```
D:\11239A095>javac Student.java

D:\11239A095>java Student
Name: Anu
Roll Number: 101
Marks: 86.5
Grade: B

Name: Ravi
Roll Number: 102
Marks: 45.0
Grade: Fail
```

```
D:\11239A095>javac SingleInheritance.java

D:\11239A095>java SingleInheritance
Animals eat food.
Dog barks.
```

```
D:\11239A095>javac SimpleStringOps.java

D:\11239A095>java SimpleStringOps
Enter first string: Jyoo
Enter second string: is a good girl

--- String Operations ---
Uppercase: JYOO
Lowercase: is a good girl
Concatenation: Jyoo is a good girl
Strings are Not Equal.
```

```
D:\11239A095>javac SimplePrime.java

D:\11239A095>java SimplePrime
Enter a number: 6
6 is NOT a Prime Number.
```

```
D:\11239A095>javac SimplePrime.java

D:\11239A095>java SimplePrime
Enter a number: 6
6 is NOT a Prime Number.

D:\11239A095>javac SimpleCalculator.java

D:\11239A095>java SimpleCalculator
Enter first number: 6
Enter second number: 12
Enter operator (+, -, *, /, %): *
Result = 72.0
```


D:\11239A095>javac SimpleApplet.java
D:\11239A095>appletviewer SimpleApplet.java
Applet Viewer: Simple...
Minimize
Applet
Hello! This is my first Applet Program!
Applet started.

```
D:\11239A095>javac Server.java

D:\11239A095>java Server
