

1. Write a program to check if a given year is a leap year.(A year is a leap year if it divisible by 4 but not by 100,or it is divisible by 400.

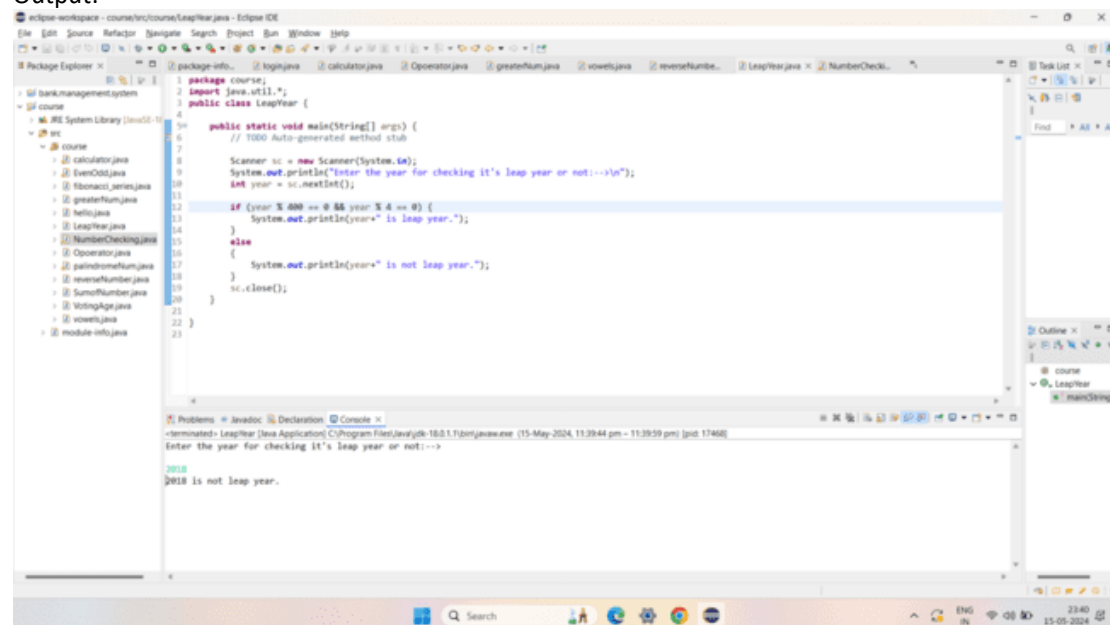
Code:-

```
package course;
import java.util.*;
public class LeapYear {

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        Scanner sc = new Scanner(System.in);
        System.out.println("Enter the year for checking it's leap year or not:-->\n");
        int year = sc.nextInt();
        if (year % 400 == 0 && year % 4 == 0) {
            System.out.println(year+" is leap year.");
        }
        else
        {
            System.out.println(year+" is not leap year.");
        }
        sc.close();
    }

}
```

