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**Subject : Java Lab**  
**Group : G3**  
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## **LAB ASSIGNMENT 01**

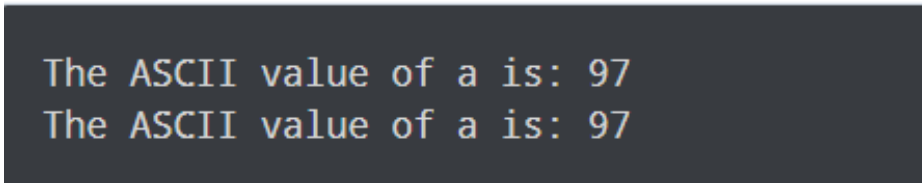
### **1. Java program to find ASCII value of a character**

#### **Code:**

```
public class AsciiValue
{
    public static void main(String[] args)
    {
        char ch = 'a';
        int ascii = ch;
        int castAscii = (int) ch;

        System.out.println("The ASCII value of " + ch + " is: " + ascii);
        System.out.println("The ASCII value of " + ch + " is: " + castAscii);
    }
}
```

#### **Output:**



```
The ASCII value of a is: 97
The ASCII value of a is: 97
```

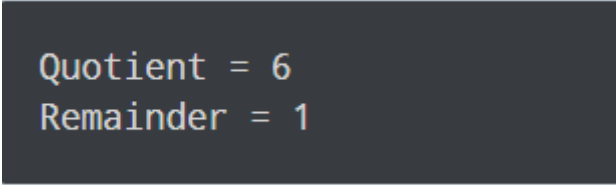
### **2. Java Program to Compute Quotient and Remainder**

#### **Code:**

```
public class QuotientRemainder
{
    public static void main(String[] args)
    {
        int dividend = 25, divisor = 4;
        int quotient = dividend / divisor;
        int remainder = dividend % divisor;
```

```
System.out.println("Quotient = " + quotient);
System.out.println("Remainder = " + remainder);
}
}
```

**Output:**



```
Quotient = 6
Remainder = 1
```

### 3. Java Program to Swap Two Numbers

**Code:**

```
public class SwapNumbers
{
    public static void main(String[] args)
    {
        float first = 1.20f, second = 2.45f;

        System.out.println("--Before swap--");
        System.out.println("First number = " + first);
        System.out.println("Second number = " + second);

        float temporary = first;
        first = second;
        second = temporary;

        System.out.println("--After swap--");
        System.out.println("First number = " + first);
        System.out.println("Second number = " + second);
    }
}
```

**Output:**

```
--Before swap--  
First number = 1.2  
Second number = 2.45  
--After swap--  
First number = 2.45  
Second number = 1.2
```

#### 4. Java Program to Check Whether a Number is Even or Odd

##### Code:

```
import java.util.Scanner;  
  
public class EvenOdd  
{  
    public static void main(String[] args)  
    {  
        Scanner reader = new Scanner(System.in);  
  
        System.out.print("Enter a number: ");  
        int num = reader.nextInt();  
  
        if(num % 2 == 0)  
            System.out.println(num + " is even");  
        else  
            System.out.println(num + " is odd");  
    }  
}
```

##### Output:

```
Enter a number: 12  
12 is even
```