Don Bosco Institute of Technology, Kurla(W) Department of Electronics and Tele-Communication Engineering ECL304 - Skill Lab: C++ and Java Programming

Sem III **2021-22**

Lab Number:	1
Student Name:	UMER SHAIKH
Roll No:	44

Title:

To Add Two Numbers, Print Number Entered by User, Swap Two Numbers, Check Whether Number is Even or Odd

1.2 Implement using Java program

Learning Objective:

• Students will be able to write java programs for simple arithmetic operations and take input from users.

Learning Outcome:

- Ability to execute a simple Java program with and without any inputs to the program.
- Understanding the constructs in Java.

Course Outcome:

ECL304.1	Understand object-oriented programming concepts and implement using Java
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Theory:

Difference between procedural and object oriented language

Application of object orientation

Brief introduction to JAVA

Algorithm:	STEP 1: start
	STEP 2 : define two numbers n1 and n2
	STEP 3:input number 1 , n1
	input number 2, n2

Faculty: Ms. Deepali Kayande

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	STEP 4 : addition of two numbers n1 and n2
	STEP 5 : swapping of two numbers n1 and n2
	STEP 6 :odd or even
	STEP 7 : end
Program:	https://github.com/umershaikh17/Skill-lab-with-oopm.git
Input given:	number 1 : 15
	number 2 : 21

Output Screenshot: