

## CDAC Mumbai PG-DAC AUGUST 24 Assignment No- 2

1) Write a program that checks if a given year is a leap year or not using both if-else and switch-case.

→

Code:

```
package Assignment2;
import java.util.*;
public class LeapYear {
    public static void main(String args[]) {
        int year;
        Scanner sc = new Scanner (System.in);
        System.out.println("Enter age: ");
        year = sc.nextInt();
        if ((year%4==0 && year%100!=0) || (year%400==0)) {
            System.out.println(year+" This is the leap year ");
        }
        else {
            System.out.println(year + ": This is not leap Year");
        }
        sc.close();
    }
}
```

Output:

```
Enter Year:
2024
2024 This is the leap year
```

2) Implement a program that calculates the Body Mass Index (BMI) based on height and weight input using if-else to classify the BMI into categories (underweight, normal weight, overweight, etc).

→

Code:

```
package Assignment2;
import java.util.Scanner;
public class BmiCalculator {
    public static void main(String[] args) {
        float weight,height,meter,bmi;

        Scanner sc = new Scanner(System.in);
        System.out.println("Enter your Weight in kg: ");
        weight = sc.nextFloat();
        System.out.println("Enter Your height Centimeter: ");
        height = sc.nextFloat();
        meter = height/100;
        bmi = weight/(meter*meter);
        System.out.println("BMI is: "+ bmi);
        if (bmi<=18.4) {
            System.out.println("Your BMI is Underweight");
        }
        else if(18.4<=bmi && 24.9>=bmi) {
            System.out.println("Your BMI is Normal");
        }
        else {
            System.out.println("Your BMI is Overweighted");
        }
        sc.close();
    }
}
```

Output:

```
Enter your Weight in kg:
70
Enter Your height Centimeter:
182
BMI is: 21.132713
Your BMI is Normal
```

3) Write a program that checks if a person is eligible to vote based on their age.

→ Code:

```
package Assignment2;
```

```
import java.util.Scanner;
```

```
public class VotingAge {  
    public static void main(String[] args) {  
        int age;  
        Scanner sc= new Scanner(System.in);  
        System.out.println("Enter Your age: ");  
        age = sc.nextInt();  
        if(age>18 || age==18) {  
            System.out.println("You are eligible for Voting");  
        }  
        else {  
            System.out.println("You are not Eligible for voting");  
        }  
        sc.close();  
    }  
}
```

```
Enter Your age:  
18  
You are eligible for Voting
```

4) Write a program that takes a month (1-12) and prints the corresponding season (Winter, Spring, Summer, Autumn) using a switch case

→

```
package Assignment2;
import java.util.Scanner;
public class Season {
    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);
        int month;
        System.out.println("Enter the month: ");
        month = sc.nextInt();

        switch(month) {
            case 1: case 2: case 12: {
                System.out.println("Month " + month + " in a winter");
                System.out.println("Winter: December, January, February");
            }
            break;

            case 3: case 4: case 5: {
                System.out.println("Month " + month + " in a Spring");
                System.out.println("Spring: March, April, May");
            }
            break;

            case 6: case 7: case 8: {
                System.out.println("Month " + month + " in a Summer");
                System.out.println("Summer: June, July, August");
            }
            break;

            case 9: case 10: case 11: {
                System.out.println("Month " + month + " in a Autumn");
                System.out.println("Autumn : September, October, November");
            }
            break;
        }
        sc.close();
    }
}
```

```
Enter the month:
9
Month 9 in a Autumn
Autumn : September, October, November
```

5) Write a program that allows the user to select a shape (Circle, Square, Rectangle, Triangle) and then calculates the area based on user-provided dimensions using a switch case.

→

Code:

```
package Assignment2;
import java.util.Scanner;
public class ShapeCalculator {
    public static void main(String[] args) {
        int num,height,width,base;
        float red,pie,side,area;
        pie= 3.14f;
        System.out.print(" 1.Circle\n 2.square\n 3.Rectangle\n 4.Triangle\n" + "Enter the option: 22");
        Scanner sc = new Scanner(System.in);
        num= sc.nextInt();
        switch (num) {
            case 1:{
                System.out.print("Enter the Radius of circle: ");

                red = sc.nextFloat();
                area = pie * (red*red);
                System.out.println("The Area of Circle is: " + area);
            }

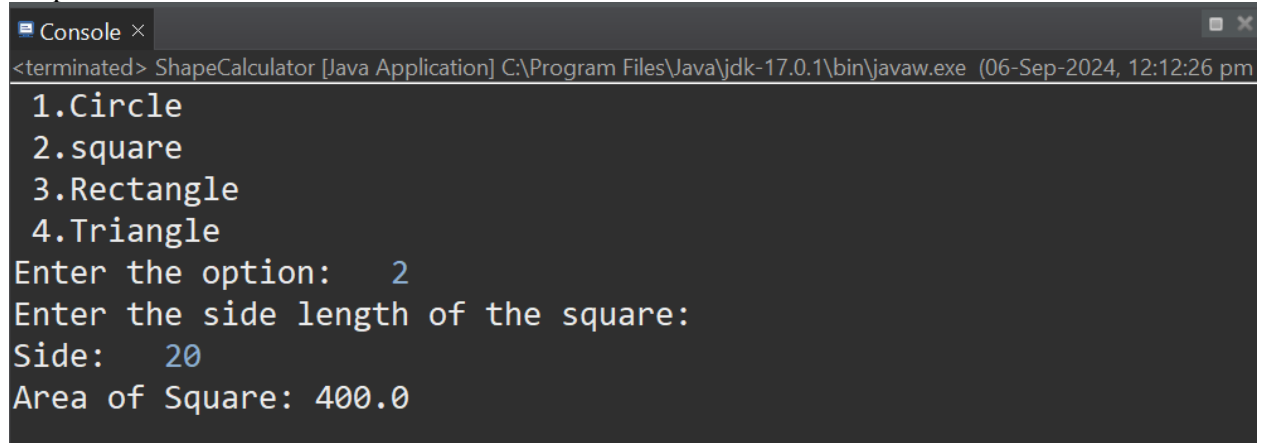
            case 2:{
                System.out.println("Enter the side length of the square: ");
                System.out.print("Side: ");
                side=sc.nextFloat();
                area = (side*side);
                System.out.println("Area of Square: " + area);
            }
            break;

            case 3:{
                System.out.println("Enter the height & width of the Rectangle: ");
                System.out.print("Height: ");
                height = sc.nextInt();
                System.out.print("width: ");
                width = sc.nextInt();
                area = (height*width);
                System.out.println("Area of the Rectangle " + area);
            }
            break;

            case 4:{
                System.out.println("Enter the base & Height of triangle: ");
                System.out.print("Base : ");
                base =sc.nextInt();
                System.out.print("Height: ");
                height = sc.nextInt();
                area = 1/2 * base *height;
                System.out.println("Area of tringle: " + area);
            }
        }
    }
}
```

```
    }  
    break;  
    }  
    sc.close();  
    }  
}
```

Output:



```
Console ×  
<terminated> ShapeCalculator [Java Application] C:\Program Files\Java\jdk-17.0.1\bin\javaw.exe (06-Sep-2024, 12:12:26 pm)  
1.Circle  
2.square  
3.Rectangle  
4.Triangle  
Enter the option: 2  
Enter the side length of the square:  
Side: 20  
Area of Square: 400.0
```