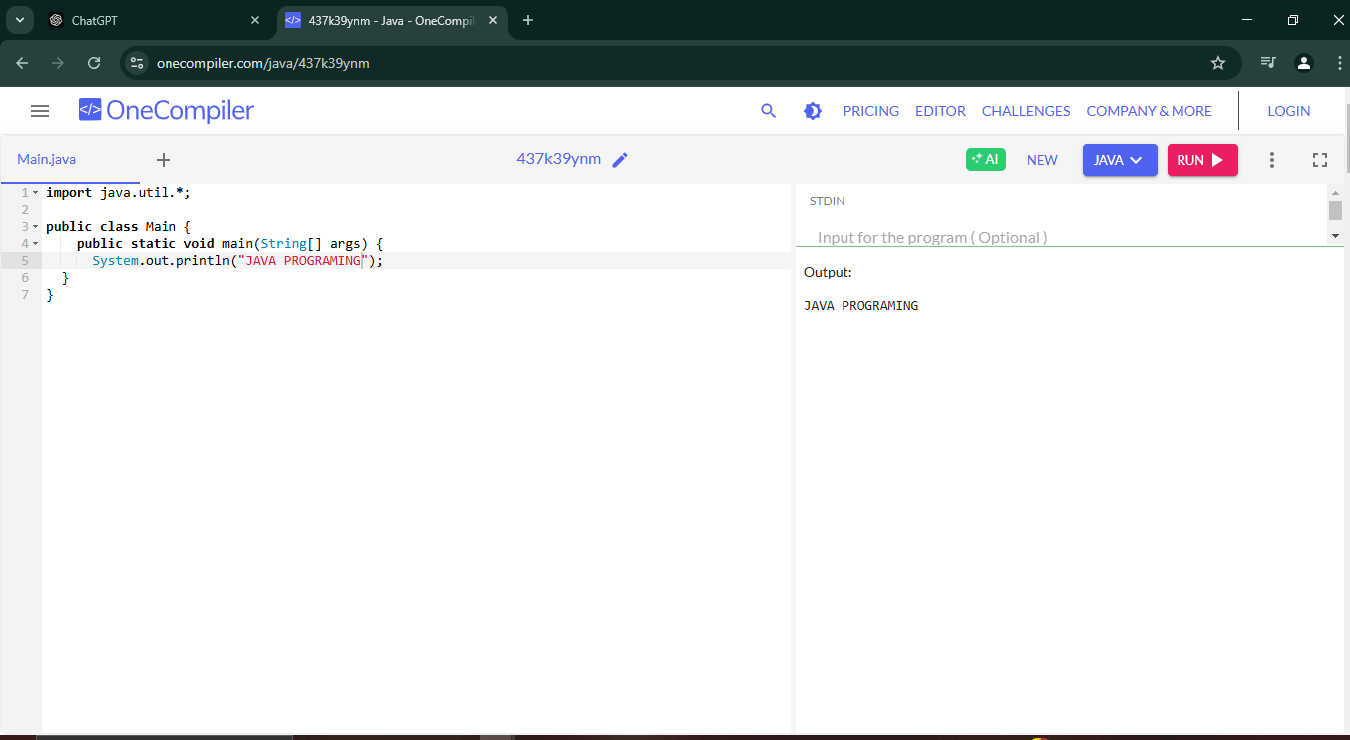
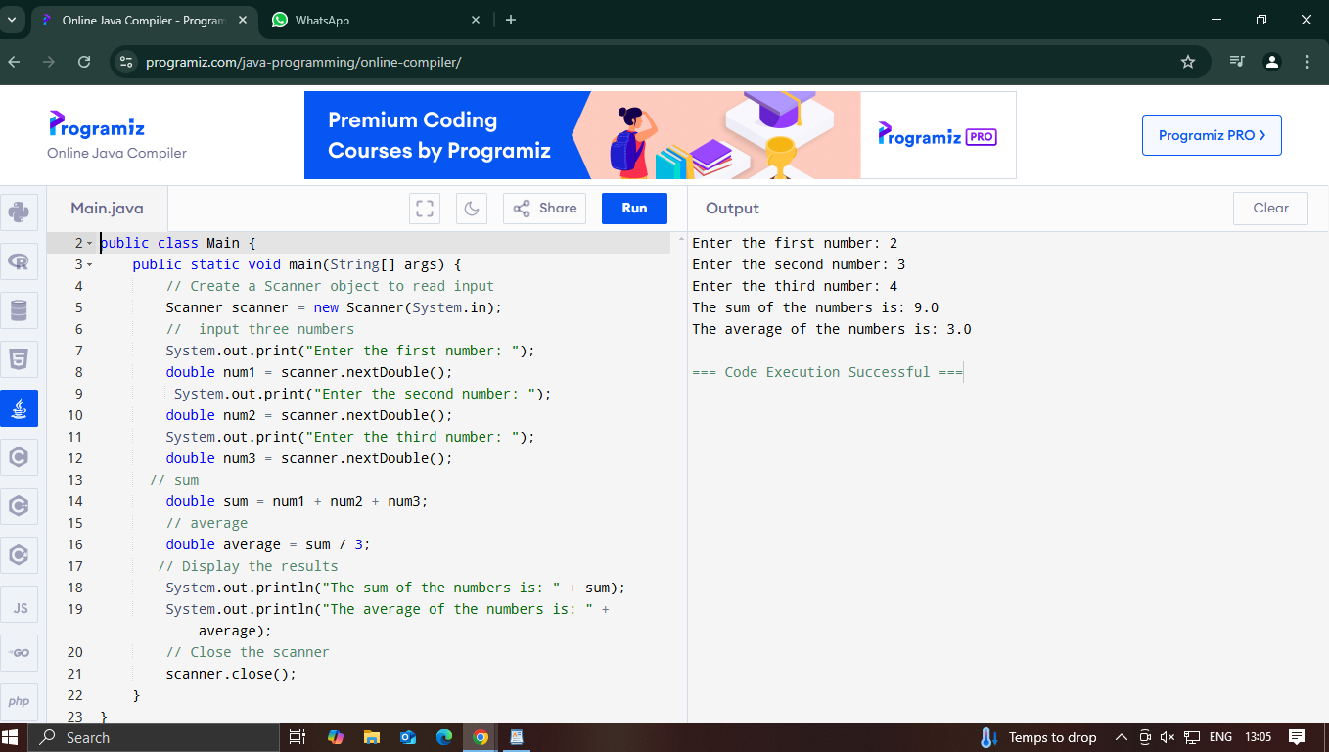
