Lab Assignment: Flowchart and Java Programming

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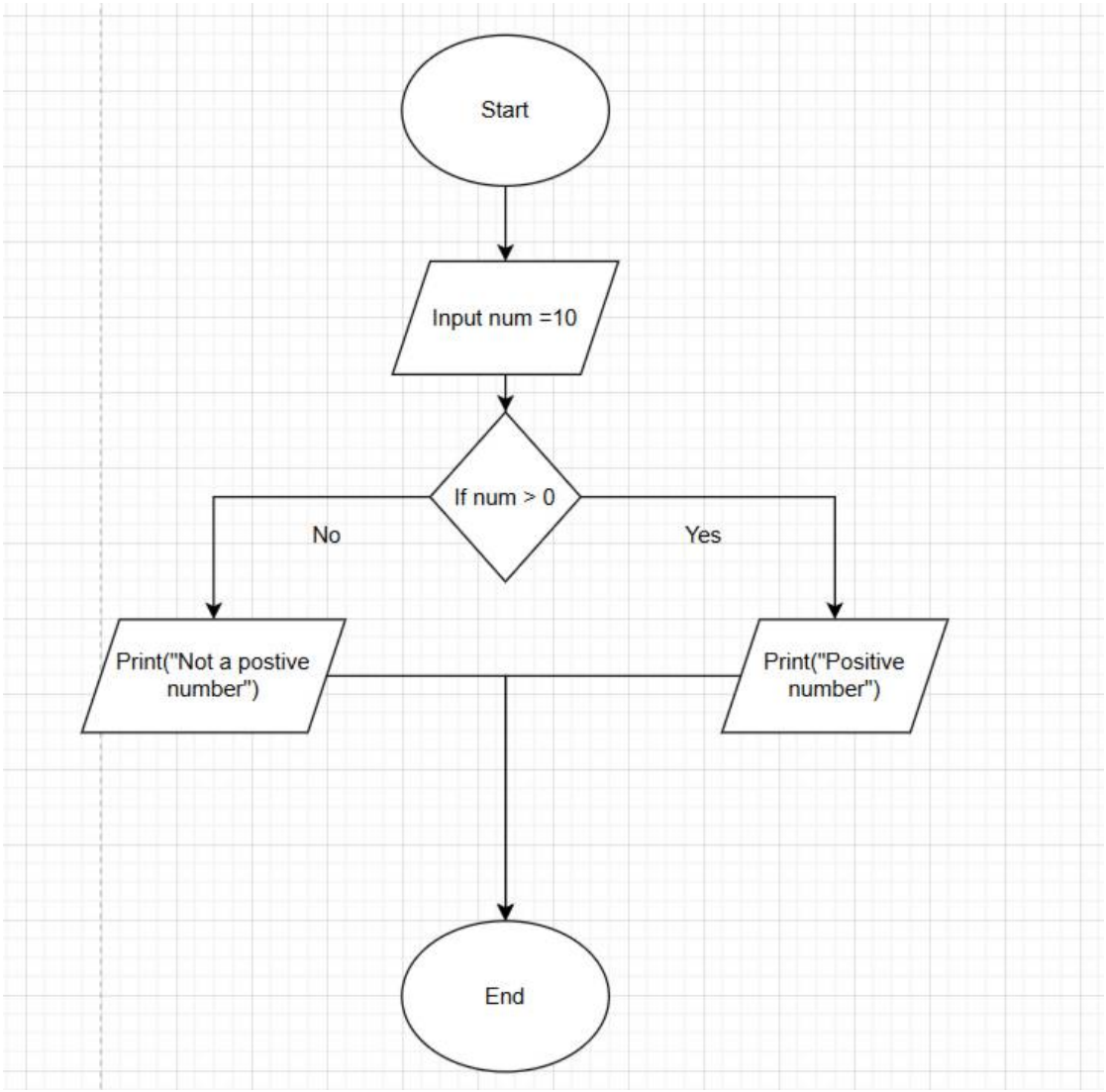
1. Check Positive Number

Flowchart :



