

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

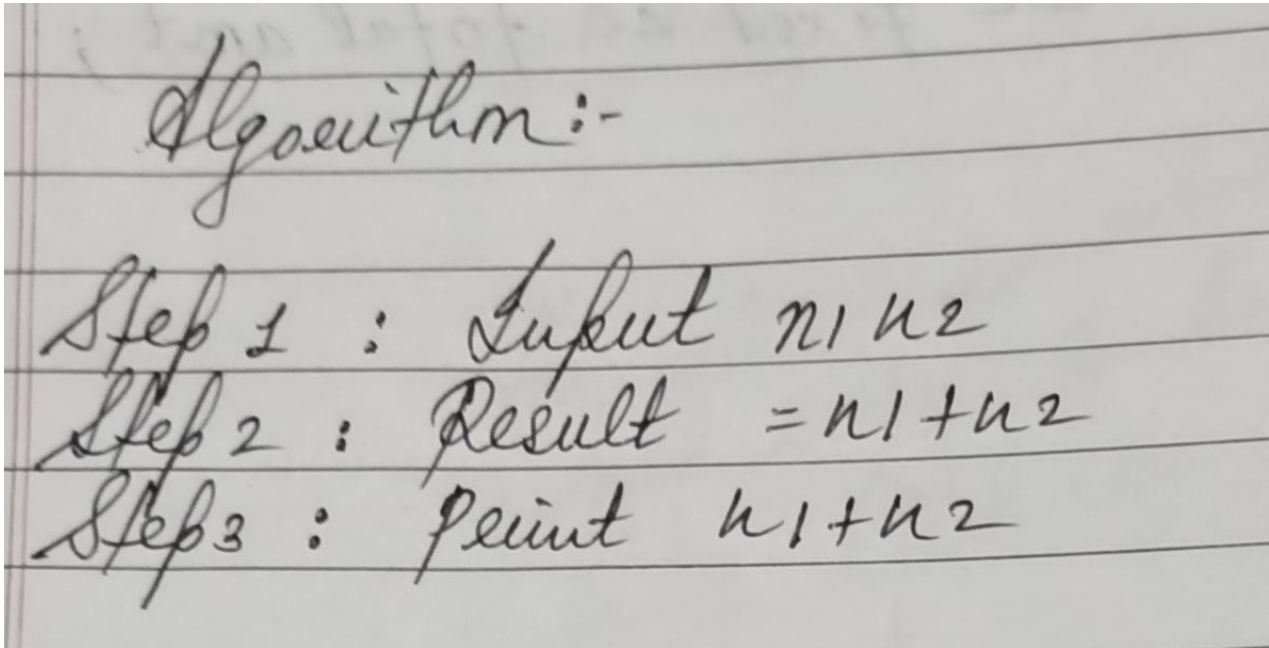
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JAVA PROGRAMS

1. TO ADD TWO NUMBERS ALGORITHM:



PROGRAM:

//To Add Two Numbers

```
public class Main
{

    public static void main(String[] args)
    {

        int x = 5;
        int y = 6;
        int sum = x + y ;

        System.out.println("x + y =" +sum);

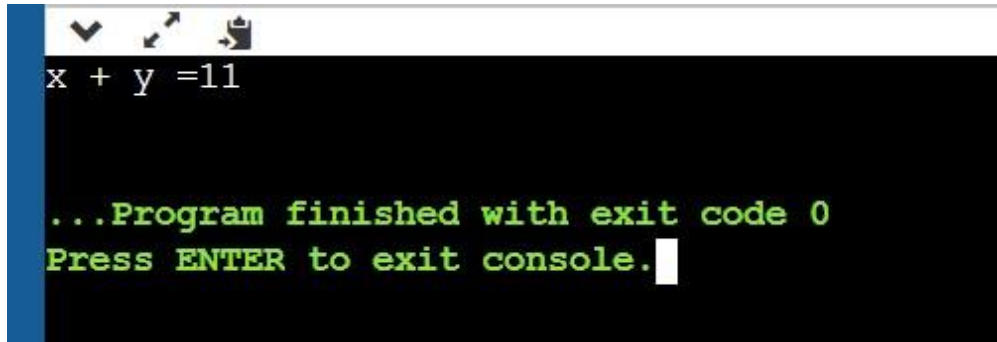
    }
```

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}

OUTPUT:



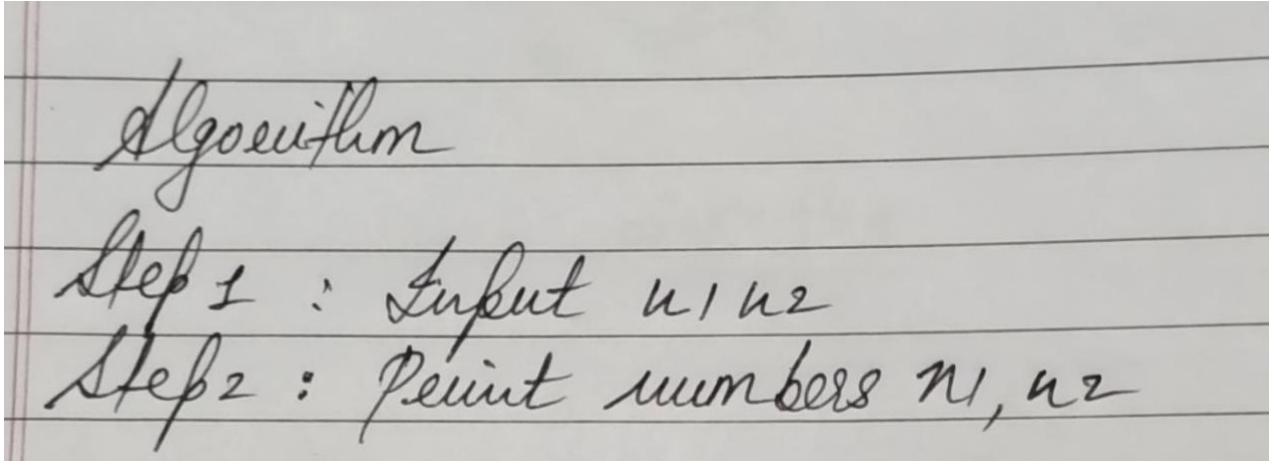
```
x + y =11

...Program finished with exit code 0
Press ENTER to exit console.
```

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2. TO PRINT NUMBERS ENTERED BY USER

ALGORITHM:



Algorithm

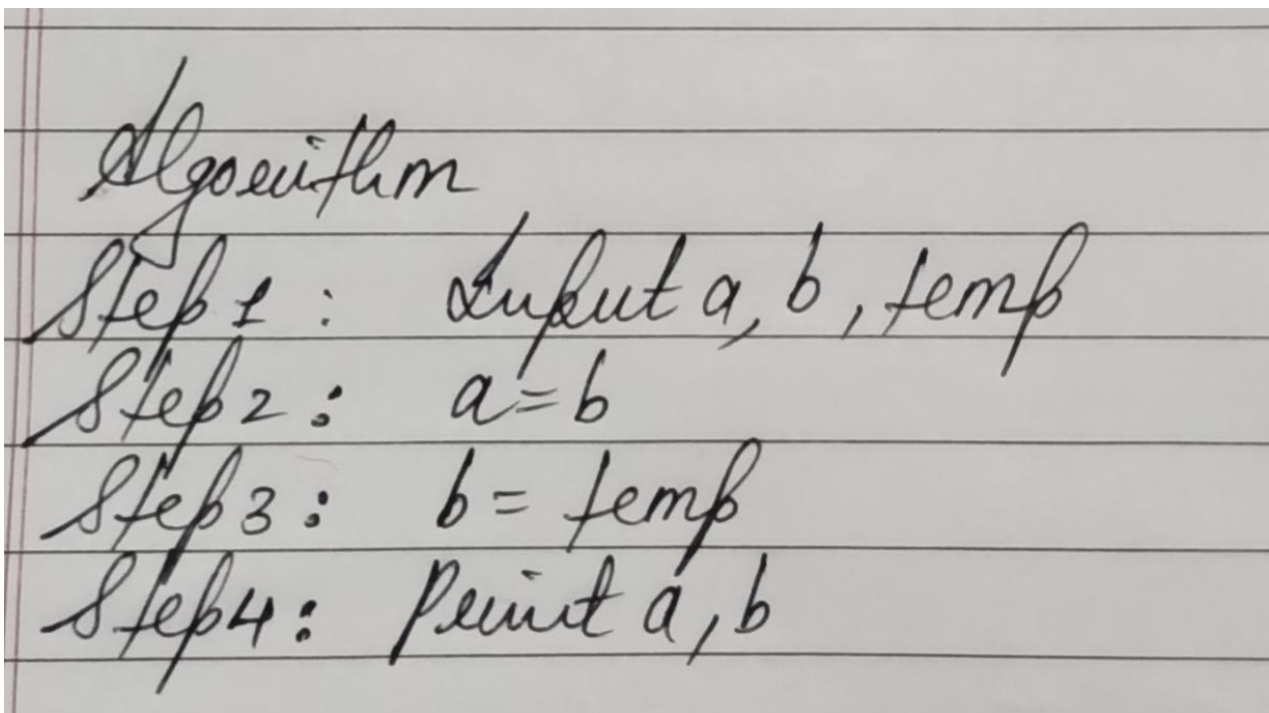
Step 1 : Input n_1, n_2

Step 2 : Print numbers n_1, n_2

PROGRAM:

OUTPUT:

3. TO SWAP TWO NUMBERS ALGORITHM:



Algorithm

Step 1 : Input $a, b, temp$

Step 2 : $a = b$

Step 3 : $b = temp$

Step 4 : Print a, b

PROGRAM:

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```
//to swap two numbers public
class Main
{

    public static void main(String[] args)
    {

        int n1 = 12, n2 = 24;

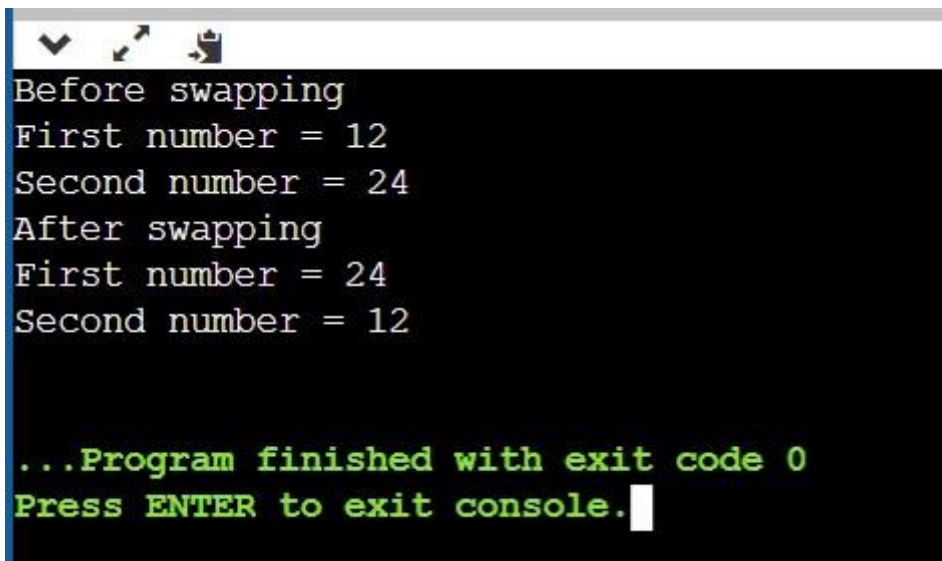
        System.out.println("Before swapping");
        System.out.println("First number = " + n1);
        System.out.println("Second number = " + n2);
n1 = n1 - n2; n2 =
        n1 + n2; n1 =
        n2 - n1;

        System.out.println("After swapping");
```

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```
System.out.println("First number = " + n1);  
System.out.println("Second number = " + n2);  
  
    }  
}
```

OUTPUT:

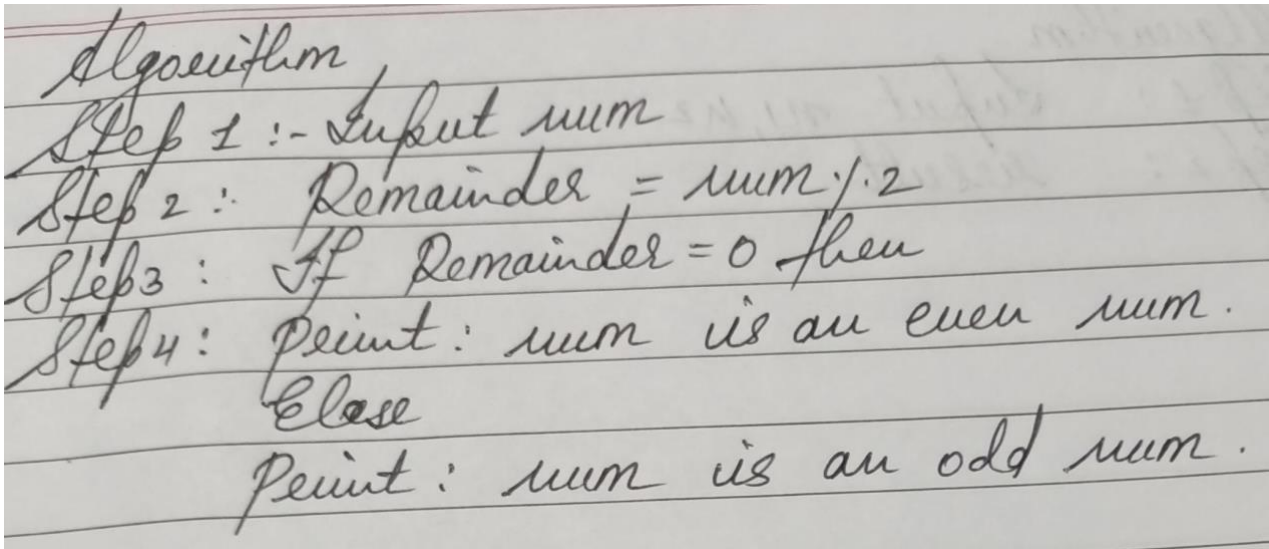
A screenshot of a Java IDE's console window. The window has a dark background with light green text. At the top, there are three small icons: a downward arrow, a magnifying glass, and a document icon. The output text is as follows:
Before swapping
First number = 12
Second number = 24
After swapping
First number = 24
Second number = 12

...Program finished with exit code 0
Press ENTER to exit console.
The text is displayed in a monospaced font, and the cursor is at the end of the last line.

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4. TO CHECK WHETHER NUMBER IS EVEN OR ODD

ALGORITHM:



Algorithm
Step 1 :- Input num
Step 2 :- Remainder = num % 2
Step 3 :- If Remainder = 0 then
Step 4 :- Print: num is an even num.
Else
Print: num is an odd num.

PROGRAM:

```
//to check whether no is even or odd. public
class Main
{

    public static void main(String[] args)

    {

        // Declare the integer
variable int num = 10;

        // If condition to check if the remainder is zero
        if (num % 2 == 0)
```

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{

// If remainder is zero then this number is even
System.out.println("Entered Number is Even");

}

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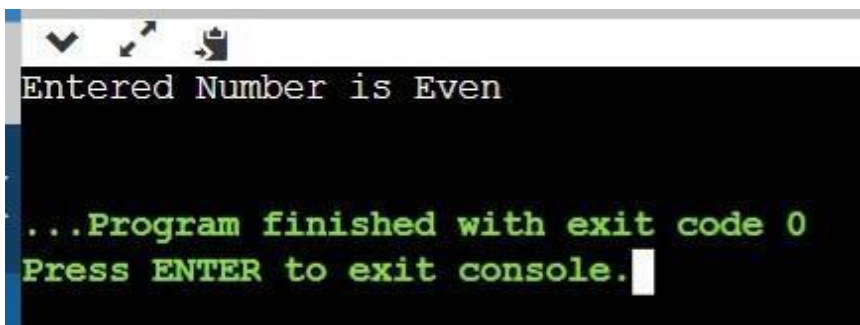
```
else
{

    // If remainder is not zero then this number is
    // odd
    System.out.println("Entered Number is Odd");
}

}

}
```

OUTPUT:



```
Entered Number is Even

...Program finished with exit code 0
Press ENTER to exit console.
```