Java Programming Workshop

Sr. No.	Name of Practical
1	**Basics of Java**
	1. Prepare a report on how to set the PATH variable to the java directory.
	2. Implement a JAVA program to display "Hello World" on the console.
	3. How to compile and run the above program.
	4. Write a program to test number is prime or not.
	5. Write a program that creates and initializes a four integer element array. Calculate and display the average of its values.
2	**Class, object and methods in JAVA**
	1. Write class Box a. Define data member l,b,h b. Define method to set the data. c. Define display method to dislplay data member
	2. Write class Box a. Define data member l,b,h. b. Define default and Parameterized constructor to initialize value of data member. c. Define display method to dislplay data member.
	3. Write a java Program for garbage collection.
	4. Write a java program to do sum of command line argument passed two Double numbers.
	5. Write a test program that creates two Fan objects. One with default values and the other with medium speed, radius 6, color brown, and turned on status true. Display the descriptions for two created Fan objects.
	6. Define time class with hour and minute. Also define addition method to add two time objects.
3	**Inheritance**

	1. Write java Program for single level inheritance.
	2. Write java Program for Multilevel inheritance.
	3. Write java program for method Overriding
	4. Write java program to demonstrate use of dynamic method dispatch.
	5. Describe abstract class called Shape which has three subclasses say Triangle, Rectangle and Circle. Define one method area() in the abstract class and override this area() in these three subclasses to calculate area for specific class' object.
4	**Java Keywords**
	1. Write java program to demonstrate the use of this keyword.
	2. Write java program to demonstrate the use of static keyword.
	3. Write java program to demonstrate the use of super keyword.
5	**Abstract class and Interface**
	1. Write java program for Interface.
	2. Describe abstract class called Shape which has three subclasses say Triangle, Rectangle and Circle. Define one method area() in the abstract class and override this area() in these three subclasses to calculate area for specific class' object.
	3. Write a program that illustrates interface inheritance. Interface A is extended by A1 and A2. Interface A12 inherits from both A1 and A2.Each interface declares one constant and one method. Class B implements A12.Instantiate B and invoke each of its methods. Each method displays one of the constants
6	**Package**
	1. Write java program for package.
7	**Exception Handling**
	1. Write a program to show divide by zero error through exception, and also try to catch the exception.
	2. Write a Java program that will use try catch and Finally block.
	3. Write a Java program for Custom Exception.

8	**Concurrent Programming**
	1. Write a program to demonstrate thread using Thread class and Runnable interface.
	2. Write an application that executes two threads. One thread displays "A" every 1,000 milliseconds, and the other displays "B" every 3,000
	3. Write a program to create two threads, one thread will print odd numbers and second thread will print even numbers between 1 to 100 numbers.
9	**IO Programming**
	1. Write a JAVA Program to print properties of File.
	2. Write a JAVA Program to read file and display content on screen.
	3. Write a Java program to copy content of file1.txt to file2.txt using Java file handling.
10	**Event Driven Programming**
	1. Write Program to print "Hello" on Screen when user Click on Button.
	2. Write Java GUI Program to Add Two Numbers Using AWT.
	3. Write a program to create a frame using AWT. Implement mouseClicked(), mouseEntered() and mouseExited() events.
	4. write a java program using awt program to design the calculator