Program-1

Define a method which returns the 1 if the given number is even, in other case return 0

Name of method: isEven() // which accepts an integer value as argument and return 1 if the given number is even, else retrun 0.

Argument: int

Return type: an integer value

Example, if x = 22, return 1. if x = 35, return 0

Program-2

Define a method which returns the greatest number among two numbers.

Write the method with the following specifications:

Name of method: getGreatest() // which accepts two integer values as argument and return the greatest value.

Arguments: two argument of type integer

Return type: an integer value

Specifications: The value returned by the method getGreatest() is determined by the following rules:

If any of the given numbers are negative, return -1.

If any of the given numbers are zero, return -2.

If the given numbers are positive, return the greatest.

Program-3

Define a method which returns the least number among two numbers.

Write the method with the following specifications:

Name of method: getLeastNum() // which accepts two integer values as argument and return the least value.

Arguments: two argument of type integer

Return type: an integer value

Specifications: The value returned by the method getLeastNum() is determined by the following rules:

If any of the given numbers are negative, return -1.

If any of the given numbers are zero, return -2.

If the given numbers are positive, return the least number.

Program-4

Define a method which returns the number it if it is an even number, if the number is odd then return the next multiple of 10.

Write the method with the following specifications:

Name of method: oddRounder() // which accepts an integer value as argument and return the same value if it is an even number, if the value is odd then return the next multiple of 10.

Arguments: one argument of type integer

Return Type: an integer value

Example if x = 24 then return 24, if x = 25 then return 30.

Specifications: The value returned by the method oddRounder() is determined by the following rules:

If any of the given number is negative, return -1.

If any of the given number is zero, return -2.

If the given number is even, return the same number.
If the given number is odd, return the next multiple of 10.

Program-5

Define a method which returns the 1 if the given number is positive, return -1 if the given number is negative, return 0 if the given number is 0.

Name of method findSign()
Arguments: one argument of type integer
Return Type: an integer value
Test Cases

1. ***If any of the given number is positive, return 1.***
2. ***If any of the given number is negative, return -1.***
3. ***If any of the given number is zero, return 0.***