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SCHOOL OF COMPUTING

SRINIVAS R  
**CH . SC . U4CSE24146**

OBJECT ORIENTED  
PROGRAMMING

(23CSE111)

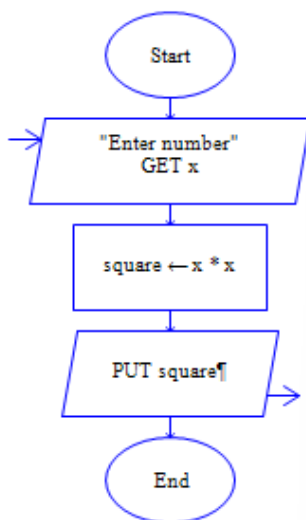
LAB EXPERIMENT-I RAPTOR

# PROGRAM I

## Objective:

To calculate the square of numbers:

## FLOWCHART/OUTPUT:



The screenshot shows a window titled 'MasterConsole' with a menu bar containing 'Font', 'Font Size', 'Edit', and 'Help'. The console area displays the following text:

```
----Reset----  
the number entered is even  
----Reset----  
25
```

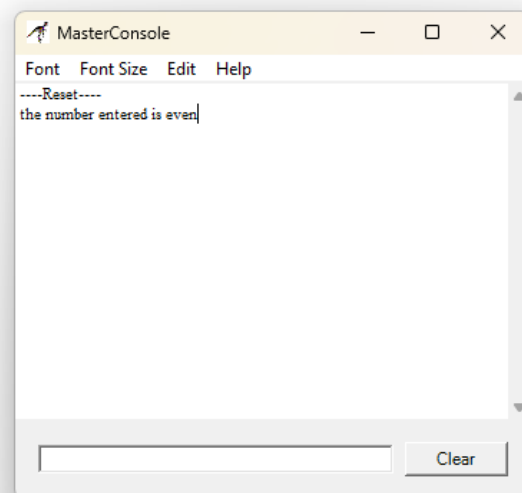
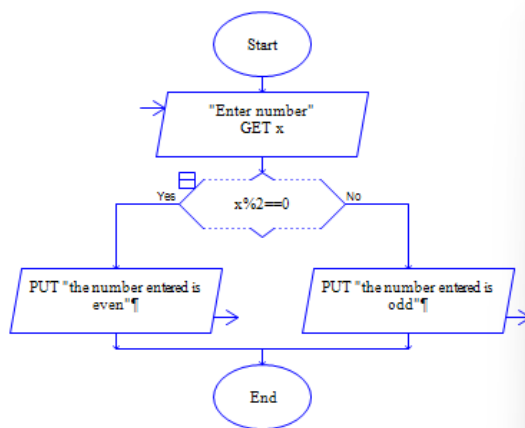
At the bottom of the window, there is a text input field and a 'Clear' button.

## PROGRAM 2

### Objective:

To check whether the given number is odd or even

### FLOWCHART/OUTPUT:



## PROGRAM 3

### Objective:

To calculate the area of a rectangle:

### FLOWCHART/OUTPUT:

