

Assignment-2

1). Create a java program to print your mother & father name, age, saraly, phno, address like city state Country?

```
Public class family details { Public static void main(string [] args)
{
String fatherName = "Ankush" ;
String motherName ="Kadabai" ;
Int fatherAge =52;
Int motherAge=48;
Double saraly =45000.78;
long phno=8378889892;
String City =" Tuljapur" ;
String Country ="india" ;
System. Out. Println("father:" +father name) ;
System. Out. Println ("mother :" +mother name) ;
System. Out. Println ("father Age:" +father Age) ;
System. Out. Println ("mother Age:" +mother Age) ;
System. Out. Println ("Saraly:" +saraly) ;
System. Out. Println ("phno:" +phone number) ;
System. Out. Println ("City :" +city) ;
System. Out. Println ("County :" +country)
}
}
```

2). WAP to print in below format?

Program :

```
Public class Output formatting
{
    Public Static void main(string [] args)
    {
        System. Out. Println ("hello \n" +"welcome to\n" +" Edubridge online classes")
    ;
    }
}
```

3).what is default package in java?

Ans: java. Lang.

4).scanner class is in which package?

Ans: scanner class is present java. Util package.

5).list the methods in scanner class?

nextInt(), nextBoolean(),nextLine(), nextFloat(), nextshort(), nextByte(),
nextLong(), next ()

6).list of datatypes in java

1. Int->4bytes Int a=3;// declaration and initialization
2. Char->2byte //Char ch='a' ;
3. Float - >4bytes //Float marks =66. 8f;
4. Double - >8bytes// Double total= 20.00;
5. Long ->8 bytes //Long telephone =9112345678900;

Short - >2bytes

6. Boolean - >1bit //Boolean flag=true ;

7).write a program to display the names of your 5 friends.?

Program :

```
Public class DisplayNames
{
Public static void main (string [] args)
{
//TODO Auto - generated method stub
String friend1= "chaitu";
String friend2="sravani";
String friend3="vinny";
String friend4="sai";
String friend5="mani";

System. Out. Println ("my friends name:\n" +friend1+"\n" +friend2+"\n"
+friend3+"\n" +friend4+"\n" +friend5+"\n") ;
}
}
```

8).write a program to do adding 5 numbers?

Program :

```
Import java. Util. Scanner ;

class Addition
{
Public static void main (string [] args)
```

```

{
Scanner input =new scanner (system. In) ;
System. Out. Println ("enter five numbersfor addition :") ;
Int num1=input.nextInt() ;
Int num2=input.nextInt() ;
Int num3=input.nextInt () ;
Int num4=input.nextInt () ;
Int num5=input.nextInt () ;

System. Out. Println ("addition of five number
is:"+(num1+num2+num3+num4+num5)) ;

}
}

```

9).write program to display your, father and mother name.?

Program :

```

class familyDetails
{
Public static void main (string [] args)
{
String myName="srividya ";
String fatherName ="ramana";
String motherName ="leela";

System. Out. Println ("Name:" +myName +"\n" +"fatherName"
+"fatherName+"\n" +"motherName" +"motherName");

}
}

```

10).write a program to display your name in short like yourname. FatherNamefirstletter. Sirnamefirstletter

Program :

```
class MyName
{
    Public static void main (string [] args)
    {
        String myName ="srividya";
        String surName="marella";
        String fatherName ="ramana";
        String 'charAt()' is used System. Out. Println ("My Name is :"+myName".
        "fatherName. CharAt(0)+" ". "+surName.CharAt(0));
    }
}
```

11).explain the public static void main(string[] args) in details.?

Public ->it is an access specifier means can be accessed globally and jvm cannot identify main method without " public ".

Static ->it is access modifier means when java program is loaded it create memory space

Void->it is a return type and it returns nothing or any value.

Main->it is a main method or entry method, without main jvm won't execute java main program

String[] args->it is java command - line arguments and is an array of type java. Lang string class. Here, then name of the string array is args but it is not fixed and the user can use any name in place of it.

13).what are the rules of naming the java file.?

There are two rules

1. Uppercasing
2. Lowercasing

14).what are the rules of naming the class?

Class naming follows upper casing rule

- 1.It should be unique and meaningful.
2. mostly prefer nouns as classnames.
3. Starting letters of words should be capitals.
4. Should not start with special symbols and numbers.
5. Expect '_'
6. It is not a error prone.

15).what are the rules naming the method?

Rules for naming method:

1. Should follow verb nonu format.
2. Lower casing rule must be followed.
3. Should not start with digits and special characters.
4. It must be unique and meaningful
5. It is not error and prone.

16).what are the rules for naming variable in java.?

*A variable name must start with a letter or an underscore character (_).

*A variable name cannot start with a digit.