

Assignment 2

"Write a program which takes 10 integer inputs from user and store them in an array. Now, copy all the elements in an another array but in reverse order.

Write a simple program which accepts value for the variable 'Rating' use control statements which should have the conditions like -if rating is less print 'Bad rating',else 'Good rating or 'Average rating'"

The screenshot shows a Java IDE interface with two tabs: 'Operationsjava' and 'array_in_reverse.java'. The 'array_in_reverse.java' tab contains the following code:

```
1 package assignment2;
2 import java.util.ArrayList;
3 import java.util.Collections;
4 import java.util.Scanner;
5 import java.util.List;
6 public class array_in_reverse {
7
8     public static void main(String[] args) {
9         // TODO Auto-generated method stub
10        Scanner sc = new Scanner(System.in);
11        ArrayList<Integer> list = new ArrayList<>();
12        System.out.println("Enter the total number of elements");
13        int n = sc.nextInt();
14
15        System.out.println("Enter some numbers:");
16        for(int i=0;i<n;i++) {
17            int x = sc.nextInt();
18            list.add(x);
19        }
20        ArrayList<Integer> list1 = list;
21        System.out.println("Reverse of the elements will be: ");
22        Collections.reverse(list1);
23        System.out.println(list1);
24    }
25
26 }
```

The 'Console' tab shows the execution of the program:

```
<terminated> array_in_reverse [Java Application] C:\Program Files\Java\jdk-17.0.2
Enter the total number of elements
10
Enter some numbers:
1 2 3 4 5 6 7 8 9 10
Reverse of the elements will be:
[10, 9, 8, 7, 6, 5, 4, 3, 2, 1]
```

The screenshot shows a Java IDE interface with three tabs: 'Operationsjava', 'array_in_reverse.java', and 'Control.java'. The 'Control.java' tab contains the following code:

```
1 package assignment2;
2 import java.util.*;
3 public class Control {
4
5     public static void main(String[] args) {
6         // TODO Auto-generated method stub
7         Scanner sc = new Scanner(System.in);
8         System.out.println("Enter a rating in between 1 to 10: ");
9         int a = sc.nextInt();
10        if(a>=6 && a<=10) {
11            System.out.println("Good Rating");
12        }
13        else if(a>=0 && a<5){
14            System.out.println("Bad rating");
15        }
16        else {
17            if(a==5) []
18            System.out.println("Average Rating");
19        }
20    }
21
22 }
23
24 }
```

The 'Console' tab shows the execution of the program:

```
<terminated> Control [Java Application] C:\Program Files\Java\jdk-17.0.2
Enter a rating in between 1 to 10:
2
Bad rating
```