Output:-



2. Write a program that takes an integer as input and checks if it is positive,negative, or zero.

Code:-

```
package course;
import java.util.*;
import java.util.Scanner;
public class NumberChecking {

    public static void main(String[] args) {
        // TODO Auto-generated method stub

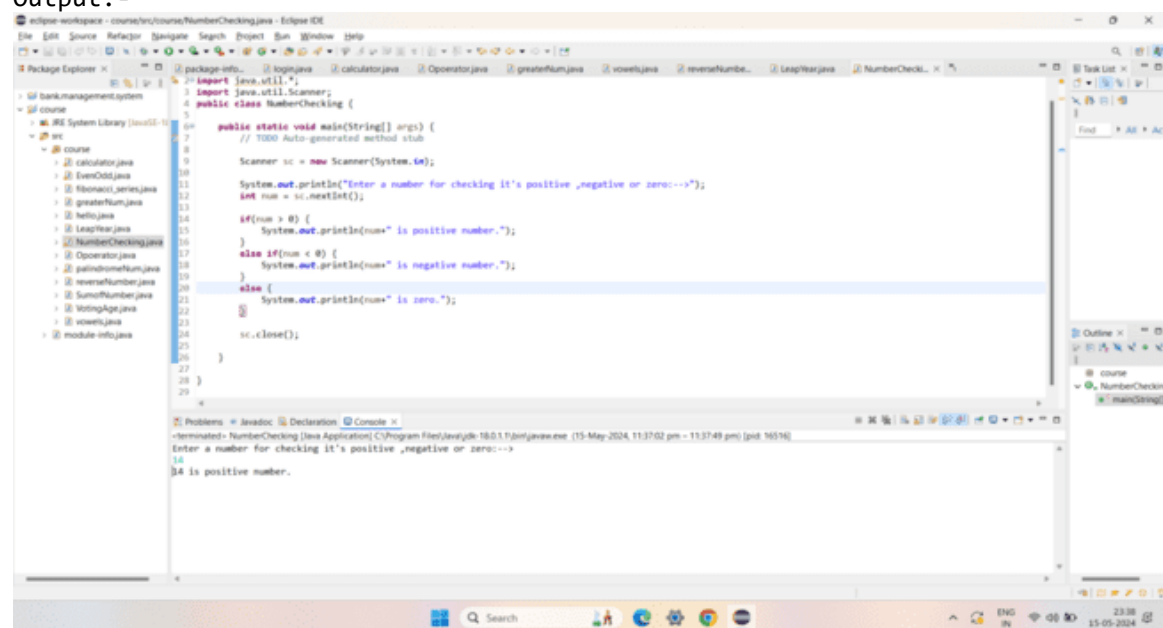
        Scanner sc = new Scanner(System.in);

        System.out.println("Enter a number:-->");
        int num = sc.nextInt();

        if(num > 0) {
            System.out.println(num+" is positive number.");
        }
        else if(num < 0) {
            System.out.println(num+" is negative number.");
        }
        else {
            System.out.println(num+" is zero.");
        }

        sc.close();
    }
}
```

Output:-



3. Write a program that print numbers from 1 to 10 using a loop.

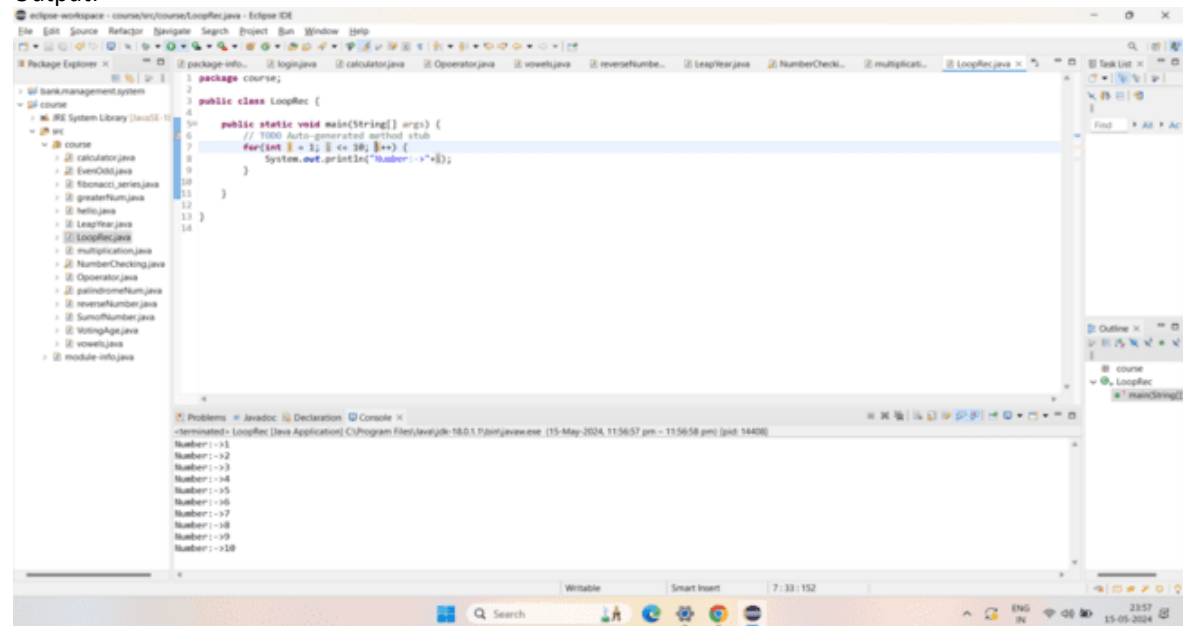
Code:-

```
package course;

public class LoopRec {

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        for(int i = 1; i <= 10; i++) {
            System.out.println("Number:->" + i);
        }
    }
}
```

