Practice programs 1) Function to get sum of numbers

```
Num2

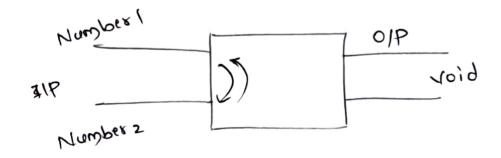
get sum
```

int getsum(num 1, num2)

OIP
return type
:> java programs > J SumExample.java > 1

```
Size programs > J SumExample.java > Language Support for Java(TM) by Red Hat > SumExample > main(Signature for Java(TM)) by Red Hat > SumExample > main(Signature for Java(TM)) by Red Hat > SumExample > main(Signature for Java(TM)) by Red Hat > SumExample > main(Signature for Java(TM)) by Red Hat > SumExample > main(Signature for Java(TM)) by Red Hat > SumExample > Main(Signature for Java(TM)) by Red Hat > SumExample > Main(Signature for Java(TM)) by Red Hat > SumExample > Main(Signature for Java(TM)) by Red Hat > SumExample > Main(Signature for Java(TM)) by Red Hat > SumExample > Main(Signature for Java(TM)) by Red Hat > SumExample > Main(Signature for Java(TM)) by Red Hat > SumExample > Main(Signature for Java(TM)) by Red Hat > SumExample > Main(Signature for Java(TM)) by Red Hat > SumExample > Main(Signature for Java(TM)) by Red Hat > SumExample > Main(Signature for Java(TM)) by Red Hat > SumExample > Main(Signature for Java(TM)) by Red Hat > SumExample > Main(Signature for Java(TM)) by Red Hat > SumExample > Main(Signature for Java(TM)) by Red Hat > SumExample > Main(Signature for Java(TM)) by Red Hat > SumExample for Java(TM) by Re
```

2) Function to swap two variables vasu



Equations for swapping two variables int $\alpha=5$; int b=10; $\alpha=\alpha+b-(b=0)$;

Swap using temp variable.

```
temp a \cdot b; a \cdot b; a \cdot b; a \cdot b; a \cdot b;
```

NOTE: Java pass value to the function arguments Not the Actual

Voice pouring by vasue

Either we have to create object or have to store then in the array

java programs > J SwapByValue.java > ...

public class SwapByValue {

public static void swap(int num1, int num2) {

Java is stortly pass By value

```
ShowCodeDetailsInExceptionMessages' '-cp
Invoking Swap(10,20)
Before Swap: a = 10 b = 20
After Swap: a = 10 b = 20
```

Swapping

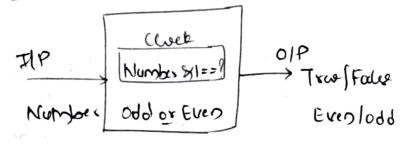
output

Invoking Swap(10,20)

Before Swap: a = 10 b = 20

After Swap: a = 20 b = 10

3) write a function to cluek number is Even or odd



Even number last significant bit is alwayso.

Odd number last significant bit is alwayso.

For a odd number last significant bit is alwayso.

we can also use modulus operator.

xix2 = > 0 -> Even

xix2 > 0 -> odd

Output

ShowCodeDetailsInExceptionMessag

2 is Even

DS C:\Usens\raghu>

4) write a function to clock given input is digit

```
String Based companion

String "lue" Tuled if Anything other than ox $9

Str [index] >= 0' return false.

Str [index] <= '9' O' ASCII value of 0.
```

ShowCodeDetailsInException
7 is a Digit
PS C:\Users\raghu>

Input Peading

is Function to accept Name as Input and printing simple Greeting.

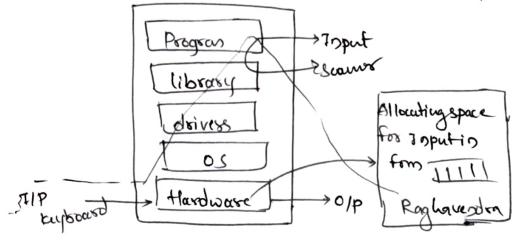


Fig : I sport Handling Input.