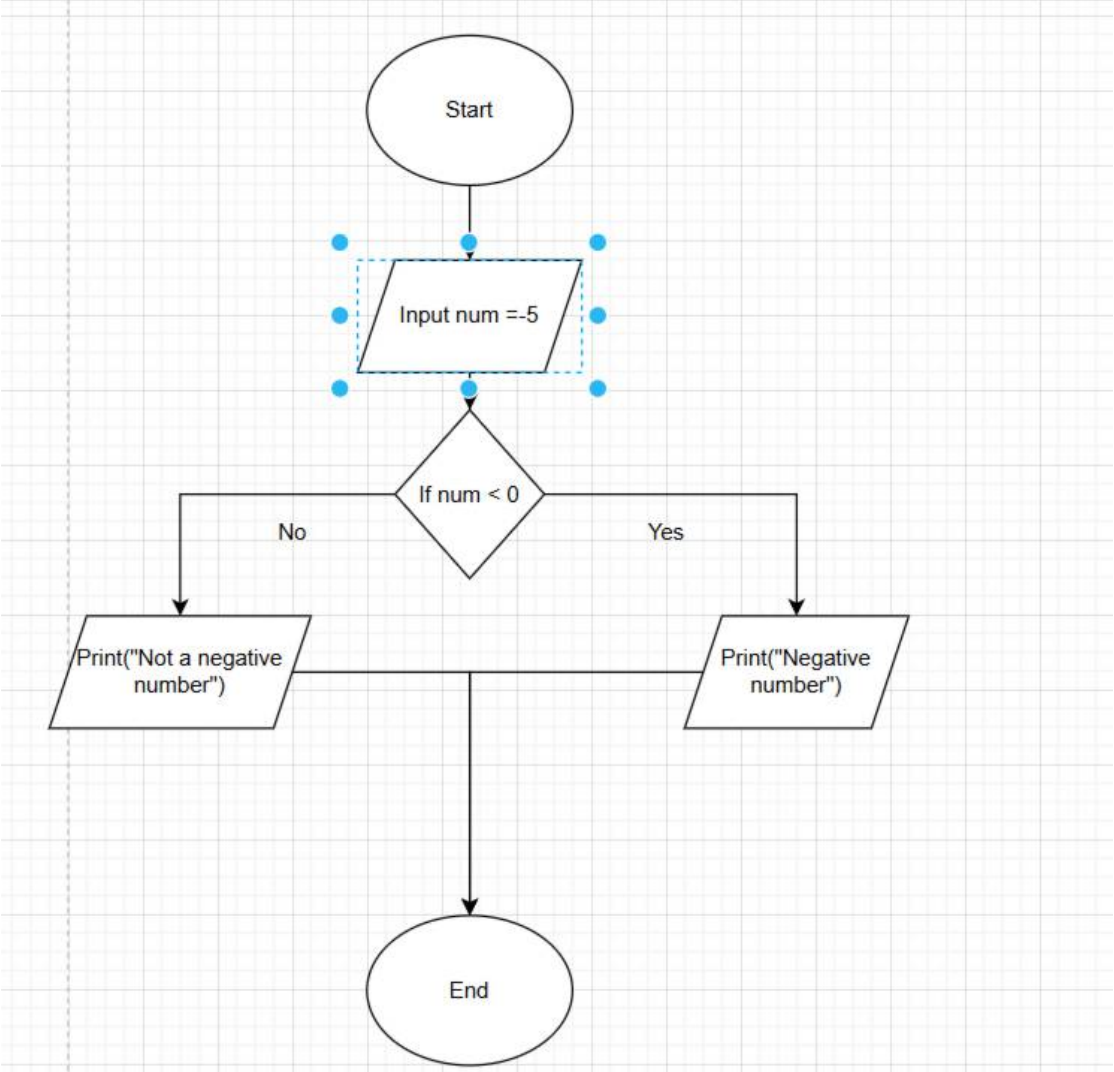
Program :

```
public class CheckNumber{
   public static void main(String [] args){
      int num =10;
      if(num>0) {
         System.out.println("Postive number");

      } else { System.out.println("not a postive number") ;
      }
   } }
```

```
Output                                                    Clear
Postive number

=== Code Execution Successful ===
```

2. Check Negative Number

Flowchart :

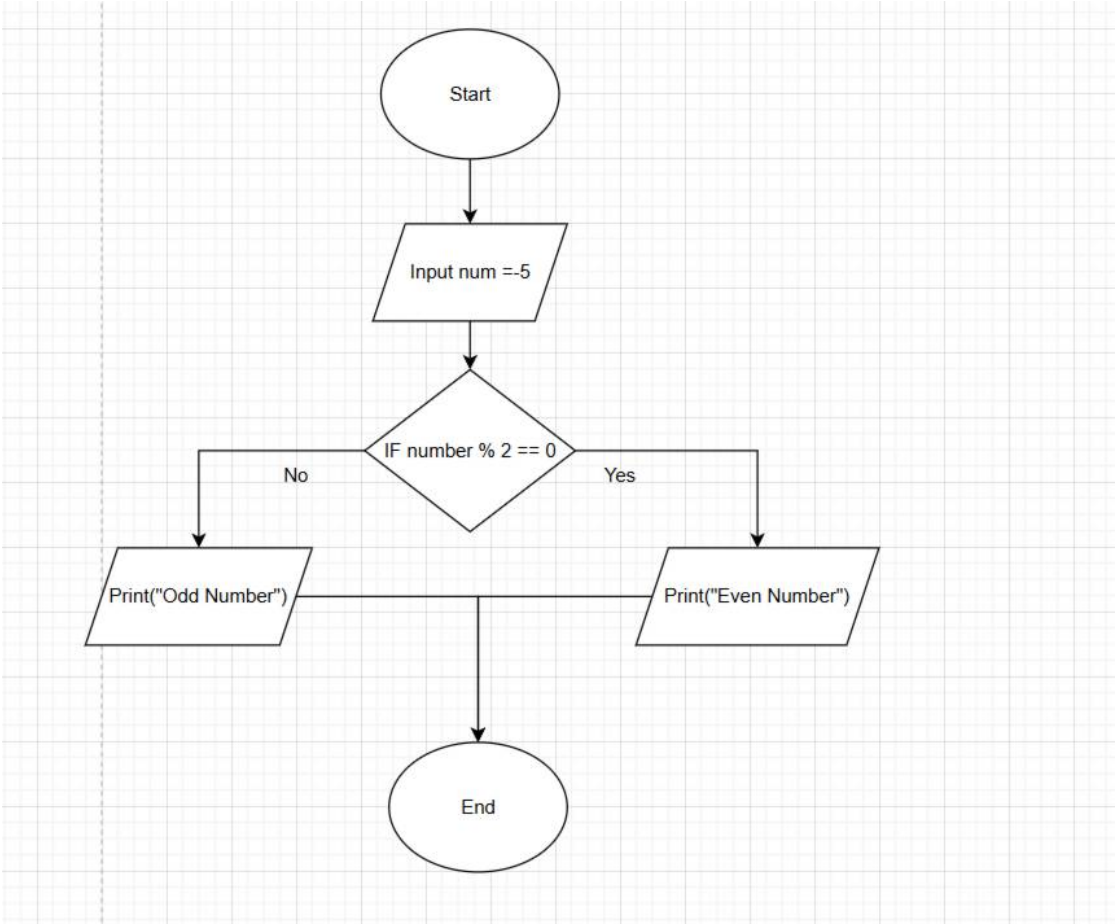


Program :

```
public class CheckNegative {
    public static void main(String[] args) {
        int number = -5;
        if (number < 0) {
            System.out.println("Negative Number");
        } else {
            System.out.println("Not a Negative Number");
        }
    }
}
```

3. Check Odd or Even Number

Flowchart :