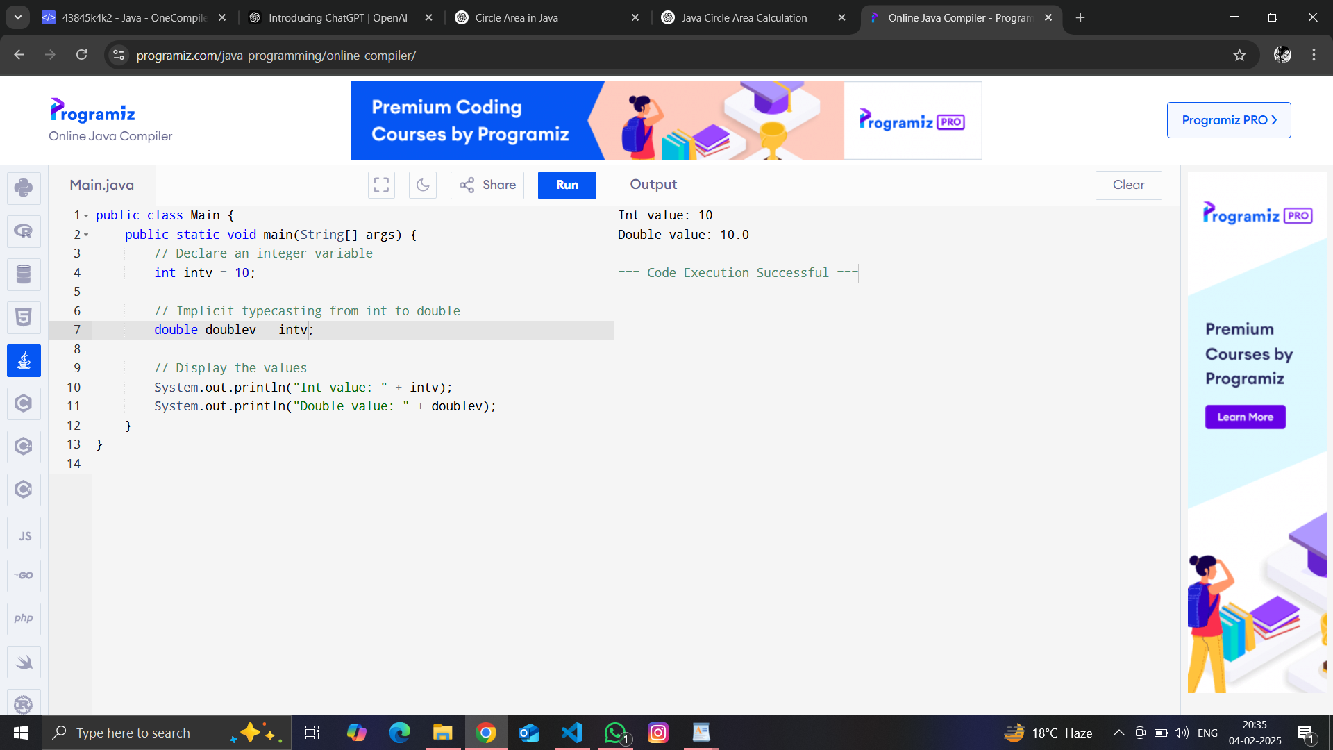
**JAVA LAB FILE**

