Group A

1. Main-class -> AccountController (contained will have Account object )

. withdraw,deposit,getbalance

.userdefined exception – zero balance

1. AccountDAO layer -> JDBC operation

Group B

1. Collection Framework – HashMap, TreeMap , key – student , value – course

And you have to also make use of comparator interface – sort student birthdate

1. Course and CrashCourse/SpecialisationCourse and depict use of constructor overloading, function overloading, function overriding, runtime polymorphism,instanceof operator

Group C

1. Multithreading – make use of wait and notify/notifyall ->

1st thread will get Shape from user in do-while loop and add that shape into the Queue

2nd thread will retrieve that Shape from Queue and compute area and perimeter

And display it on screen

(Note: make use of abstract class Shape,Circle,Triangle)

1. Wrapper classes and use all important conversion methods of wrapper classes

int -> byte, double, long, float

int -> string,

string-> int (depict how will you take care of NumberFormatException)

char -> string

string -> 1st char from string

string -> stringbuilder -> call some methods stringbuilder -> string