Output:-



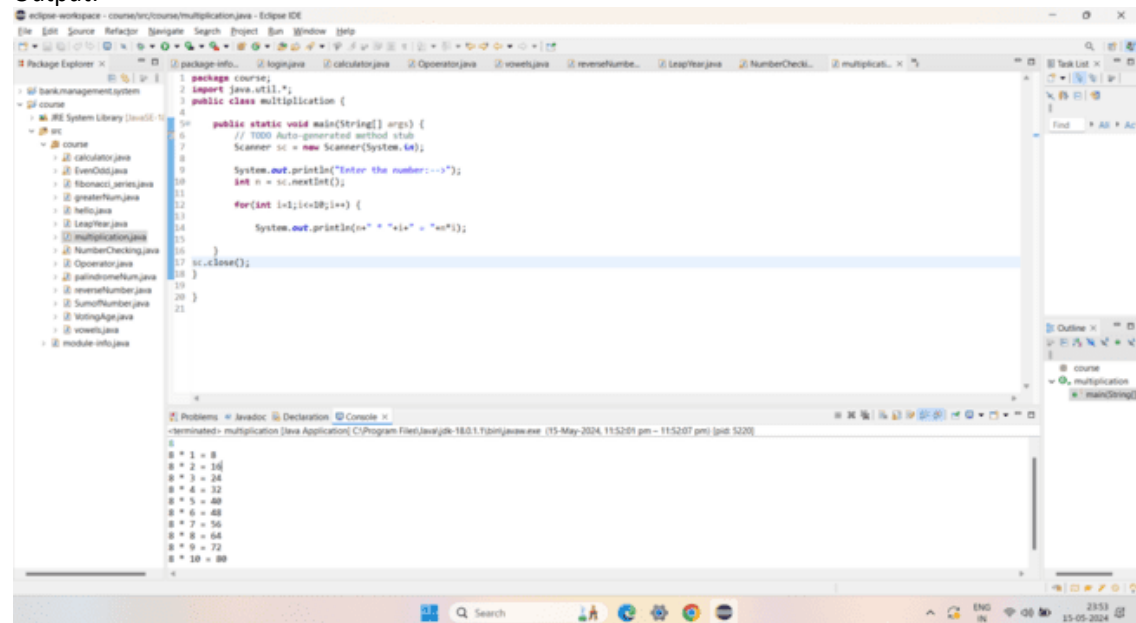
4. Write a program that takes an integers as input and print its multiplication table up to 10.

Code:-

```
package course;
import java.util.*;
public class multiplication {

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        Scanner sc = new Scanner(System.in);
        System.out.println("Enter the number:-->");
        int n = sc.nextInt();
        for(int i=1;i<=10;i++) {
            System.out.println(n+" * "+i+" = "+n*i);
        }
        sc.close();
    }
}
```