Server started. Waiting for client...
Client connected!
Client says: Hello Server!
```

```
D:\11239A095>javac Client.java

D:\11239A095>java Client
Server says: Hello Client, message received!

D:\11239A095>
```

```
D:\11239A095>javac SearchElement.java

D:\11239A095>java SearchElement
Enter number of elements: 6
Enter 6 numbers:
2 6 9 12 15 25
Enter number to search: 6
6 found at position 2
```

```
D:\11239A095>javac MultiThreadExample.java

D:\11239A095>java MultiThreadExample
Thread A: 1
Thread B: 1
Thread B: 2
Thread A: 2
Thread A: 3
Thread B: 3
Thread A: 4
Thread B: 4
Thread A: 5
Thread B: 5
```

```
D:\11239A095>javac MultipleInheritance.java

D:\11239A095>java MultipleInheritance
Dog eats food.
Dog loves to play.
```

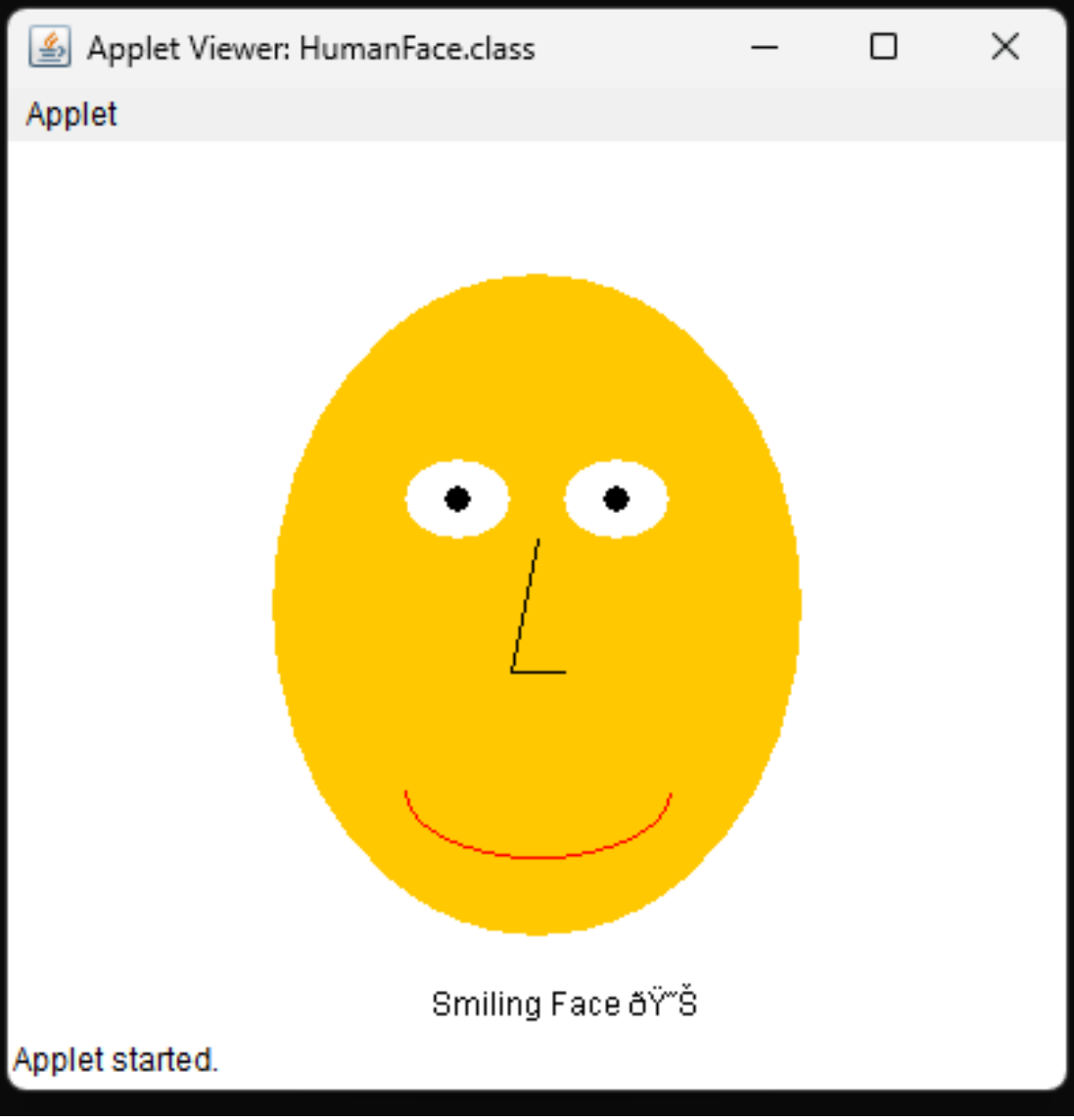
```
D:\11239A095>javac MaxMinArray.java

D:\11239A095>java MaxMinArray
Enter how many numbers: 6
Enter the numbers:
1
4
5
7
9
8
Maximum = 9
Minimum = 1
```

```
D:\11239A095>javac MatrixMultiplication.java

D:\11239A095>java MatrixMultiplication
Enter rows and columns of first matrix: 2
2
Enter rows and columns of second matrix: 2
2
Enter first matrix:
2 4 6 8
Enter second matrix:
8 6
4 2
Result of multiplication:
32 20
80 52
```

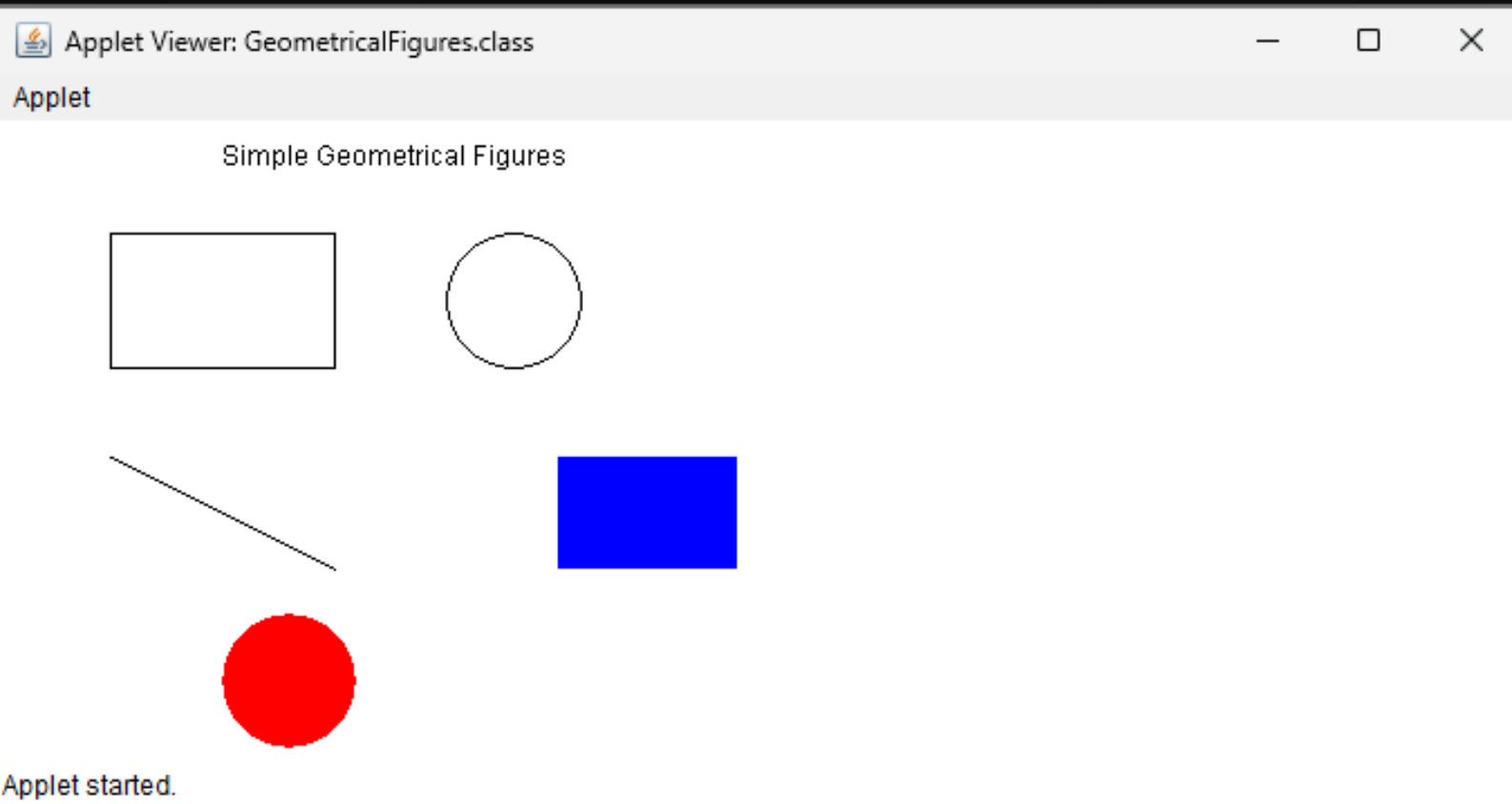
```
D:\11239A095>javac MatrixAddition.java

D:\11239A095>java MatrixAddition
Enter rows and columns: 2 2
Enter first matrix:
2 3 4 5
Enter second matrix:
1 6 7 8
Sum of matrices:
3 9
11 13
```

```
D:\11239A095>javac InterfaceExample.java

D:\11239A095>java InterfaceExample
Dog eats bones.
Dog sleeps in the kennel.
```

```
D:\11239A095>javac Humanface.java

D:\11239A095>appletviewer Humanface.java
```



```
D:\11239A095>javac GeometricalFigures.java

D:\11239A095>appletviewer GeometricalFigures.java
```



```
D:\11239A095>javac ExceptionExample.java

D:\11239A095>java ExceptionExample
Enter first number: 6
Enter second number: 12
Result = 0
Program finished safely.

D:\11239A095>java ExceptionExample
Enter first number: 12
Enter second number: 6
Result = 2
Program finished safely.
```

```
D:\11239A095>javac EvenOddCount.java

D:\11239A095>java EvenOddCount
Enter how many numbers: 6
Enter the numbers:
2 4 5 3 1 7
Even numbers = 2
Odd numbers = 4
```

```
D:\11239A095>javac ArraySumAvg.java

D:\11239A095>java ArraySumAvg
Enter number of elements: 6
Enter the numbers:
2 4 3 5 1 7
Sum = 22
Average = 3.6666666666666665
```