



STEPPING STONE  
SCHOOL (HIGH)

**CLASS : IX**

**Subject: Computer Application**

**Date: 4/06/20**

**Topic:** Concept of data type, Loop

**Time Limit:** 1 hour

*Worksheet No. :6*

*[Minutely go through all the topics given below.]*

### **Question 1**

What is Assignments?

Ans: Assigning means to store constants in a variable using = symbol.

e.g `int m=15;`

### **Question 2**

What is static initialization?

Ans: This process uses direct assignment of a variable with defined constant.

The variable is initialised during its declaration.

e.g

```
int a; [Declaration]
```

```
a=0; [ Static Initialization]
```

### Question 3

Dynamic initialization?

When variable gets initialized at run time or during execution of the program then it is called as dynamic initialization.

e.g.

```
int a=2, b=3,c =0;
```

```
c=a+b;
```

### Question 5

Define Arithmetic Expression.

Ans: An expression which contains variable constant and arithmetic operators is termed as arithmetic expression.

e.g

```
x= a+b*8;
```

```
p=2*q+3;
```

### Program 1

Input a number and print all the factors of the number

```
class Display
```

```
{
    public static void main(int n)
    {
        int i;
        for(i=1;i<=n;i++)
        {
            if(n%i==0)
            {
                System.out.println(i);
            }
        }
    }
}
```

## Program 2

Input a number and check whether the number is prime number or not.

```
class Display
{
    public static void main(int n)
    {
        int i,c=0;
```

```

for(i=1;i<=n;i++)
{
    // checking whether the value of i is factor of n or not.

    if( n % i==0 )
    {
        c++;
    }
}
// if a number has 2 factors then it is a prime number.
if(c==2)
{
    System.out.println (n+" Is prime number ");
}
else
{
    System.out.println (n+ "is not prime number ");
}
}

```

### Program 3

Write a program to print the given output

1 -2 3 -4 5 -6 7 -8 9 -10

```
class Number
{
    public static void main( )
    {
        int i,x=0;
        for(i=1;i<=10;i++)
        {
            if(i%2==1)
            {
                x=i;
            }
            else
            {
                x=i*-1;
            }

            System.out.print(x+" ");
        }
    }
}
```

#### Program 4

Write a program to print the given output.

1 -2 3 -4 5 -6 7 -8 9 -10

(The problem is same as previous program but we are using a different logic)

```
class Number
{
    public static void main()
    {
        int i,x=0,c=1;
        for(i=1;i<=10;i++)
        {
            x=i*c;
            System.out.print(x+" ");
            c=c* -1;
        }
    }
}
```

```
/*
```

Here value of c is - 1 every time when value of i is an even number.

So multiplying that number with -1 every time we are getting a negative number.

```
*/
```

