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SL No	TITLE OF PROGRAM	PAGE NO	SIGNATURE
	Write a program that asks a user to enter an integer n and then	1	
2	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.		
	Write a Java program to find GCD and LCM of two numbers (GCD is	3	
	calculated using Euclidean Algorithm. LCM is found using	3	
	factorization method).		
	Write a program that computes C (n, k), i.e. the number of k-element	5	
3	subsets of a set with n elements. Remember that $C(n, k) = n! / (k! (n-k))$		
	k)!) . Your program should ask the user to enter n and k, and compute		
	and print C (n, k).		
4	Write a Java program implement basic queue operations.	7	
5	Write a Java program to count the frequency of words, characters in	10	
6	the given line of text. Write a Java program that creates an object and initializes its data	12	
	members using constructor. Use constructor overloading concept.	12	
7	Write a Java Program to implement inheritance and demonstrate use	14	
	of method overriding (example: Bank account/Employee).		
8	Write a program to demonstrate use of user defined package by	16	
	importing the package and access the member variable of classes		
	contained in the package.		
9	Write a program to demonstrate use of interfaces for two different	18	
	classes. Interface should also include constants along with function		
	prototypes. Write a java program to implement exception handling using multiple	20	
10	catch statements. Also include code to identify the significance of	20	
	finally block in handling exceptions.		
11	Write a program to implement the concept of Exception Handling by	22	
	creating user defined exceptions.		
12	Illustrate creation of thread by extending Thread class/ implementing	24	
	runnable interface.		
13	Write a Java program that creates three threads. First thread displays	26	
	"Good Morning" every one second, the second thread displays "Helle" every five seconds and the third thread displays "Welcome"		
	"Hello" every five seconds and the third thread displays "Welcome" every ten seconds.		
14	Illustrate thread join concept.	28	
	Write a java program to implement mouse events like mouse pressed,	30	
15	mouse released and mouse moved by means of adapter classes.	2.0	
16	Write a java program that creates a user interface to perform integer	32	
	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.		
	Write a Java program to illustrate basic calculator using grid layout	35	
17	manager.	33	
	Develop an applet that receives an integer in one text field, and	39	
18	computes its factorial Value and returns it in another text field, when		
	the button named "Compute" is clicked.		
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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	