

```
C:\11239A031>javac ArraySumAvg.java
```

```
C:\11239A031>java ArraySumAvg
```

```
Enter number of elements: 5
```

```
Enter the numbers:
```

```
2
```

```
3
```

```
4
```

```
5
```

```
6
```

```
Sum = 20
```

```
Average = 4.0
```



```
C:\11239A031>javac EvenOddCount.java
```

```
C:\11239A031>java EvenOddCount
```

```
Enter how many numbers: 2
```

```
Enter the numbers:
```

```
3
```

```
4
```

```
Even numbers = 1
```

```
Odd numbers = 1
```

```
C:\11239A031>javac ExceptionExample.java
```

```
C:\11239A031>java ExceptionExample
```

```
Enter first number: 3
```

```
Enter second number: 4
```

```
Result = 0
```

```
Program finished safely.
```

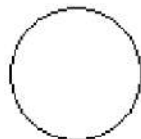


Applet Viewer: GeometricalFigures.class



Applet

Simple Geometrical Figures



```
C:\11239A031>javac MultiThreadExample.java
```

```
C:\11239A031>java MultiThreadExample
```

```
Thread A: 1
```

```
Thread B: 1
```

```
Thread B: 2
```

```
Thread A: 2
```

```
Thread A: 3
```

```
Thread B: 3
```

```
Thread A: 4
```

```
Thread B: 4
```

```
Thread B: 5
```

```
Thread A: 5
```

```
C:\11239A031>javac AscendingOrder.java
```

```
C:\11239A031>java AscendingOrder
```

```
Enter no. of elements you want in array:3
```

```
Enter all the elements:
```

```
45
```

```
65
```

```
78
```

```
Ascending Order:45, 65, 78
```



```
C:\11239A031>javac BinarySearch.java
```

```
C:\11239A031>java BinarySearch
```

```
Enter number of elements: 5
```

```
Enter elements of array (in sorted order):
```

```
34
```

```
56
```

```
66
```

```
78
```

```
99
```

```
Enter element to search: 34
```

```
Element found at position: 1
```

```
Enter the two numbers to perform operations
Enter the first number: 45
Enter the second number: 6
Choose the operation you want to perform
1 - ADDITION
2 - SUBTRACTION
3 - MULTIPLICATION
4 - DIVISION
5 - MODULUS
6 - EXIT
5
Result: 3
```

```
Enter the two numbers to perform operations
Enter the first number: |
```

```
C:\11239A031>javac Armstrong.java
```

```
C:\11239A031>java Armstrong
```

```
Enter any Positive Number : 3
```

```
Not an Armstrong Number
```

```
C:\11239A031\ArithmeticOperation>javac -d . add\Add.java sub\Sub.java mul\Mul.java div\Div.java
```

```
C:\11239A031\ArithmeticOperation>java ArithDemo
```

```
Add: 30
```

```
Sub: 10
```

```
Mul: 200
```

```
Div: 2
```

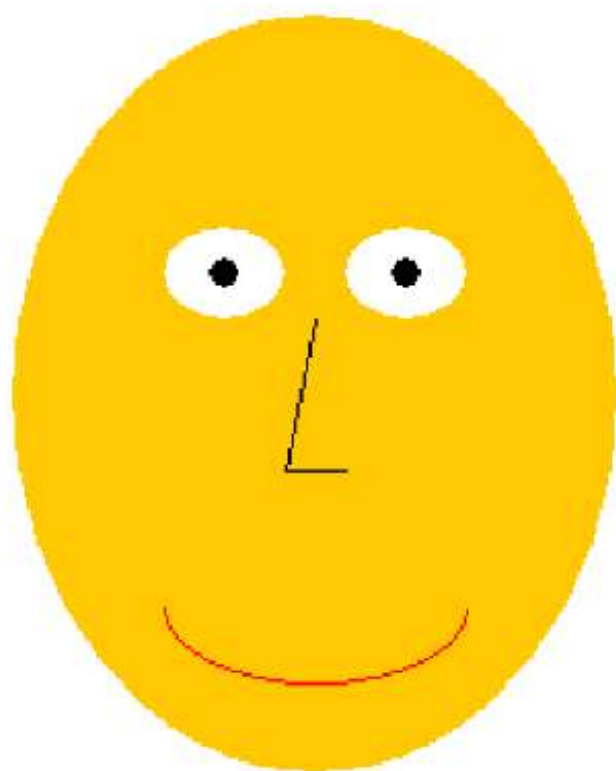
```
C:\11239A031>javac AccountDemo.java
```

```
C:\11239A031>java AccountDemo
```

```
Balance = 6000
```

```
Interest Rate = 6.5
```

```
Start thread A  
exit from main thread  
thread C =1  
from thread B j=1  
from thread A i=1  
from thread B j=2  
from thread B j=3  
from thread A i=2  
exit from B
```



Applet started.

 CardLayout... — □ ×

First Button

Applet Viewer: gld.class

Applet

A	B
C	D
E	F
G	H
I	J

Applet started.