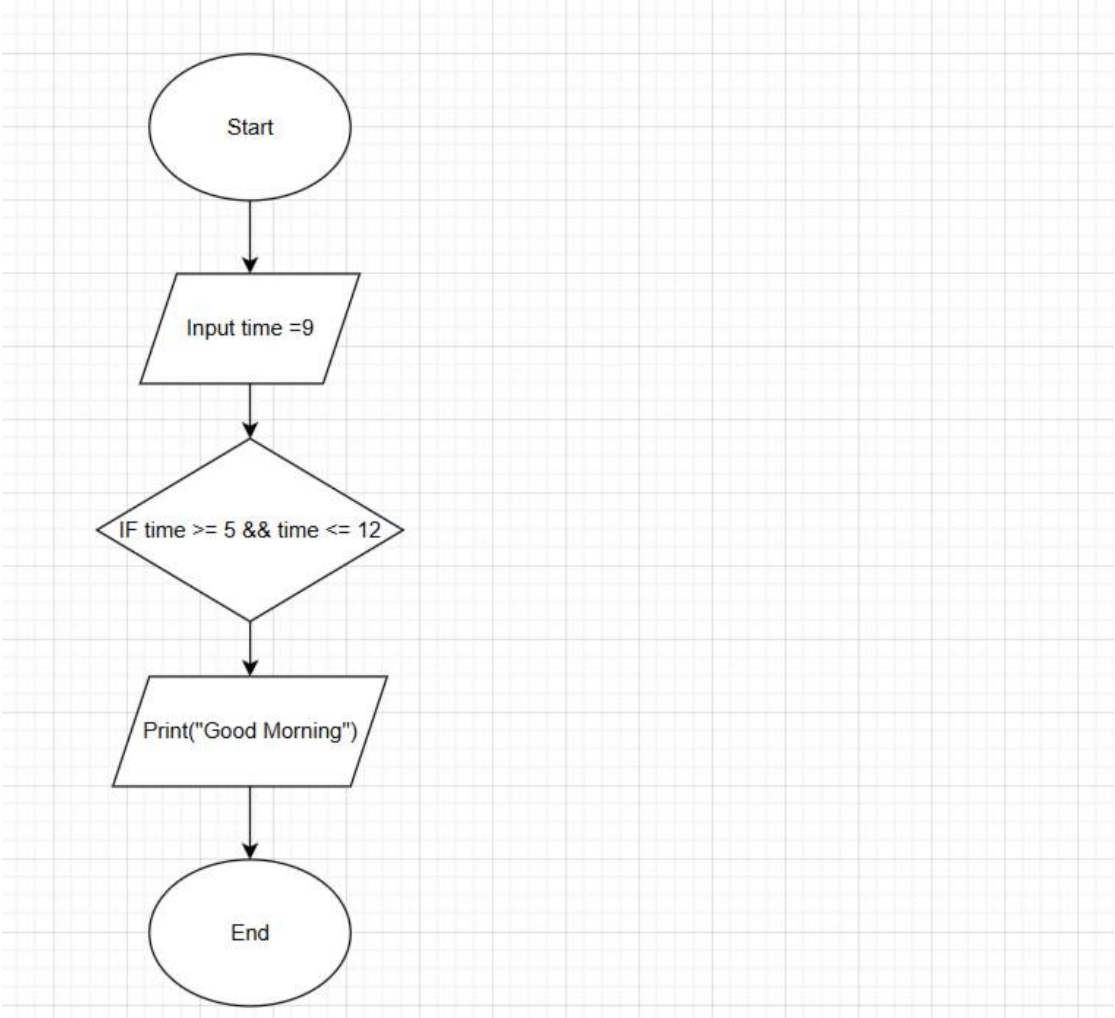
Program :

```
public class OddEven{
    public static void main (String[] arg){
        int num = 5;
        if (num % 2==0){
            System.out.println("Even number");

        } else { System.out.println("Odd number");

        }
    } }
```

```
Output                                                    Clear
Odd number

=== Code Execution Successful ===
```

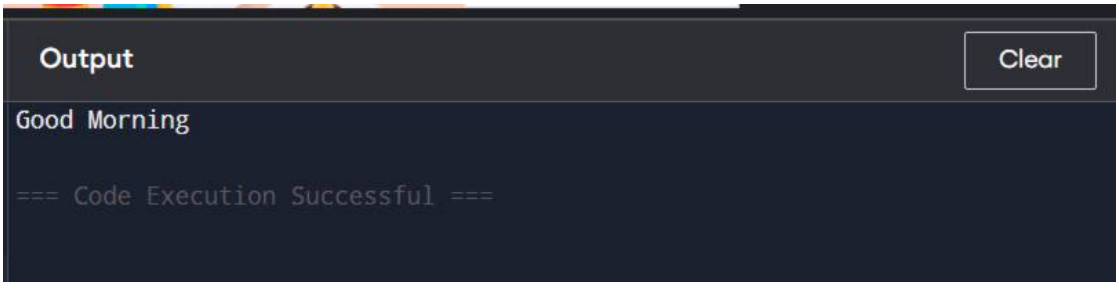
4. Display Good Morning Message Based on Time

