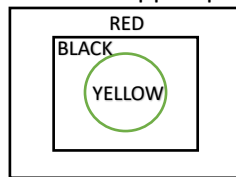1. Write a Java program to sort 20 names of cities in alphabetical order.
2. Write a Java program to read a number and print all its prime factors.
3. Write a Java program to print first 100 prime non-fibonacci numbers.
4. Write a Java program which will read a line of text of different cases and output the text with changing it's cases. E.g. :
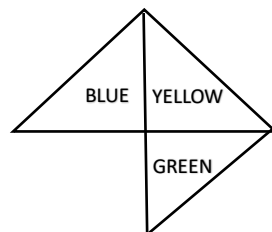   > Input text: The Sky is Blue
   > Output text: tHE sKY IS bLUE
5. Write a Java program to find the transpose of a mXn matrix.
6. Write a Java program to demonstrate multiple inheritance.
7. Write a Java applet program to read two numbers from applet and show the largest number.
8. Write a Java applet program to draw the following figure:

9. Write a Java applet program to draw the following image:

10. Write a Java program to convert an octal number to its equivalent hexadecimal value
11. Write a Java program to generate n prime numbers between a range.
12. Write a Java program to Override a function.
13. Write a Java program to calculate the area of three geometric objects using method overloading.
14. Write a Java program to show the concept of abstract method.
15. Write a Java program to show the concept of constructor overloading.
16. Write a Java program to find AXB, where A is a 3X3 matrix and B is a 3X4 matrix.
17. Write a Java program to print the multiplication table using mul() function. The function should be written in a package built by you.
18. Write a Java program to find the factorial of a given number.
19. Write a Java program to implement single inheritance.
20. Write a Java program to demonstrate the use of super keyword.
21. Write a Java program to implement wrapper class and its methods.
22. Write a program using applet to display a message in applet.
23. Write a Java program to sort a list of elements in descending order.
24. Write a Java program to print the following pattern:
    1
    3 5
    7 9 11
    13 15 17 19

25. Write a Java program to implement multilevel inheritance.
26. Write a Java program to check palindrome numbers between a range.
27. Write a Java program in applet to display circle and triangle and fill the figure with colour.

28. Write a Java program to display the use of try, catch and finally block.
29. Write a Java program to implement the concept of threading by implementing the runnable interface.
30. Write a program in Java to implement the concept of exception handling using predefined exceptions.
31. Write a Java program to find the maximum among three numbers.
32. Write a Java program to print the multiplication table of a number.
33. Write a Java program to find the power of a number.
34. Write a Java program to find if a number is perfect square or not.
35. Write a Java program to check if a number is prime of not.
36. Write a Java program to check if a number is Armstrong or not.
37. Write a Java program to display Fibonacci series using array.
38. Write a Java program to convert a three digit number into a single digit number.
39. Write a Java program to print the following pattern:

    2 4 6 8 10
    12 14 16 18 20
    22 24 26 28 30
    32 34 36 38 40
    42 44 46 48 50

40. Write a Java program to print the following pattern:

    1 1 2 1 3
    1 2 2 2 3
    1 3 2 3 3
    1 4 2 4 3
    1 5 2 5 3

41. Write a Java program to print the following pattern:

    1 1 1 2 1
    2 1 2 2 2
    3 1 3 2 3
    4 1 4 2 4
    5 1 5 2 5

42. Write a Java program to print twin prime numbers between a range.
43. Write a Java program to print the diagonal sum of a matrix.
44. Write a Java program to print the prime factors of a given number.
45. Write a Java program to print the following pattern:

    1
    6 2
    10 7 3
    13 11 8 4
    15 14 12 9 5

46. Write a Java program to print the following pattern:

    5
    9 4
    12 8 3
    14 11 7 2
    15 13 10 1

47. Write a Java program to check if a number is Krishnamurthy or not.
48. Write a Java program to solve a quadratic equation.