package com.company;  
  
import java.time.\*;  
import java.util.Scanner;  
  
public class Main {  
 public static String calculatePercentage()  
 {  
 return "This method returns calculated Percentage";  
 }  
  
 public static void main(String[] args) {  
  
 String studentName;  
 Scanner sc = new Scanner(System.*in*);  
 studentName = sc.nextLine();  
 StringBuffer reverseTheString = new StringBuffer(studentName);  
 reverseTheString.reverse();  
 System.*out*.println(reverseTheString);  
 LocalDateTime currentTime = LocalDateTime.*now*();  
 System.*out*.println("Current Time is "+currentTime);  
 System.*out*.println(*calculatePercentage*());  
  
 }  
}

**Class:**

Every class name should be start with Uppercase letter.

Every class name should be meaningful.

For Example:

class stud

{

/\* Wrong way of mentioning class name because

starting letter is not in uppercase and

stud doesn’t specify any meaning.

\*/

}

class Student

{

//Correct way of declaration of class name.

}

**Variable:**

variable name should start with lowercase letter.

If variable contains multiple words the n use first letter of word in lowercase and first letter of second word in uppercase.

Ex:

int addition;

int employeeSalary;if we use any constant variables then all letters should be uppercase and if it contains multiple words then use underscore to differentiate.

Ex:

final int MAXIMUM;

static final int MAXIMUM\_SUM;

**Methods:**

Method names should be meaningful and appropriate to the behaviour of the method.

Methods name should start with lowercase and if it contains multiple words then use first letter of word in lowercase and first letter of second word in uppercase.

Example:

public void addition();

public void calculatePercentage();

**LocalDateTime:**

for getting current time we are using currentTime object for LocalDateTime .so that user can understand what is use of creation of object to the LocalDateTime class.

Example:

LocalDateTime currentTime = LocalDateTime.now();

**StringBuffer:**

StringBuffer class is used because strings are immutable where as stringbuffer is mutable.

In order to reverse the string we used stringbuffer and we created object as reverseTheString so that user can understand what is the use of stringbuffer class object.

Example:

StringBuffer reverseTheString = new StringBuffer(studentName);

reverseTheString.reverse();