to call this method with two values.

Assigment 8

Create a class AgeChecker with a method checkEligibility(int age) that prints "Eligible to vote." if age ≥ 18, else prints "Not eligible to vote."; then create a Test class to call this method with sample ages like 22 and 11.