

Task # 1: Generate alphabets from A to Z. (ASCII code for A=65 and Z=90).

Task # 2: Generate a series of Odd numbers and even numbers (up to 20) using for loop.

Expected output

Odd	even
1	2
3	4

Task # 3: Write a program that prints all Roll numbers of your class using for loop.

Output should be as :

24BSAI01

24BSAI02

24BSAI03

24BSAI10

24BSAI11

and so on.

Task # 4 Write Java program to print the table of characters that are equivalent to the Ascii codes from 97 to 122.

The program will print the 10 characters per line.

Task # 5: Write a java program that takes two characters as input and display all the characters between these two characters. And also count the number of characters

Test data

Enter first character: d

Enter second character: p

Expected output

Characters between 'd' and 'p' are: e f g h i j k l m n
o

and Characters count : 11

Task # 6: Generate alphabets from A to Z. ASCII code for A=65 and Z=90

Task # 7: Write a program called SumAndAverage to produce the sum of 1, 2, 3, ..., to 100. Also compute and display the average. The output shall look like:

The sum is 5050

The average is 50.0

Task # 8 Write a program that prints the table of number 5 up to 15 (i.e 1*5=5 15*5=75)

Task # : What do the loops below do?

Loop 1

```
for(int i = 0; i < 20; i++){  
    if(i % 2 == 0){  
        System.out.println(i*2);  
    }  
}
```

Loop 2

```
for(int i = 20; i > 0 ; i-- ){  
    if(i % 2 == 0){  
        System.out.println(i);  
    }  
}
```

Loop 3

```
int mysteryInt = 100;  
    for(int i = 5; i > 0;i-- ){  
        mysteryInt -= i;  
        System.out.println(mysteryInt)  
    }  
}
```

Loop 4

```
for(int i = 5; i > 0;i-- ){  
    int mysteryInt = 100;  
    mysteryInt -= i;  
    System.out.println(mysteryInt);  
}
```

Loop 5: a while loop

```
int mysteryInt = 1;  
int counter=1;  
while(mysteryInt < 3 ) {  
    mysteryInt = mysteryInt* counter;  
    counter++;  
}  
System.out.println(mysteryInt);
```