**Program in java to print the java programming**.

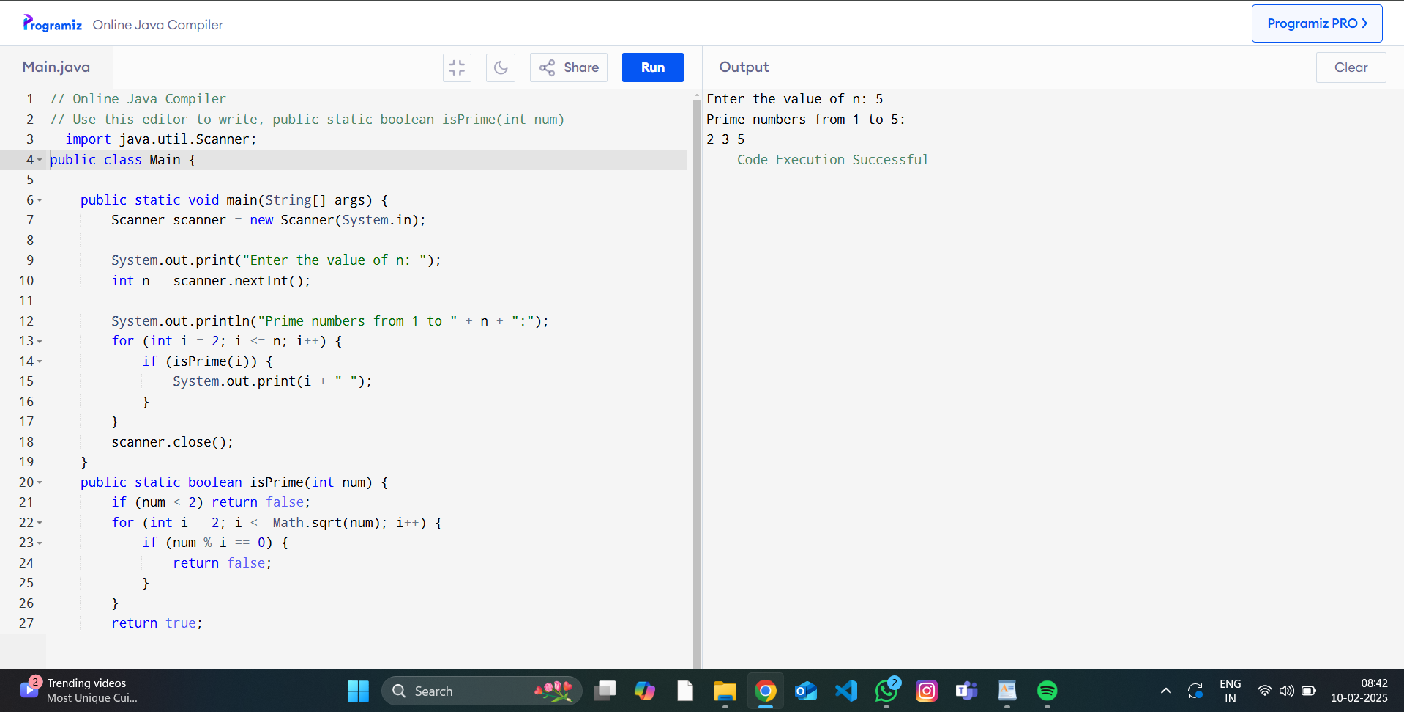
**Q1**.**Average and sum of three