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| I N D E X | | | |
| S.NO | **P R A C T I C A L S** | **DATE** | **SIGN.** |
| 1 | WAP to print hello world | / / |  |
| 2 | WAP to find the largest of two numbers | / / |  |
| 3 | WAP to find number entered by user is even or odd | / / |  |
| 4 | WAP to find year entered by user is leap or not | / / |  |
| 5 | WAP to find factorial of the number entered by user | / / |  |
| 6 | WAP to print n numbers of Fibonacci series, n is given by user | / / |  |
| 7 | WAP to print the sum, average and product of three numbers | / / |  |
| 8 | WAP to calculate sum and product of all digit of an integer entered by user (5 digit number ) using class and object | / / |  |
| 9 | WAP to print the area and parameter of 2 rectangle having sides 15,20 and 50,125 respectively | / / |  |
| 10 | WAP to create an account details for a user with two methods Deposit and Withdraw { hint: add two more methods insert() & display() taking the details of the user as   * Acc no. * Name * Amount }   using constructor | / / |  |
| 11. | Create a class named 'Company\_database' having the following members: Data members 1 - Name 2 - Age 3 - Phone number 4 – Company\_ID 5 - Salary It also has a method named 'printSalary' which prints the salary of the members.Two classes 'Employee' and 'Manager' inherits the 'Company Database' class. The 'Employee' and 'Manager' classes have data members 'core\_area' and 'Branch' respectively. Now, assign name, age, phone number, Company\_ID and salary to an employee and a manager by making an object of both of these classes and print the same. | 24 / 3 / 23 | Inheritance |
| 12, | Create a class named 'Shape' with a method to print "This is shape". Then create two other classes named 'Rectangle', 'Circle' inheriting the Shape class, both having a method to print "This is rectangular shape" and "This is circular shape" respectively. Create a subclass 'Square' of 'Rectangle' having a method to print "Square is a rectangle". Now call the method of 'Shape' and 'Rectangle' class by the object of 'Square' class. | 24 / 2 / 23 | Multilevel Inheritance |
| 13 | Develop a Java Program to create an abstract class named Shape that contains two integers and an empty method named printArea(). Provide three classes named Rectangle, Triangle and Circle such that each one of the classes extends the class Shape. Each one of the classes contains only the method print Area () that prints the area of the given shape. | / / | Abstraction(overriding) |
| 14 | A superclass named “Shapes” has a method called “area()”. Subclasses of “Shapes” can be “Triangle”, “circle”, “Rectangle”, etc. Each subclass has its way of calculating area. Using Inheritance and Polymorphism means, the subclasses can use the “area()” method to find the area’s formula for that shape. |  | Polymorphism (method overloading) |
| 15 | WAP to find calculate the simple interest for three different banks giving ROI as 8%, 9% and 7.2% correspondingly making RBI as the Parent Class. Implementing the concept of method Overriding. Taking Principal amount and number of years from user as input |  | Polymorphism (method overriding) |
| 16 | Wap to show implementation of Multi threading |  | Multi-Threading |
| 17 | Wap to show synchronization in multi threading by printing table of two and Five |  | Multi-Threading |
| 18 | Wap to Draw a string “welcome to Applet. It is my first Applet program”in Applet |  | Applets |
| 19 | WAP in applet to draw four different shapes and set color, Fill color in all. |  | Applets |
| 20 | WAP in Applet to set background and foreground color. |  | Applets |
| 21 | WAP in Applet to Add an image |  | Applets |
| 22 | WAP to draw a smiley using APPLET |  | Applets |