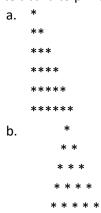
CSN-103: Fundamentals of Object Oriented Programming Assignment 01

General Instructions:

- a) No need to ask input from the user at the runtime. Variables/Values required for the program can be declared and initialized in the source code.
- b) To submit this assignment: Create a single .zip file containing all the source code (.java) files. Rename the zip as 01-xxxxxxx where xxxxxxx is your enrollment number.
- c) Send the zip file to TA in-charge of assignment (will be informed later) via email.
- d) Follow indentation while writing programs.
- e) All submissions will be checked for Plagiarism. DO NOT ATTEMPT TO CHEAT. YOU WILL BE SEVERELY PENALIZED.

Programming Problems

- 1) Write a Java program to add an int and a double variable having values 55 and 7.896, respectively. Use a third variable of the correct type to store the sum and display it on the screen.
- 2) Write a Java program to print the area of a rectangle of size 34567 cm X 76543 cm.
- 3) Write a Java program to print the ASCII value of all the characters from 'A' to 'Z' and 'a' to 'z'.
- 4) Write a Java program that assigns a value 3.5678 to a double variable. By explicit typecasting, store this double value to an int variable and display it on the screen.
- 5) Write a Java program to calculate the number of characters lies between 'F' and 'Q' in the English alphabet.
- 6) Write a Java program that prints the table of 7 using += operator.
- 7) Write a Java program that prints the value of 7^5 using *= operator.
- 8) Write a Java to print the following patterns on the screen (using a loop statement)



- 9) Write a Java program to declare and initialize a one-dimensional array of size 5 with random numbers. Calculate the sum of array elements and display it on the screen.
- 10) Write a Java program to declare and initialize two 2-D arrays A and B of size 3X4 and 4X3 with random numbers. Calculate AXB (matrix product) and display the resultant matrix on the screen.