

S No.	Program	Remarks
1.	Program in JAVA to implement print Prime Numbers up to 100.	
2.	Program in JAVA to implement finding whether a number is Armstrong or not.	
3.	Program in JAVA to implement print Array Reading & Writing on / from console.	
4.	Program in JAVA to implement Selection Sort Using Functions	
5.	Program in JAVA to implement Bubble Sort using Functions.	
6.	Program in JAVA to implement Insertion Sort using Functions.	
7.	Program in JAVA to implement Matching a particular Substring in a String without using inbuilt matching function(s).	
8.	Program in JAVA to implement Garbage Collection Usage in JAVA	
9.	Program in JAVA to Implement Array of Objects & create a student record with details of name, address, contact number and email ID.	
10.	Program in JAVA to implement Single & Multi-level inheritance.	
11.	Program in JAVA to implement Abstract Class Usage	
12.	Program in JAVA to implement Interface usage to implement multiple inheritance.	
13.	Program in JAVA to implement Packages usage to use one function of a class in another.	
14.	Program in JAVA to implement I/O and File Handling.	
15.	Program in JAVA to implement Exceptions.	
16.	Program in JAVA to implement Applets	
17.	Program in JAVA to implement Multiple Threads.	
18.	Program in JAVA to implement Event Handlers.	

19.	Program in JAVA to implement Mini Calculator.	
20.	Program in JAVA to define two complex numbers & to do the addition and multiplication & print the results.	
S No.	Program	Remarks
1.	Program to implement DDA line Drawing Algorithm.	
2.	Program to implement Bresenham's Line Drawing Algorithm.	
3.	Program to implement Circle Drawing using Polynomial Approach.	
4.	Program to implement Circle drawing using Bresenham's Approach.	
5.	Program to implement a moving object like car/fan/moving man.	
6.	Program to implement colour filling in a closed object.	
7.	Program to implement Bouncing Ball.	
8.	Program to implement Point Clipping/ Line Clipping Method.	
9.	Program to implement Analogue Clock.	
10.	Program to implement a 3D (Three Dimensional) Object / Smiley.	
S No.	Program Description	Remarks
1.	Program to find length of string, concatenation of two strings without using inbuilt function	
2.	Program to print a Symbol Table	

3.	Program to implement Pattern Matching	
4.	Program to validate an email ID/Mobile Number	
5.	Program to check number of single spaces, double spaces and multiple spaces in a given string. Print the resultant string after replacing double/multiple spaces with single space	