Java 13/09/2022

Simple calculation

**import** java.util.Scanner;

**public** **class** Calculation {

**public** **static** **void** main(String[] args)

{

Scanner sc=**new** Scanner(System.***in***);

System.***out***.println("Enter any two nos : ");

**int** n1=sc.nextInt();

**int** n2=sc.nextInt();

**int** add=n1+n2;

**int** sub=n1-n2;

**int** mul=n1\*n2;

**float** div=(**float**)n1/n2;

System.***out***.println("addition of two nos : "+add);

System.***out***.println("subtraction of two nos : "+sub);

System.***out***.println("multiplication of two nos : "+mul);

System.***out***.println("division of two nos : "+div);

}

}

//Area of circle

**import** java.util.Scanner;

**public** **class** Calculation {

**public** **static** **void** main(String[] args)

{

Scanner sc=**new** Scanner(System.***in***);

System.***out***.println("Enter radious of circle : ");

**float** r=sc.nextFloat();

**float** circle=(**float**)3.14\*r\*r; //or 3.14f\*r\*r;

System.***out***.println("Area of circle: "+circle);

}

}

//Area of trainagle

**import** java.util.Scanner;

**public** **class** Calculation {

**public** **static** **void** main(String[] args)

{

Scanner sc=**new** Scanner(System.***in***);

System.***out***.println("Enter height of triangle : ");

**float** h=sc.nextFloat();

System.***out***.println("Enter base of triangle : ");

**float** b=sc.nextFloat();

**float** ta=0.5f\*b\*h;

System.***out***.println("Area of Triangle : "+ta);

}

}

//Area of geometric shape using 2 or more class by using 2 classes

//First function class

**import** java.util.Scanner;

**public** **class** Area {

Scanner sc=**new** Scanner(System.***in***); //object of scanner

**public** **void** circleArea()

{

System.***out***.println("Enter radius for circle.....");

**float** r=sc.nextFloat();

**float** ca=3.14f\*r\*r;

System.***out***.println("Area of Circle is : "+ca);

}

**public** **void** triangleArea()

{

System.***out***.println("Enter height and base of triangle........... : ");

**float** h=sc.nextFloat();

**float** b=sc.nextFloat();

**float** ta=0.5f\*b\*h;

System.***out***.println("Area of Triangle : "+ta);

}

}

//Main class to contain program

**public** **class** AreaMain {

**public** **static** **void** main(String[] args) {

Area a=**new** Area();

a.circleArea();

a.triangleArea();

}

}

//