## **Assignment - 1**

1)

Write a java program to get a number from the user and print whether it is positive or negative.

```
import java.util.Scanner;
public class FirstProgarm{
    public static void main(String[] args) {
        GetVal g1 = new GetVal();
        g1.print();
    }
}
class GetVal{
    int a;
    Scanner sc = new Scanner(System.in);
    void print()
    {
        System.out.println("Enter Number:");
        a = sc.nextInt();
        if (a >= 0)
          System.out.println("Number is Postive:");
        }
        else
            System.out.println("Number is Negative:");
}
```

## Write a program to find the maximum number from the given 3 numbers.

```
import java.util.Scanner;
public class Second {
    public static void main(String[] args) {
        MaxNumber m1 = new MaxNumber();
        m1.print();
    }
}
class MaxNumber{
    int a,b,c;
    Scanner sc = new Scanner(System.in);
    void print()
    {
        System.out.println("Enter Three Number:");
        System.out.println("A:");
        a = sc.nextInt();
        System.out.println("B:");
        b = sc.nextInt();
        System.out.println("C:");
        c = sc.nextInt();
        if(a > b \&\& a > c)
        {
            System.out.println(" A is Big");
        }
        else if (b > a \&\& b > c)
```

```
System.out.println("B is Big");
}
else
{
    System.out.println("C is Big");
}
```

The marks obtained by a student in 5 different subjects are input through the keyboard.

The Students gets a division as per the following rules:

- Percentage above or equal to 60-first division
- Percentage between 50 to 59-second division
- Percentage between 40 to 49-third division
- Percentage less than 40-fail Write a program to calculate the division obtained by the student.

```
import java.util.Scanner;
public class Third {
    public static void main(String[] args) {
        Mark m1 = new Mark();
        m1.get();
    }
}
class Mark{
   float m;
    Scanner sc = new Scanner(System.in);
    void get()
        int m1, m2, m3, m4, m5;
        System.out.println("Enter Marks");
        m1 = sc.nextInt();
        m2 = sc.nextInt();
        m3 = sc.nextInt();
        m4 = sc.nextInt();
        m5 = sc.nextInt();
```

```
m = (m1+m2+m3+m4+m5) / (float)(5);
       print();
    }
   void print()
    {
        if(m >= 60)
        {
            System.out.println("First Divison"+m);
        }
        else if(m >= 50 \&\& m <= 59)
            System.out.println("Second Class"+m);
        }
        else if(m >= 40 \&\& m <= 49)
            System.out.println("Third Division"+m);
        }
        else{
        System.out.println("Fail"+m);
        }
    }
}
```

Write a java program that takes a number from the user and displays the name of the weekday accordingly (For example if the user enters 1 program should return Monday).

```
import java.util.Scanner;
public class Days {
    public static void main(String[] args) {
        day d1 = new day();
        d1.print();
    }
}
class day{
    int d;
    String daysc;
    Scanner sc = new Scanner(System.in);
    void print()
    {
        System.out.println("Enter Number Between 1 To 7");
        d = sc.nextInt();
        display();
    }
    void display()
        switch (d) {
            case 1:
                daysc = "Monday";
                System.out.println(daysc);
                break;
```

```
daysc = "Tuesday";
                System.out.println(daysc);
                break;
            case 3:
                daysc = "wednesday";
                System.out.println(daysc);
                break;
            case 4:
                daysc = "Thursday";
                System.out.println(daysc);
                break;
            case 5:
                daysc = "Friday";
                System.out.println(daysc);
                break;
            case 6:
                daysc = "Saturday";
                System.out.println(daysc);
                break;
            case 7:
                daysc = "Sunday";
                System.out.println(daysc);
                break;
        }
    }
}
```

case 2: