1. Write a Java program that prompts the user for an integer and then prints out all prime numbers up to that integer.
2. Write a Java program that Implements stack ADT.
3. Develop an applet that displays a simple message.
4. 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
5. Write a Java program that works as a simple calculator. Use a grid layout to arrange buttons for the digits and for the +, -,\*, % operations. Add a text field to display the result.
6. Write a Java program that creates three threads. First thread displays “Good Morning” every one second,the second thread displays “Hello” every two seconds and the third thread displays “Welcome” every three seconds.
7. Write a 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.
8. Write a java program that simulates a traffic light. The program lets the user select one of three lights: red, yellow, or green. When a radio button is selected, the light is turned on, and only one light can be on at a time No light is on when the program starts.
9. Write a java program to create an abstract class named Shape that contains an empty method named numberOfSides ( ).Provide three classes named Trapezoid, Triangle and Hexagon such that each one of the classes extends the class Shape. Each one of the classes contains only the method numberOfSides ( ) that shows the number of sides in the given geometrical figures.