Output:-



5. Write a program that takes a positive integers as input and print its digits in reverse order.

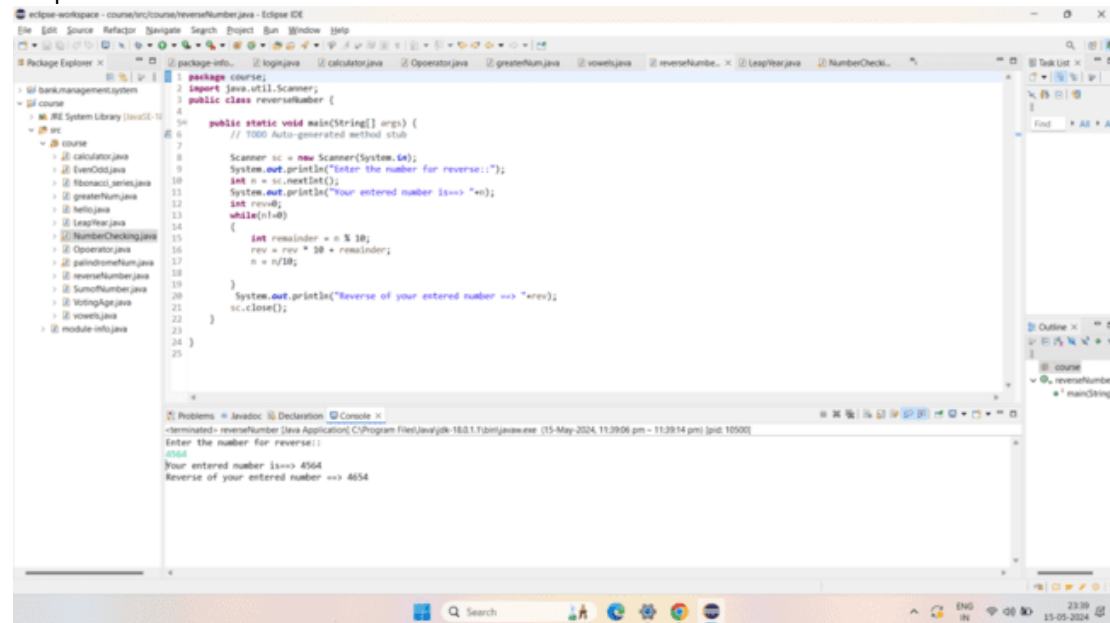
Code:-

```
package course;
import java.util.Scanner;
public class reverseNumber {

    public static void main(String[] args) {
        // TODO Auto-generated method stub

        Scanner sc = new Scanner(System.in);
        System.out.println("Enter the number for reverse:");
        int n = sc.nextInt();
        System.out.println("Your entered number is==> "+n);
        int rev=0;
        while(n!=0)
        {
            int remainder = n % 10;
            rev = rev * 10 + remainder;
            n = n/10;
        }
        System.out.println("Reverse of your entered number ==> "+rev);
        sc.close();
    }
}
```

Output:-



6. Write a program that takes a student's score as input and outputs the corresponding grade based on the following scale:

A: 90-100

B: 80-89

C: 70-79

D: 60-69

F: 0-59

Code:-

```
package course;

import java.util.Scanner;

public class GradeCalc {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

        System.out.print("Enter the student's score: ");
        int score = scanner.nextInt();

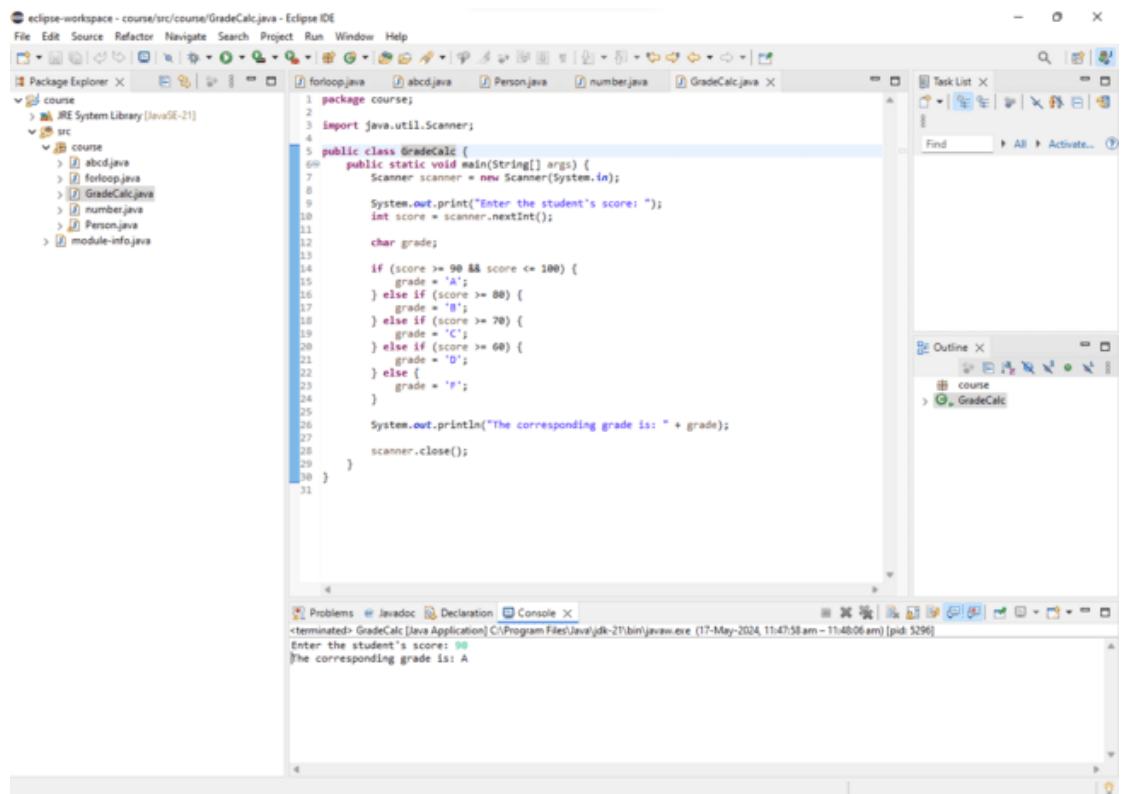
        char grade;

        if (score >= 90 && score <= 100) {
            grade = 'A';
        } else if (score >= 80) {
            grade = 'B';
        } else if (score >= 70) {
            grade = 'C';
        } else if (score >= 60) {
            grade = 'D';
        } else {
            grade = 'F';
        }

        System.out.println("The corresponding grade is: " + grade);

        scanner.close();
    }
}
```

Output:-



The screenshot displays the Eclipse IDE interface. The Package Explorer on the left shows a project named 'course' with a source folder 'src' containing files: 'abcd.java', 'forloop.java', 'GradeCalc.java', 'number.java', 'Person.java', and 'module-info.java'. The main editor window shows the code for 'GradeCalc.java'.

```
1 package course;
2
3 import java.util.Scanner;
4
5 public class GradeCalc {
6     public static void main(String[] args) {
7         Scanner scanner = new Scanner(System.in);
8
9         System.out.print("Enter the student's score: ");
10        int score = scanner.nextInt();
11
12        char grade;
13
14        if (score >= 90 && score <= 100) {
15            grade = 'A';
16        } else if (score >= 80) {
17            grade = 'B';
18        } else if (score >= 70) {
19            grade = 'C';
20        } else if (score >= 60) {
21            grade = 'D';
22        } else {
23            grade = 'F';
24        }
25
26        System.out.println("The corresponding grade is: " + grade);
27
28        scanner.close();
29    }
30 }
31
```

The Console window at the bottom shows the execution output:

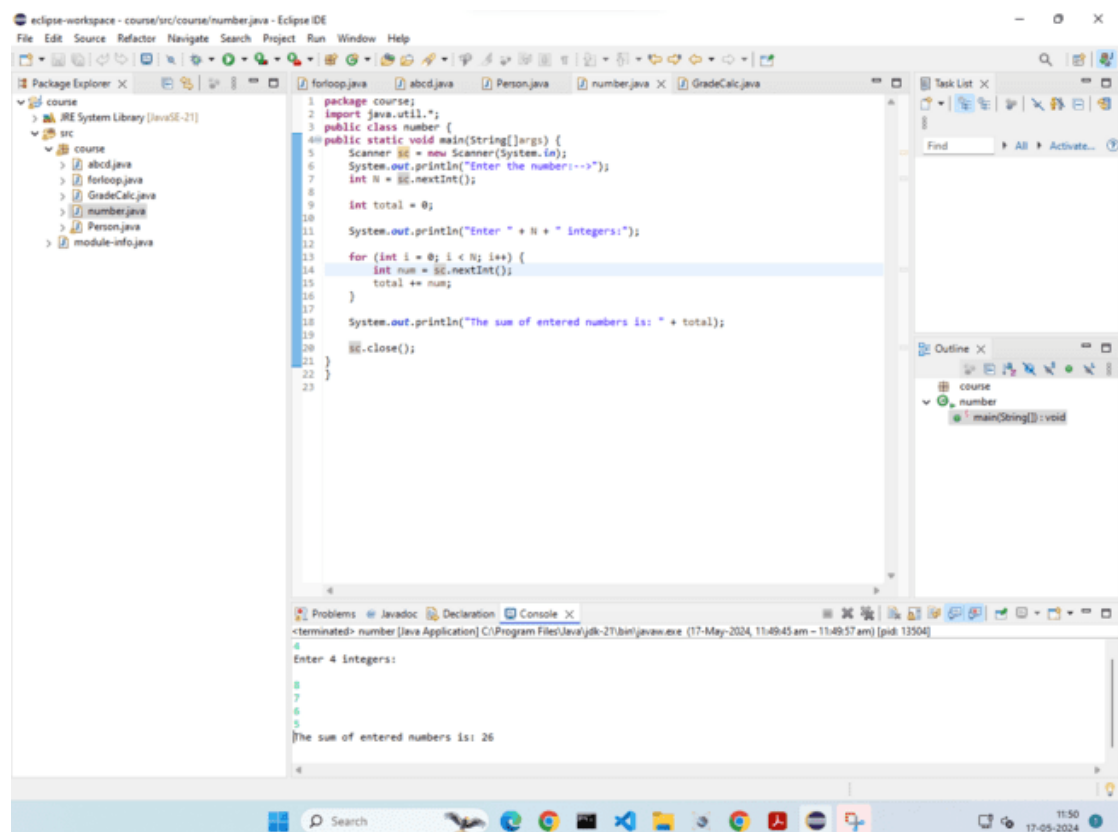
```
<terminated> GradeCalc [Java Application] C:\Program Files\Java\jdk-21\bin\java.exe (17-May-2024, 11:47:58 am - 11:48:06 am) [pid: 3296]
Enter the student's score: 90
The corresponding grade is: A
```

7. Write a program that takes an integer N as input and calculates the sum of entered numbers.

Code:-

```
package course;
import java.util.*;
public class number {
    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);
        System.out.println("Enter the number:-->");
        int N = sc.nextInt();
        int total = 0;
        System.out.println("Enter " + N + " integers:");
        for (int i = 0; i < N; i++) {
            int num = sc.nextInt();
            total += num;
        }
        System.out.println("The sum of entered numbers is: " + total);
        sc.close();
    }
}
```

Output:-





8. Create a class Animal with a method makeSound() that prints "Some generic animal sound". Create another class Dog that extends Animal and overrides the makeSound() method to print "Bark". Write a main method to demonstrate calling the makeSound() method on an Animal reference holding a Dog object.

Code:-

```
package course;
class Animal {
    public void makeSound() {
        System.out.println("Some generic animal sound");
    }
}
class Dog extends Animal {
    public void makeSound() {
        System.out.println("Bark");
    }
}
class Cat extends Dog {
    public void makeSound() {
        System.out.println("Meow");
    }
}
public class abcd {
    public static void main(String[] args) {
        Dog animals = new Dog();
        animals.makeSound(); // This will print "Bark"
        Cat animal = new Cat();
        animal.makeSound(); // This will print "Meow"
    }
}
```

Output:-