numbers**



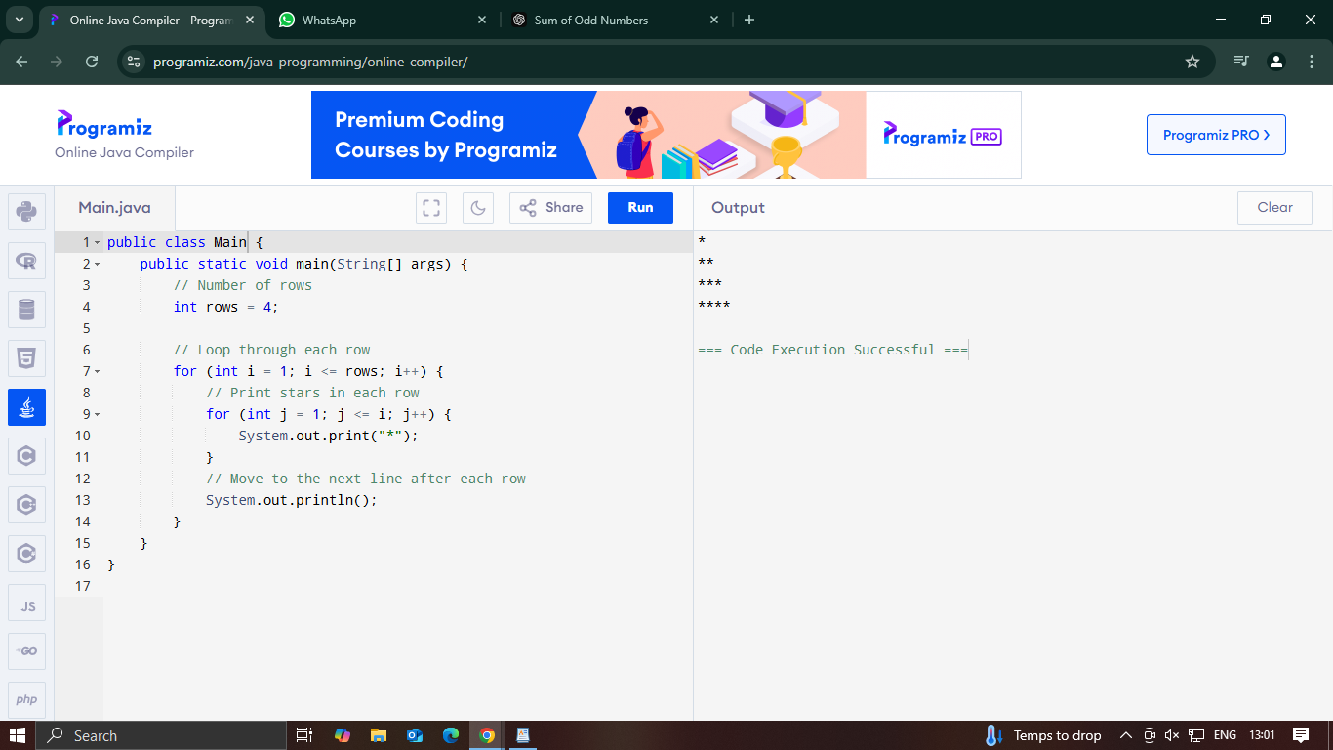
**Q2.WAP to demonstrate type casting**

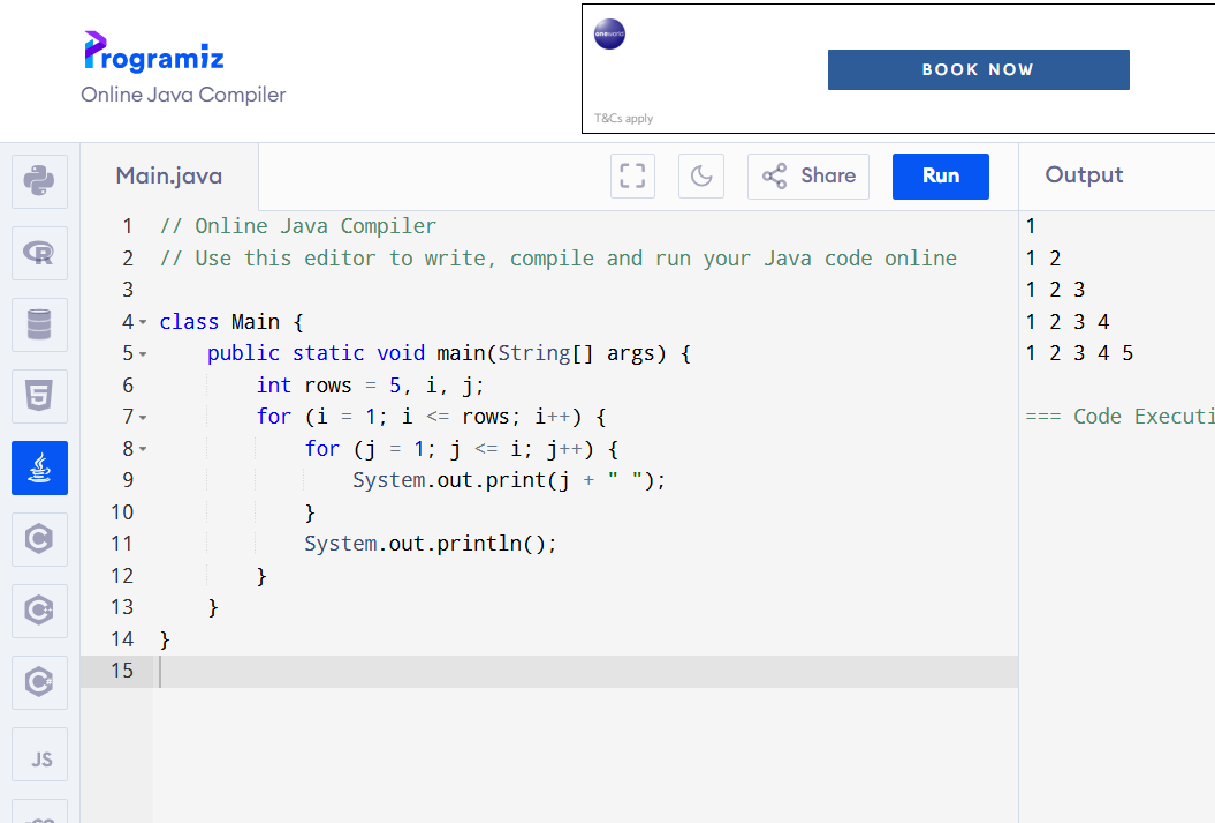


