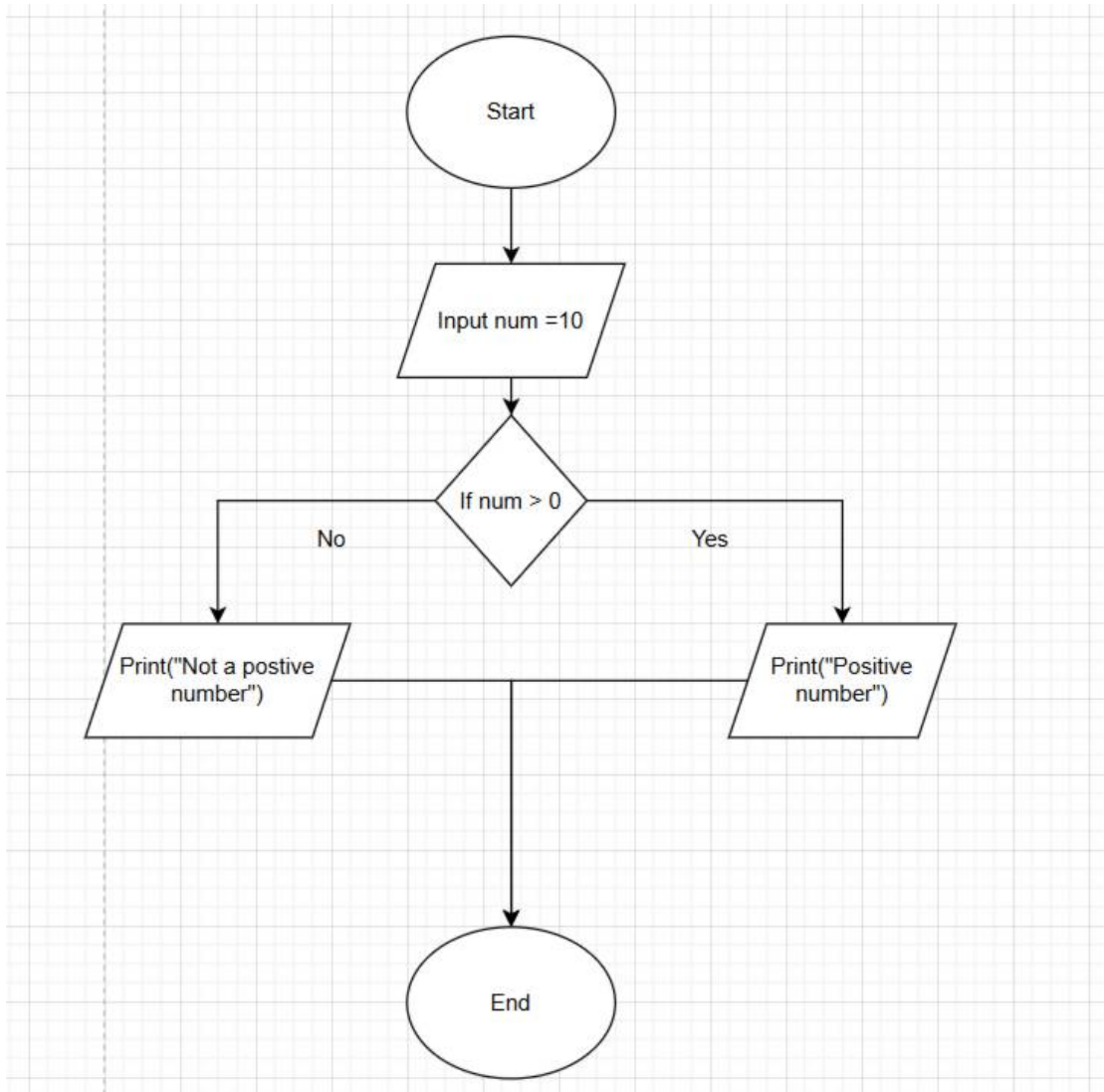


## Lab Assignment: Flowchart and Java Programming

### 1. Check Positive Number

Flowchart :

