1. Type in, Compile and run the following program:

```java
public class P01AQ1
{
   public static void main(String[] args)
   {
      printSmaller(25, 10);
   } //end main method

   public static void printSmaller(int n1, int n2)
   {
      if (n1 < n2)
      {
         System.out.print("Smallest is: " + n1);
      }
      else
      {
         System.out.print("Smallest is: " + n2);
      }
   }
}
```

2. Modify the main method in this program so that it asks the user to enter the two numbers. It should then pass those two numbers to the `printSmaller` method. Your call to the method should look something like

```java
printSmaller(num1, num2);
```

3. Write a Java method that will display the numbers 1 to 80 on screen

```java
public static void displayNumbers()
```

   Write Java code in your main method to call this method.

4. Change your method in the previous example to take two `int` parameters, and print out the numbers between num1 and num2

```java
public static void displayNumbers(int num1, int num2)
```

   Write Java code in your main method to read in two numbers from the user, then call this method.

5. Write a Java method that takes a char parameter to represent a grade and prints a suitable message.

```java
public static void printGrade(char g)
```

Use the following for this message:

For an 'A' grade print "Excellent Student"
For a 'B' grade print "Good Student"
For a 'C' or 'D' grade print "OK Student"
For any other grade "FAIL"

Write Java code in your main method to read in a grade character from a user then pass this character to the method.