**Q3.Write a program to generate prime numbers between 1 & given number**

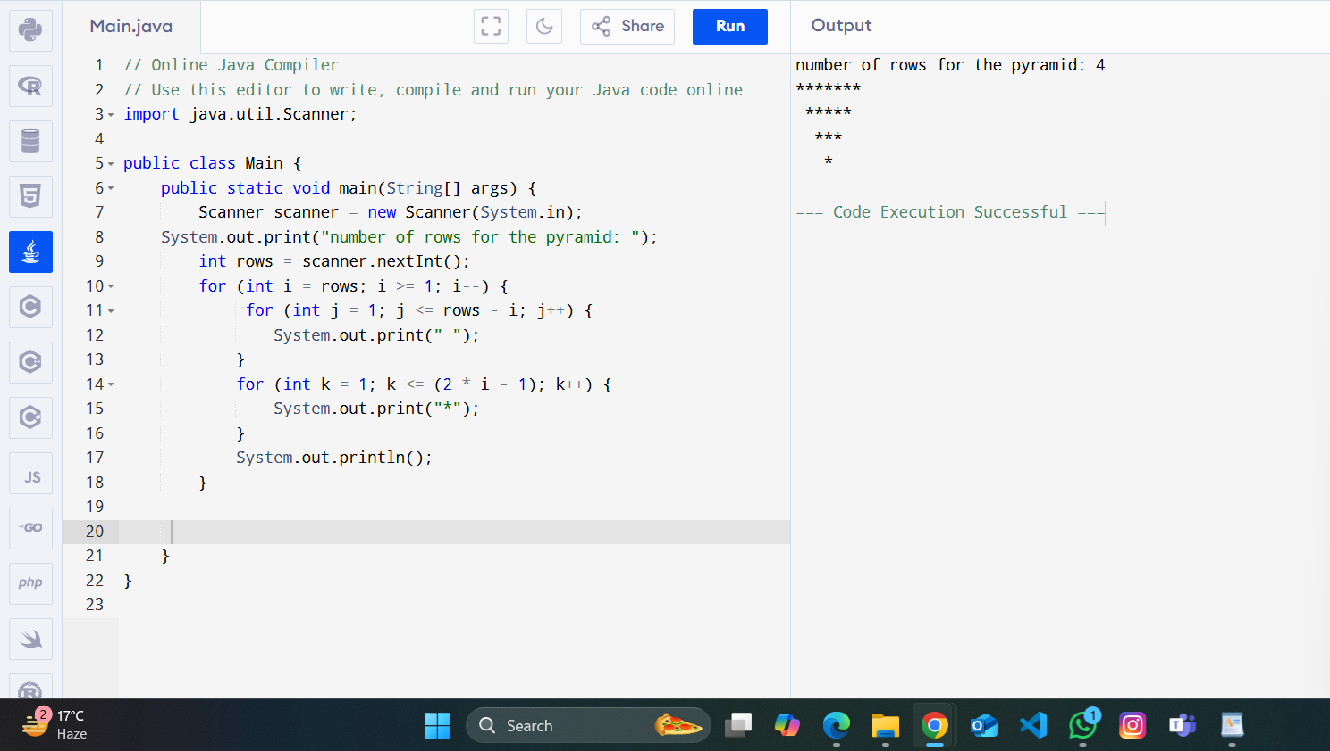


