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

// using if else statement

package com. assignment;

import java.util.Scanner;

public class Leap year {

public static void main(String[] args) {

Scanner sc = new Scanner (System.***in***);

System.***out***.println("Enter any year");

int year=sc.nextInt();

if((year%400==0) || (year %4==0 && year %100! =0)) {

System.***out***.println(year + " is a Leap)

}

else {

System.***out***.println(year + " is Not leap year");

}

}

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

package com.assignment;

import java.util.Scanner;

public class Voting {

public static void main (String [] args) {

// **TODO** Auto-generated method stub

Scanner sc = new Scanner (System.***in***);

System.***out***.println("Enter age");

int age= sc. nextInt();

if(age>18) {

System.***out***.println("Person Eligible for voting");

}

else {

System.***out***.println("person not 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 com. assignment;

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

import java. util.Scanner;

public class FindSeason {

public static void main (String [] args) {

// **TODO** Auto-generated method stub

Scanner sc = new Scanner (System.***in***);

System.***out***.println("Enter any Number");

int Month = sc. nextInt ();

switch (Month) {

case 1:

case 2:

case 3:

System.***out***.println("Winter");

break;

case 4:

case 5:

case 6:

System.***out***.println("Spring");

break;

case 7:

case 8:

case 9:

System.***out***.println("Summer");

break;

case 10:

case 11:

case 12:

System.***out***.println("Autumn");

break;

default:

System.***out***.println("No Season");

break;

}

}

}

Enter any Number

7

Summer

**Q 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.**