Flowchart :



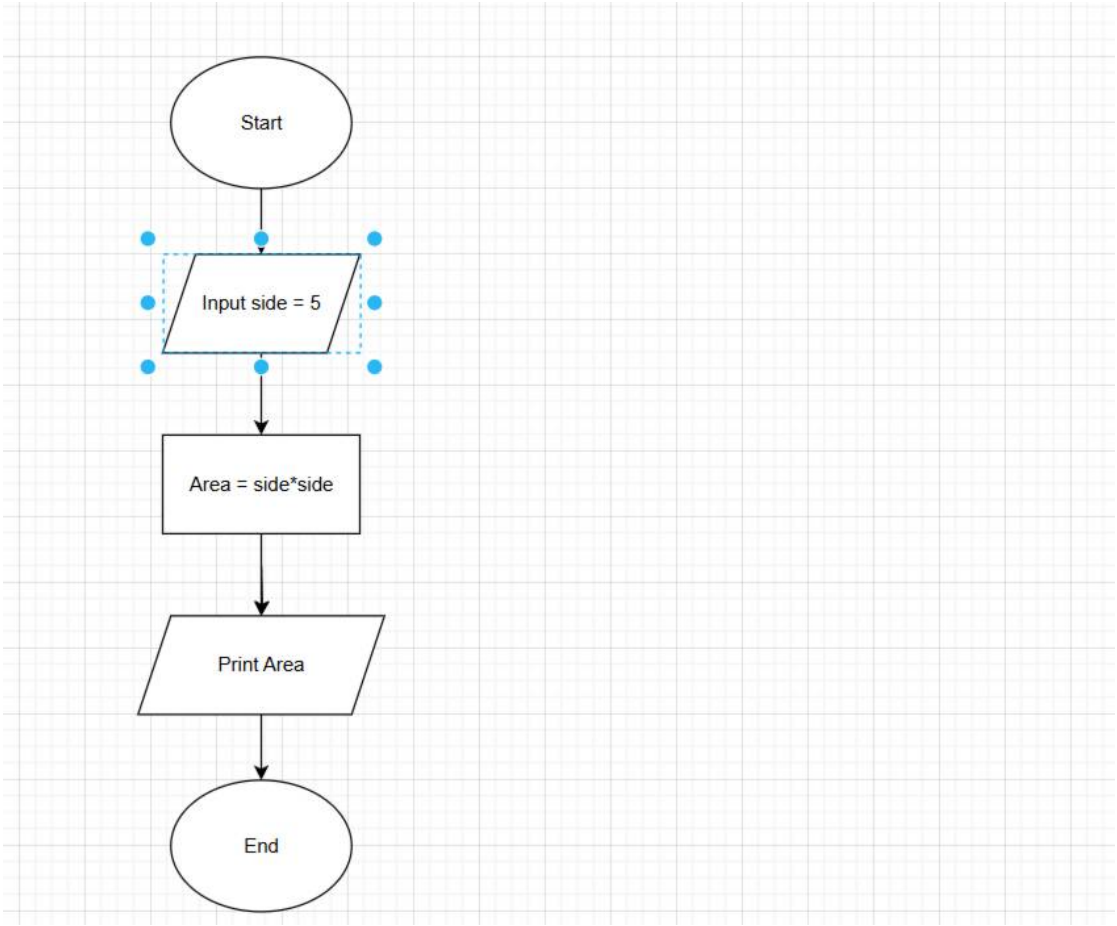
Program :

```
public class GoodMorningMessage {
    public static void main(String[] args) {
        int time = 9;
        if (time >= 5 && time <= 12) {
            System.out.println("Good Morning");
        }
    }
}
```



5. Print Area of a Square

Flowchart :



Program :