**Q4.Pyramid of stars**

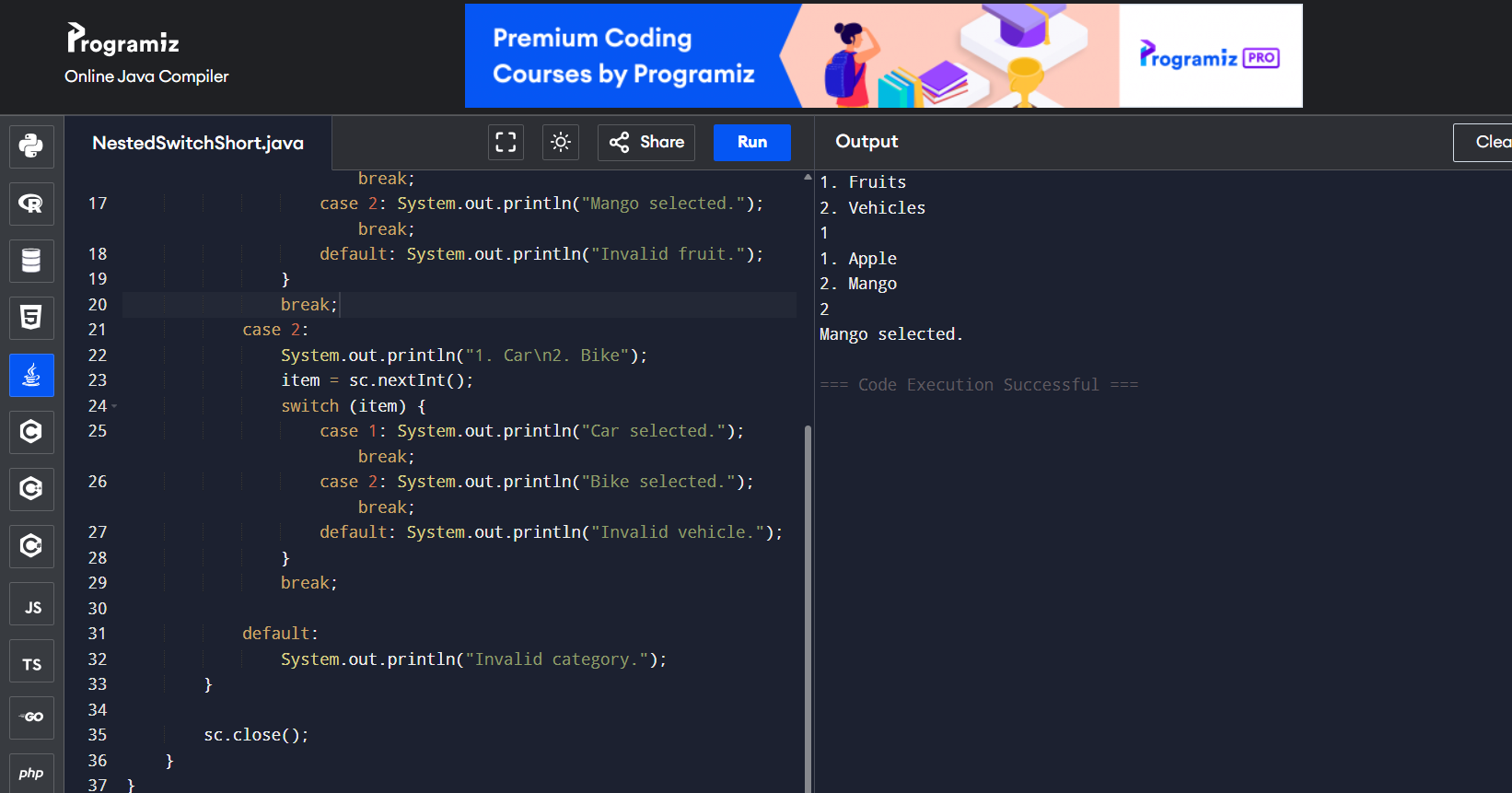




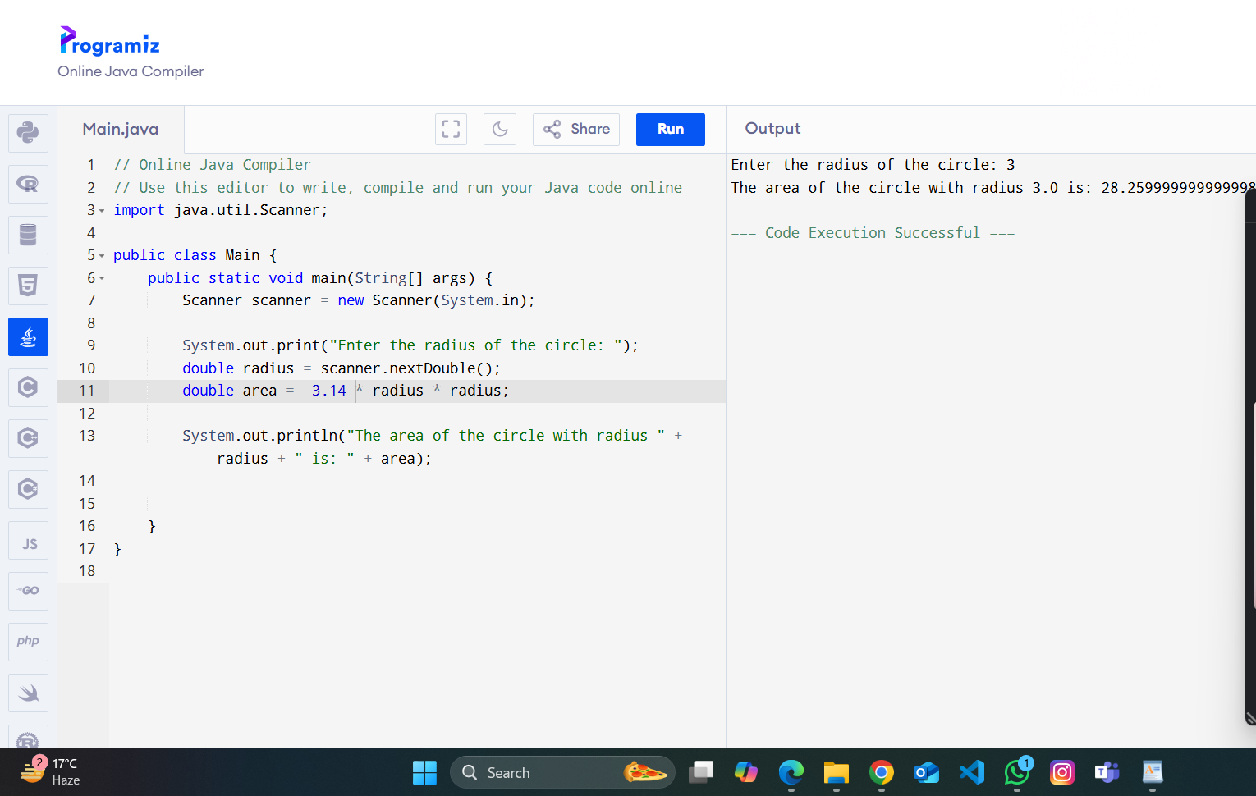
**Q5.Write a program