Define a class to declare an integer array of size n and accept the elements into the array.

```
import java.util.Scanner;
class LinearSearch
public static void main(String args[])
{
int c, n, search, array[];
Scanner in = new Scanner(System.in);
System.out.println("Enter number of elements");
n = in.nextInt();
array= new int[n];
System.out.println("Enter those" +n+ "elements");
for (c = 0; c < n; c++)
array[c] = in.nextInt();
System.out.println("Enter value to find");
search = in.nextInt();
for (c = 0; c < n; c++)
{
if (array[c] = search) /Searching element is present/
{
System.out.println(array[c]);
break;
}
if (c = n) /Element to search isn't present/
System.out.println(search + "No such element");
}
}
```

Define a class to declare an integer array of size n and accept the elements into the array.

Related Posts:

- 1. Define a class to declare an array of size 20 of the double datatype, accept the elements into the array and perform the following: Calculate and print the sum of all the elements.
- 2. Java program for String, to uppercase, to equal, length of string
- 3. Write a Java program for Buble sort.
- 4. Write a Java program String to uppercase and count words startig with 'A'
- 5. Can Java have same name variable
- 6. Types of variables in Java programming
- 7. JAVA and its Support Systems
- 8. JAVA environment
- 9. JAVA program structure
- 10. Tokens
- 11. Java statements
- 12. Java virtual machine
- 13. C++ Versus JAVA
- 14. Constants and Variables in Java
- 15. Data types JAVA
- 16. Defining a class
- 17. Constructor in JAVA
- 18. Array in Java
- 19. Applet
- 20. Applets Vs Applications
- 21. Writing applets
- 22. Applets life cycle
- 23. Creating an Executable Applet
- 24. Graphics in Applet

Define a class to declare an integer array of size n and accept the elements into the array.

- 25. Applet image display
- 26. Applet digital clock
- 27. Applet mouse event handling
- 28. JDBC
- 29. Execute an SQL Statement
- 30. Process the result
- 31. CLOSE THE DATABASE CONNECTION
- 32. File handling
- 33. Java program to display message
- 34. Java addition program
- 35. Java program to show use of If, For, Scanner
- 36. Java program to enter marks
- 37. Java program to enter marks, calculate sum, percentage, division etc.
- 38. Java Program to use Nested Switch case
- 39. Java program use of Switch case, break statement
- 40. Java program use of Scanner class, nextInt()
- 41. Java program use of If Else
- 42. Java program 10
- 43. Java program While loop, input.nextInt()
- 44. Java program type casting
- 45. Java Scanner progam
- 46. Java program arithmetic operators
- 47. Java array program
- 48. Java Inheritance
- 49. Java constant
- 50. Java Decrement operator
- 51. Java Do While program

EasyExamNotes.com

Define a class to declare an integer array of size n and accept the elements into the array.

- 52. Java program use of continue
- 53. Java Nested Method
- 54. Java program main function with object
- 55. Javaprogram Graphic Applets
- 56. Java program Applet mouse event handling
- 57. Java program Applet digital clock
- 58. Java program Applet image display
- 59. Java program File handling create operation
- 60. How to set path in Java
- 61. Understanding public static void main (String args[]) { } in Java
- 62. Difference between static and non static methods in Java