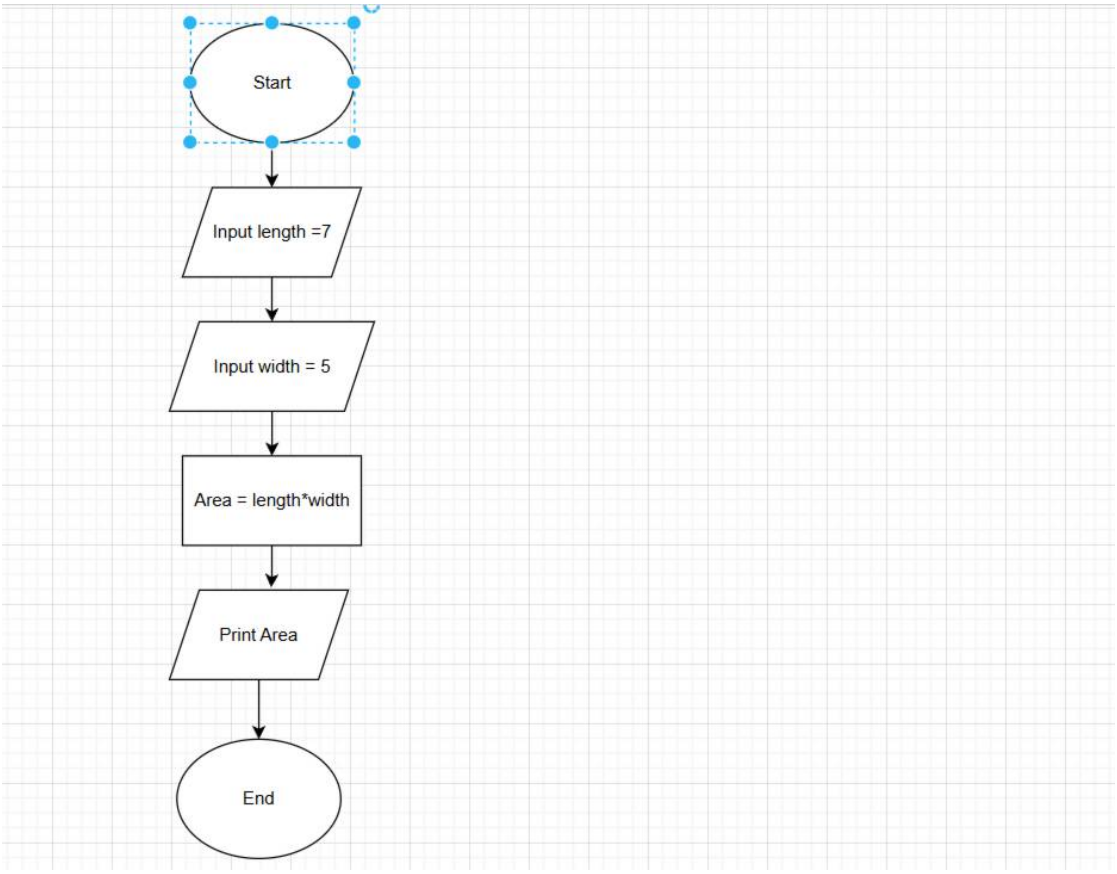
```
public class Area {
    public static void main(String[] args) {
        int side = 5;
        int area = side * side;
        System.out.println("Area of square: " + area);
    }}
```

Output

```
Area of square: 25

=== Code Execution Successful ===
```

6. Print Area of a Rectangle

Flowchart :