to reverse pyramids using for loops & decrement operators.**



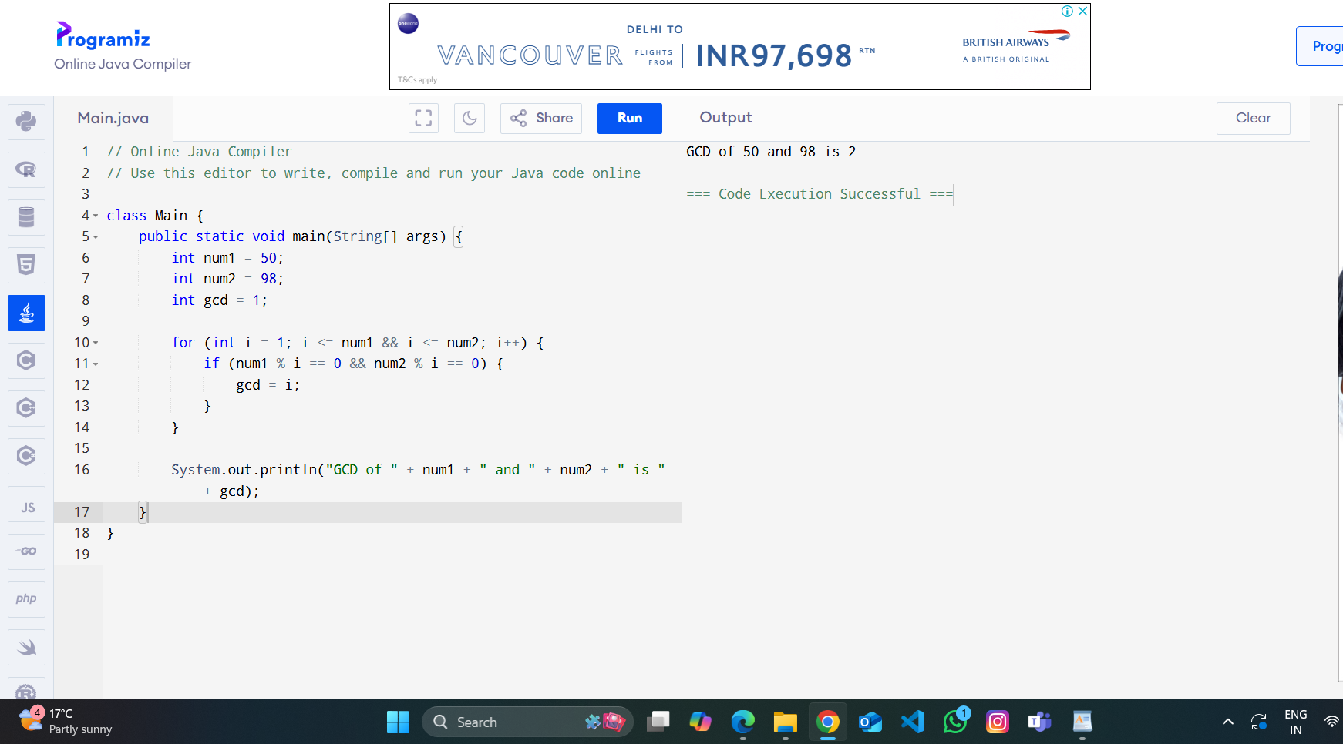
**Q6.Write a program for