Group 1

1. Write a menu driven Java program to calculate perimeter of a circle, rectangle and square using method overloading and constructor overloading.
2. Write a java program to find the remainder of two numbers stored in an array using exception handling.

Group 2

1. Write a program to set the priorities of the thread.
2. Write a JAVA program which will generate the threads:
   * To display 10 terms of Fibonacci series.
   * To display 1 to 10 in reverse order. of the currently selected font .

Group 3

1. Write a Java program to replace each substring of a given string that matches the given regular expression with the given replacement.

Sample string : "The quick brown fox jumps over the lazy dog."

In the above string replace all the fox with cat.

1. Write a Java program to print all permutations of a given string with repetition
2. Write a Java program to print after removing duplicates from a given string

Group 4

1. Write an applet program to display a text and to scroll the text from left to right.
2. Write a java applet program to handle keyboard events
3. Write an applet program that displays the name, family, size and style of the currently selected font.

ASSIGNMENT-2

ABSTRACT WINDOW TOOLKIT

Introduction to AWT: working with frames, graphics, color, font. AWT Control fundamentals.