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1	Write a program that asks a user to enter an integer n and then determines whether n is prime or not. Your program can perform this by dividing n by all integers from 2 to n-1 and by checking whether the remainder is 0.	1	
2	Write a Java program to find GCD and LCM of two numbers (GCD is calculated using Euclidean Algorithm. LCM is found using factorization method).	3	
3	Write a program that computes $C(n, k)$, i.e. the number of k-element subsets of a set with n elements. Remember that $C(n, k) = n! / (k! (n-k)!)$. Your program should ask the user to enter n and k, and compute and print $C(n, k)$.	5	
4	Write a Java program implement basic queue operations.	7	
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8	Write a program to demonstrate use of user defined package by importing the package and access the member variable of classes contained in the package.	16	
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10	Write a java program to implement exception handling using multiple catch statements. Also include code to identify the significance of finally block in handling exceptions.	20	
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12	Illustrate creation of thread by extending Thread class/ implementing runnable interface.	24	
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14	Illustrate thread join concept.	28	
15	Write a java program to implement mouse events like mouse pressed, mouse released and mouse moved by means of adapter classes.	30	
16	Write a java program that creates a user interface to perform integer divisions. The user enters two numbers in the textfields, Num1 and Num2. The division of Num1 and Num2 is displayed in the Result field when the Divide button is clicked. If Num1 or Num2 were not an integer, the program would throw a NumberFormatException. If Num2 were Zero, the program would throw an ArithmeticException Display the exception in a message dialog box.	32	
17	Write a Java program to illustrate basic calculator using grid layout manager.	35	
18	Develop an applet that receives an integer in one text field, and computes its factorial Value and returns it in another text field, when the button named "Compute" is clicked.	39	

19	Write a java program to create student report using applet, read the input using text boxes and display the o/p using buttons.	41	
20	Build a Java application for playing the tic-tac-toe game. Description of the game is available on http://en.wikipedia.org/wiki/Tic_tac_toe You are required to implement this game with two classes, TicTacToeGame and TicTacToeTester.	44	