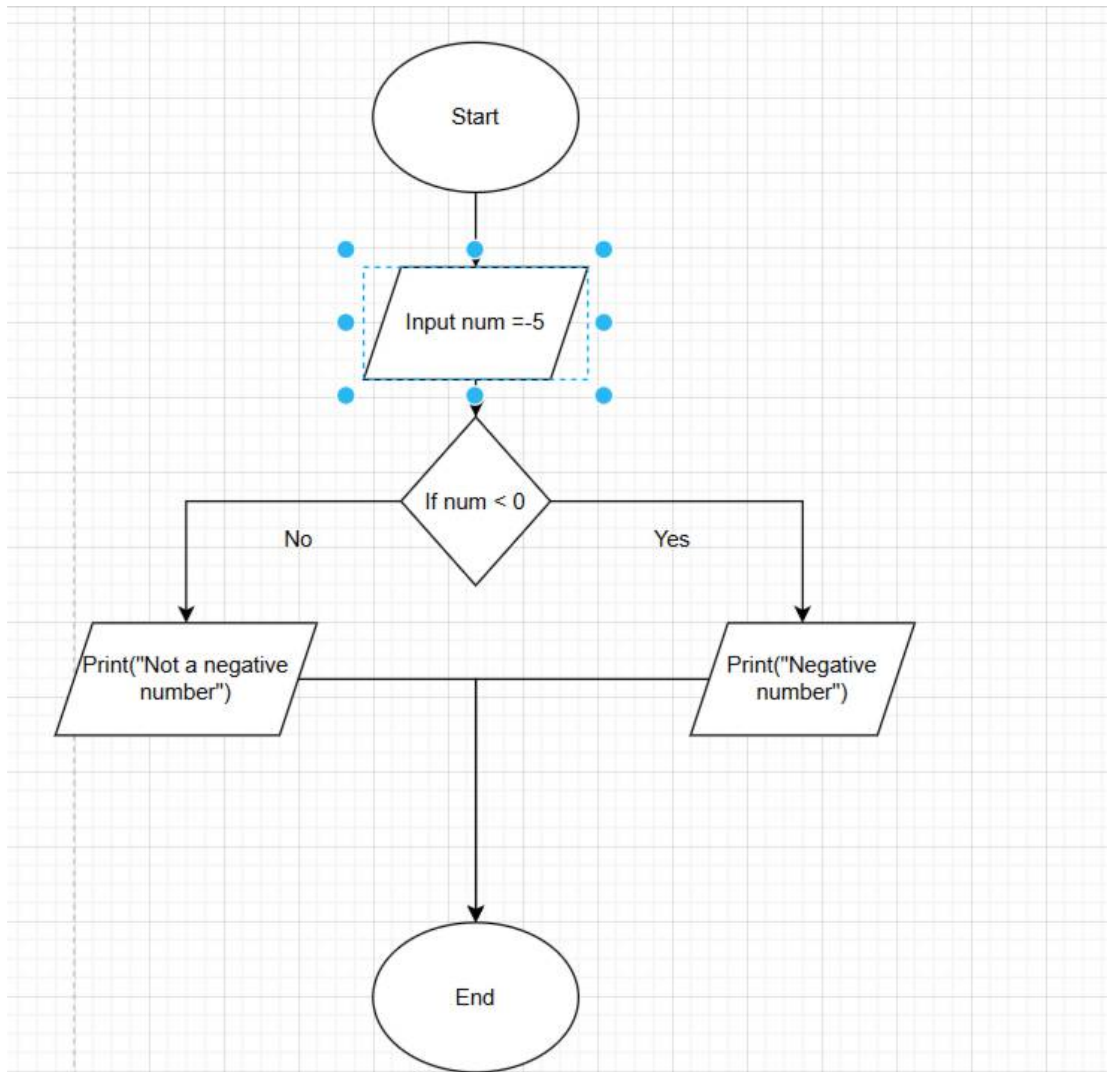


Program :

```
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") ;
        }
    }
}
```

## 2. Check Negative Number

Flowchart :

