Q01.

Code:

package Q01;

public class Main {

public static void main(String[] args) {

for (int i = 10; i <50; i++) {

System.out.print(i + " ");

if (i % 10 == 9) {

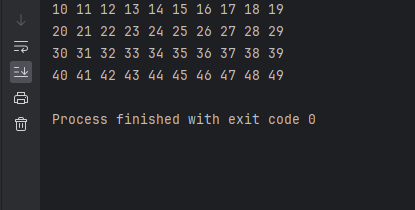
System.out.println();

}

}

}

}



Q2.

Code:

package Q02;

import com.sun.glass.ui.Size;

import javax.swing.\*;

import java.util.Scanner;

public class Main {

public static void main(String[] args) {

Scanner input = new Scanner(System.in);

int number;

do {

System.out.println("Enter a number : ");

number = input.nextInt();

if (number >= 0) {

int digit = digitCount(number);

System.out.println("The number " + number + " has " + digit + " numbers");

}

} while (number >= 0);

}

public static int digitCount(int number) {

int count = 0;

while (number > 0) {

number /= 10;

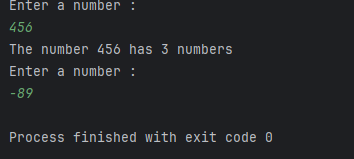
count++;

}

return count;

}

}



Q3.

Code:

package Q03;

import java.util.Scanner;

public class Main {

public static void main(String[] args) {

Scanner input = new Scanner(System.in);

System.out.println("Enter a number to get multiplications : ");

int N = input.nextInt();

for(int i=1; i<= 10; i++){

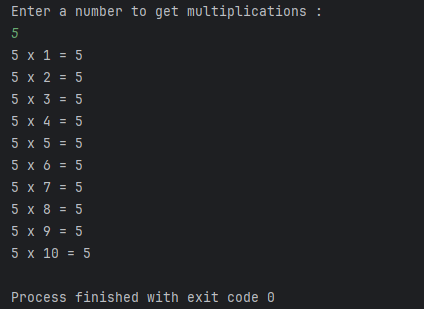
int result = N \* 1;

System.out.println( N + " x " + i + " = " + result);

}

}

}



Q4.

Code:

package Q04;

import java.util.Scanner;

public class Main {

public static void main(String[] args) {

Scanner input = new Scanner(System.in);

System.out.println("Enter the number of line you want in Pyramid : ");

int height = input.nextInt();

int space = height - 1;

int asterisks = 1;

for (int i = 0; i <= height; i++) {

for (int j = 0; j <= space; j++) {

System.out.print(" ");

}

for (int k = 0; k < asterisks; k++) {

System.out.print("\*");

}

System.out.println();

asterisks += 2;

space--;

}

}

}