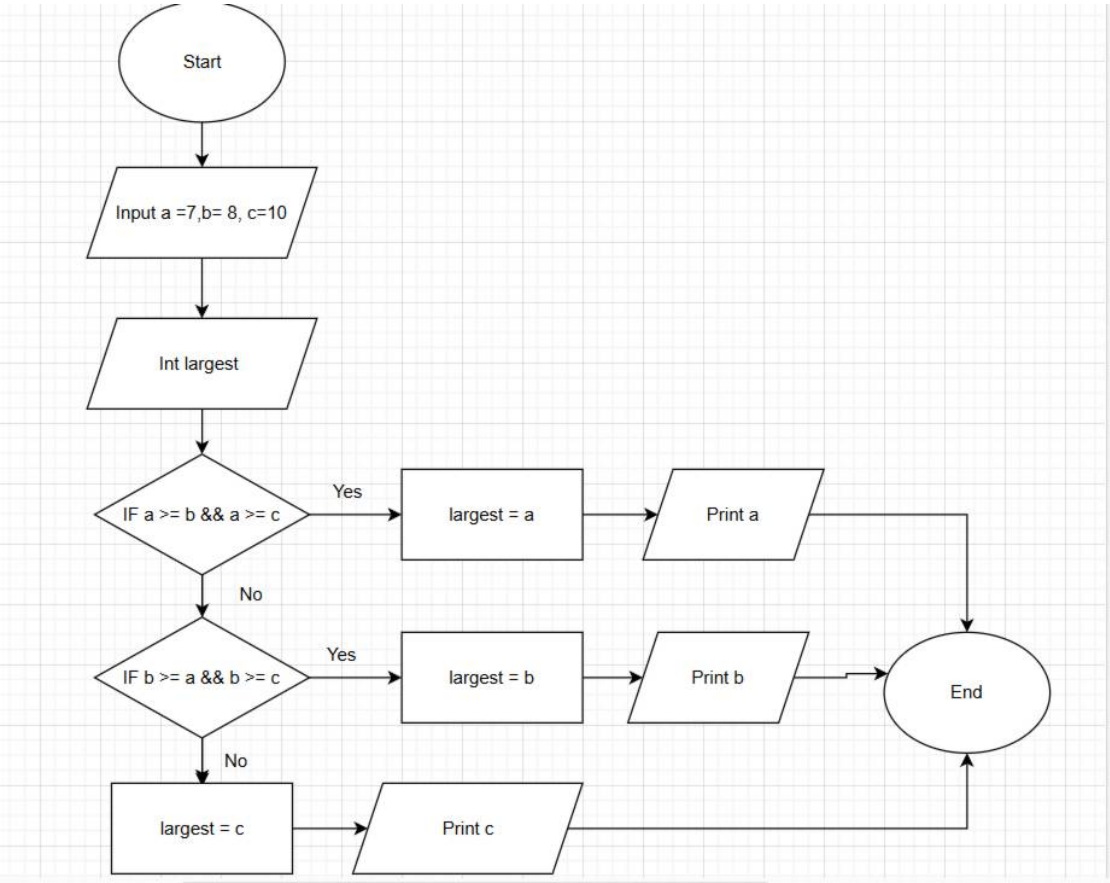


Program :

```
public class RectangleArea {
    public static void main(String[] args) {
        int length = 7;
        int width = 5;
        int Area = length * width;
        System.out.println("Area of Rectangle: " + Area);
    }
}
```

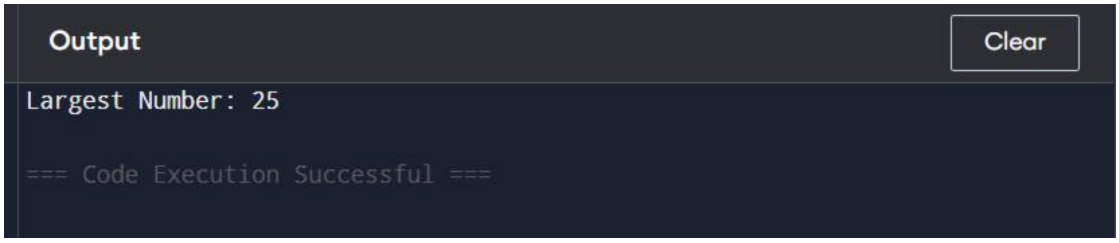
7. Find the Largest of Three Numbers

Flowchart :



Program:

```
public class LargestNumber {
    public static void main(String[] args) {
        int a = 10, b = 25, c = 15;
        int largest;

        if (a >= b && a >= c) {
            largest = a;
        } else if (b >= a && b >= c) {
            largest = b;
        } else {
            largest = c;
        }

        System.out.println("Largest Number: " + largest);
    }}
```


Output
Clear
Largest Number: 25
=== Code Execution Successful ===