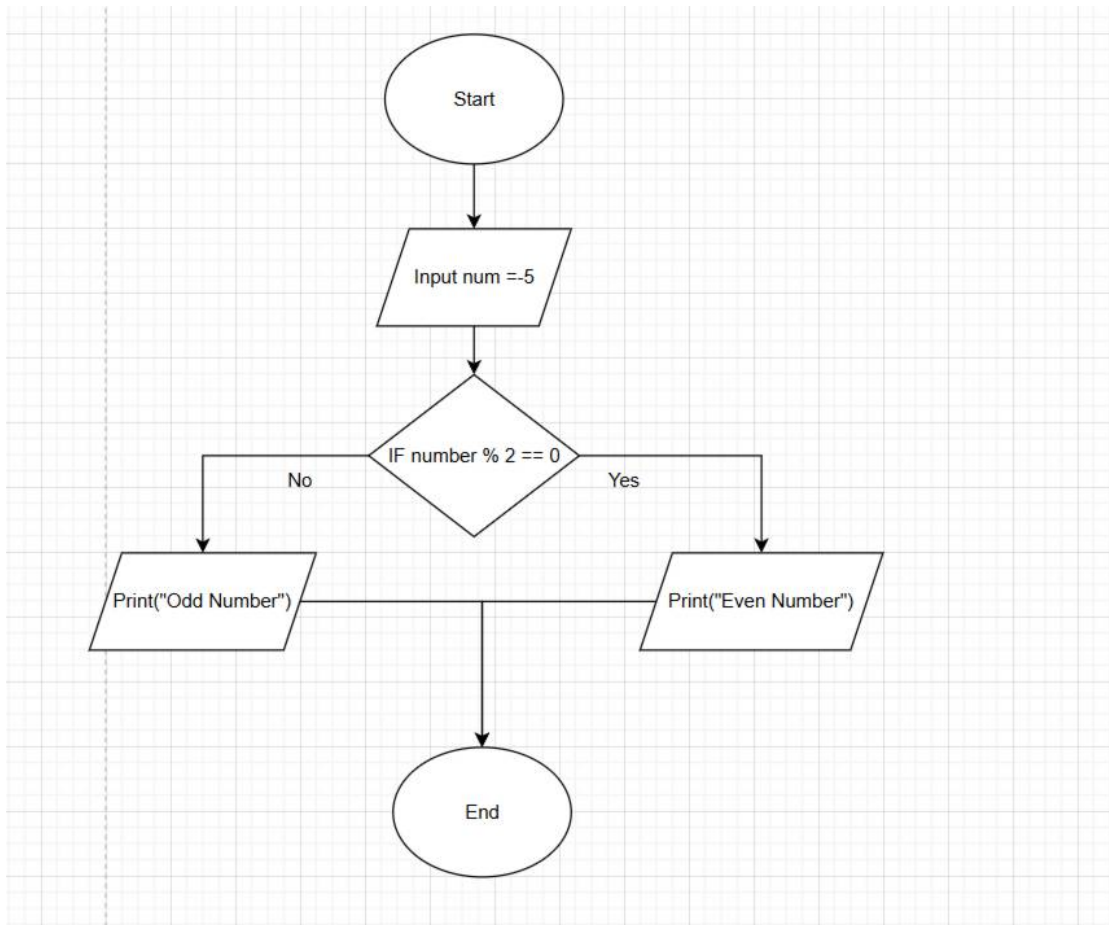


Program :

```
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 :

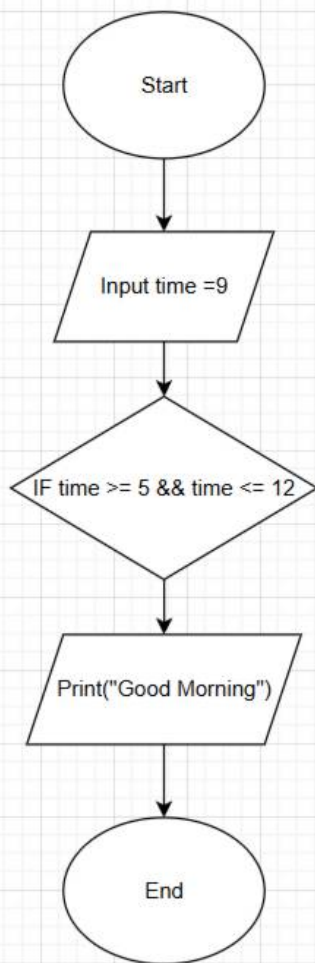


Program :