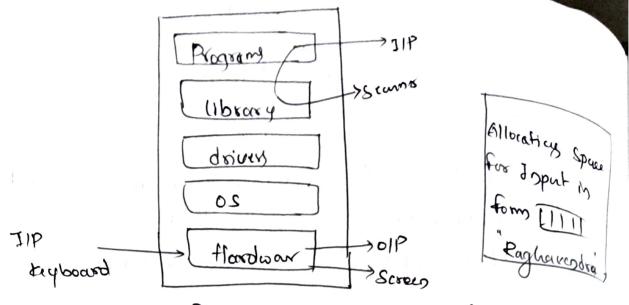
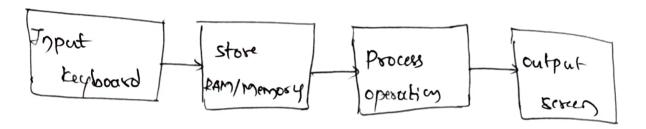
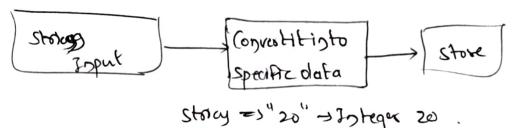


Fig 1 Input Handling output



NOTE: From keyboard Input is taken as stoling



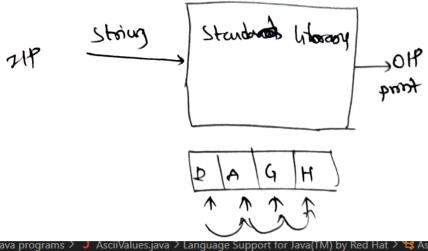
```
pipara programs > J Greeting.java > ...

public class Greeting {
    public static void main(String[] args) {
        String name = "Raghu"; // you can change this to your name
        System.out.println("Hello, " + name + "!");
    }
}
```

Output:

```
ShowCodeDetailsInExceptionMessages' '
Hello, Raghu!
PS C:\Users\raghu>
```

a Pointing the ASCII value of given stoning IP

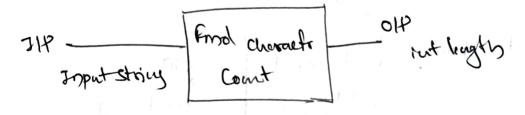


```
plava programs / J Ascilvalues.java / Language Support for Java(IM) by Red Hat / Language Support for Java
```

Output

```
Enter a string: RAGHU
ASCII values of each character:
R: 82
A: 65
G: 71
H: 72
U: 85
PS C:\Users\raghu>
```

7) write a program to find stong length

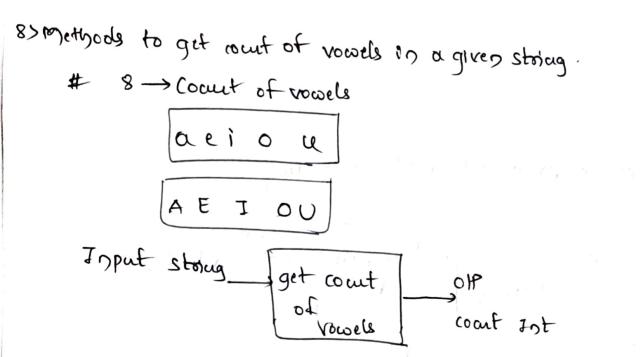


DGO OVER Each character.

Travesing over stoing

```
java programs > J getStringLen.java > ...

public class int getStringLen(String s){
   int c = 0;
   for(char ch : s.toCharArray()){
       C++;
   }
   return c;
}
```



Output:

Enter a string: RAGHU

The number of vowels is: 2

PS C:\Users\raghu>

9) Pevesse a string

Storing a b d'b In memosy

The place

The party of the property of the party of the part

In Java stoing is thread safe xits immutable so we conjuge string Buildy or character Array, we can also use rearrism after we

cy w stalle

```
import java.util.Scanner;

public class ReverseStringLoop {
   public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        System.out.print(s:"Enter a string: ");
        String originalStr = scanner.nextLine();
        scanner.close();

        String reversedStr = "";

// Loop backward from the last character to the first
        for (int i = originalStr.length() - 1; i >= 0; i--) {
            reversedStr += originalStr.charAt(i);
        }

        System.out.println("The reversed string is: " + reversedStr);
        }
}
```

Output:

```
Enter a string: Raghu
The reversed string_is: uhgaR
```