```
public class 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");  
        }  
    }  
}
```

#### 4. Display Good Morning Message Based on Time

Flowchart :

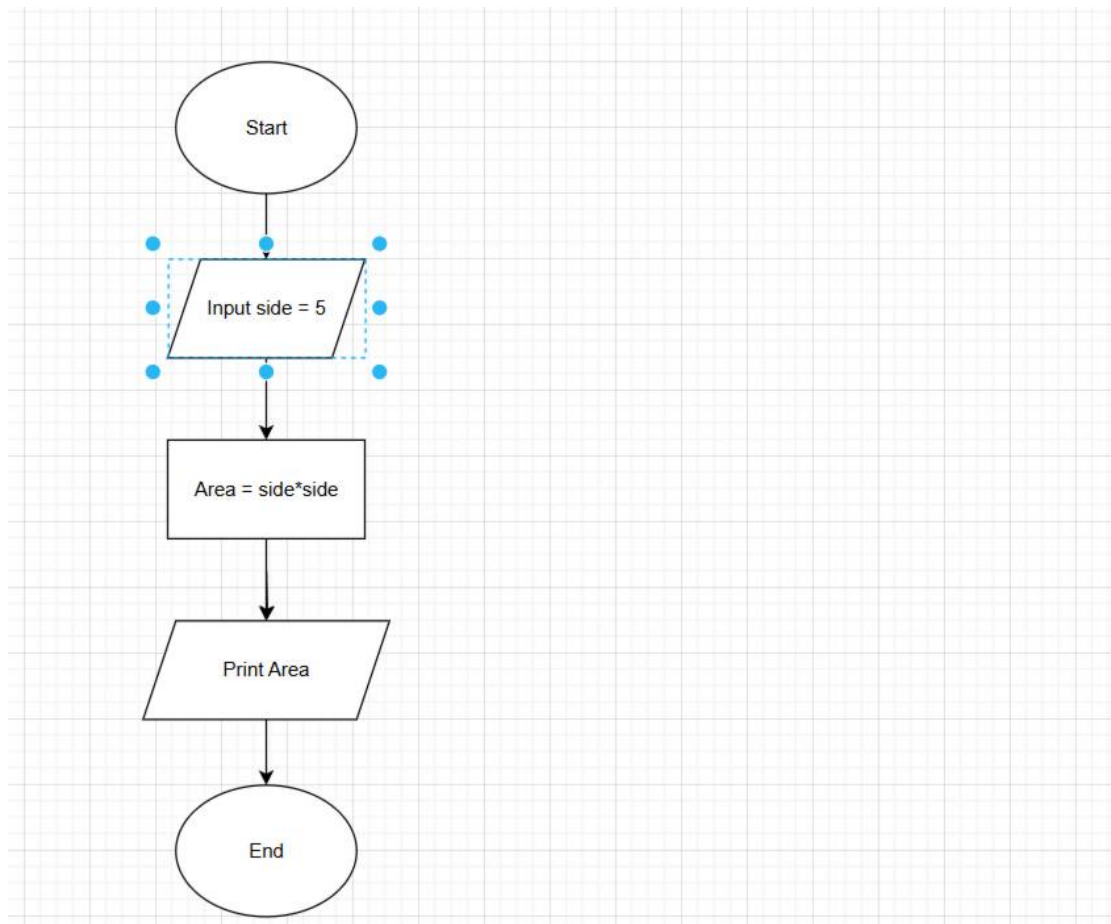


Program :

```
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 :

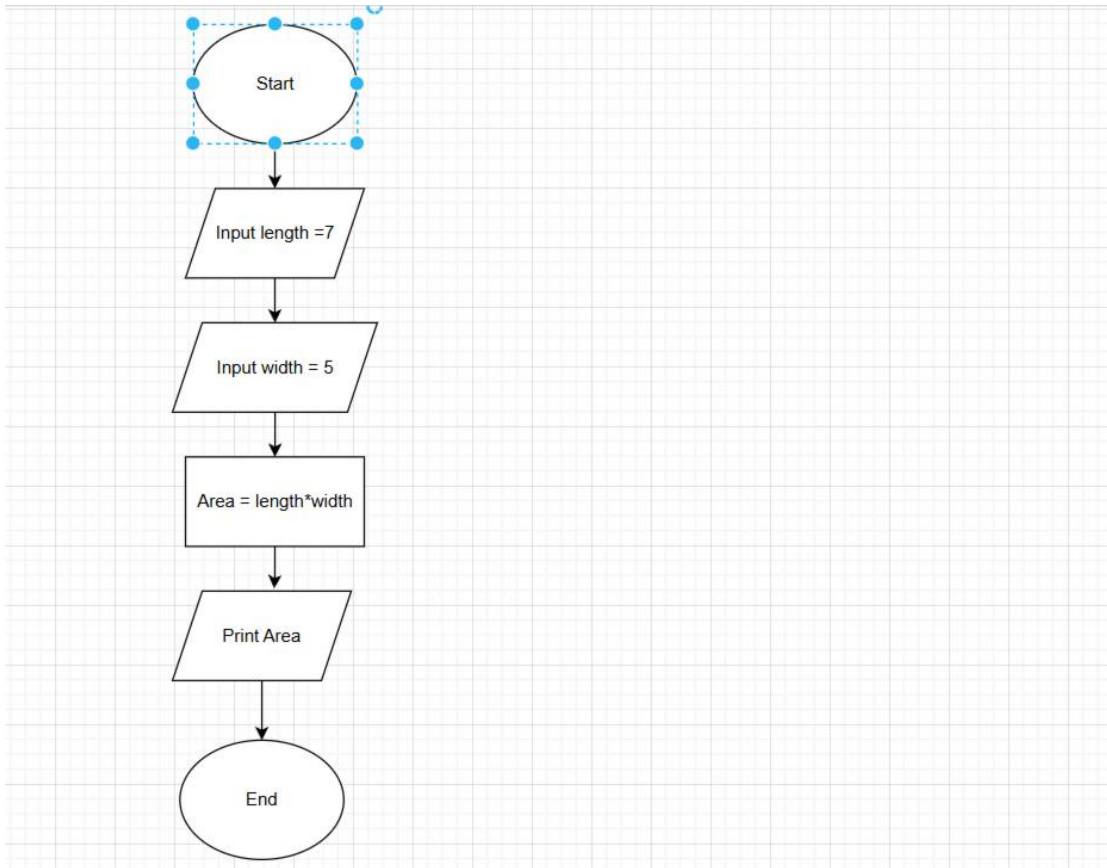


Program :

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

## 6. Print Area of a Rectangle

Flowchart :

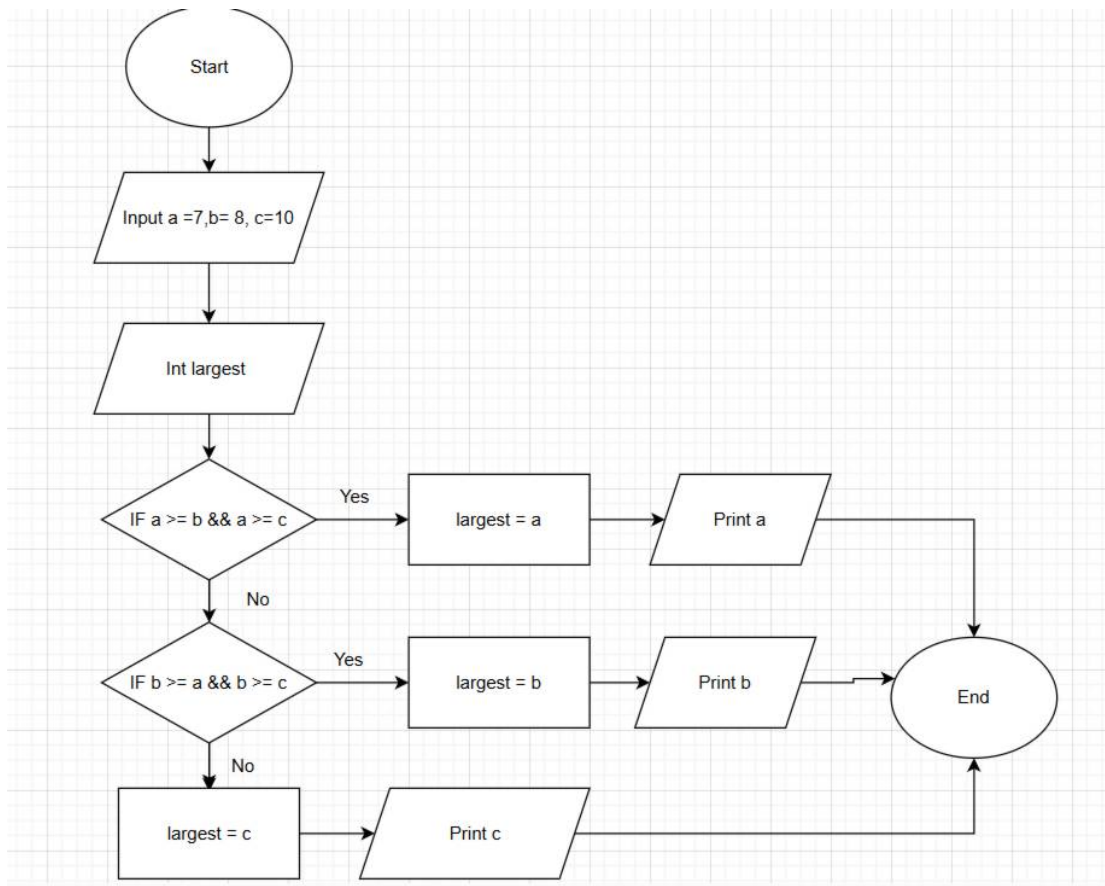


Program :

```
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);  
    }  
}
```