demonstrate Nested Switch**



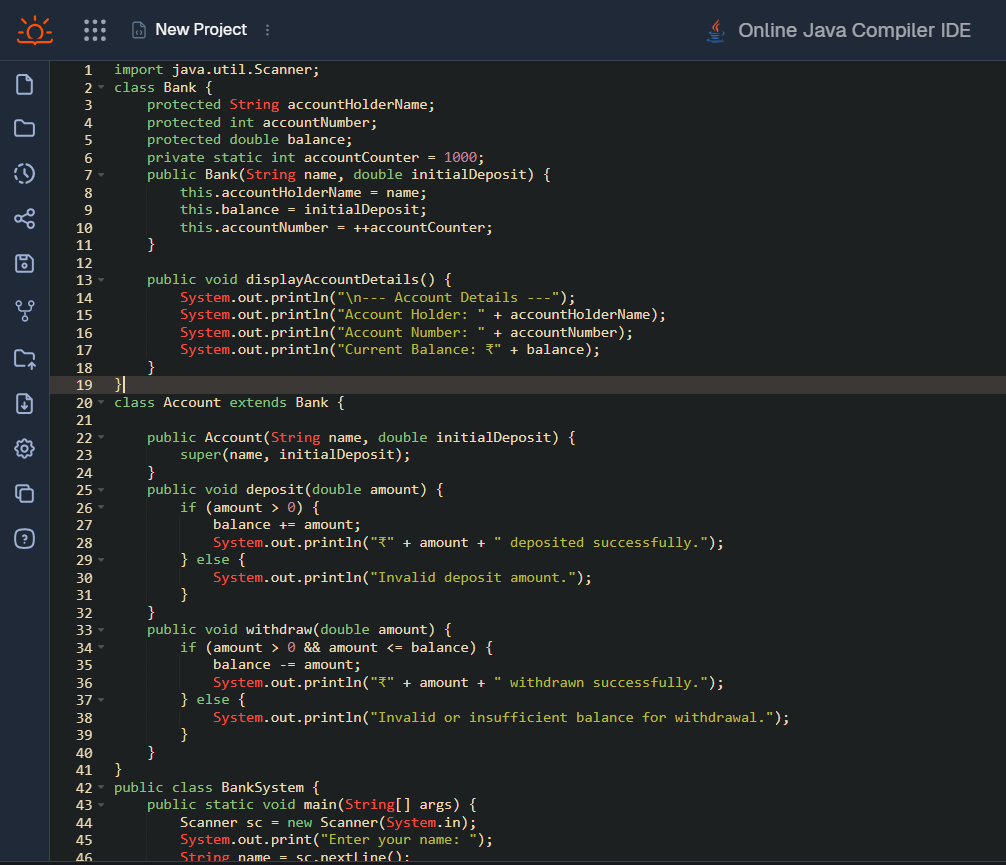
**Q7.Command line argument calculate area of circle**

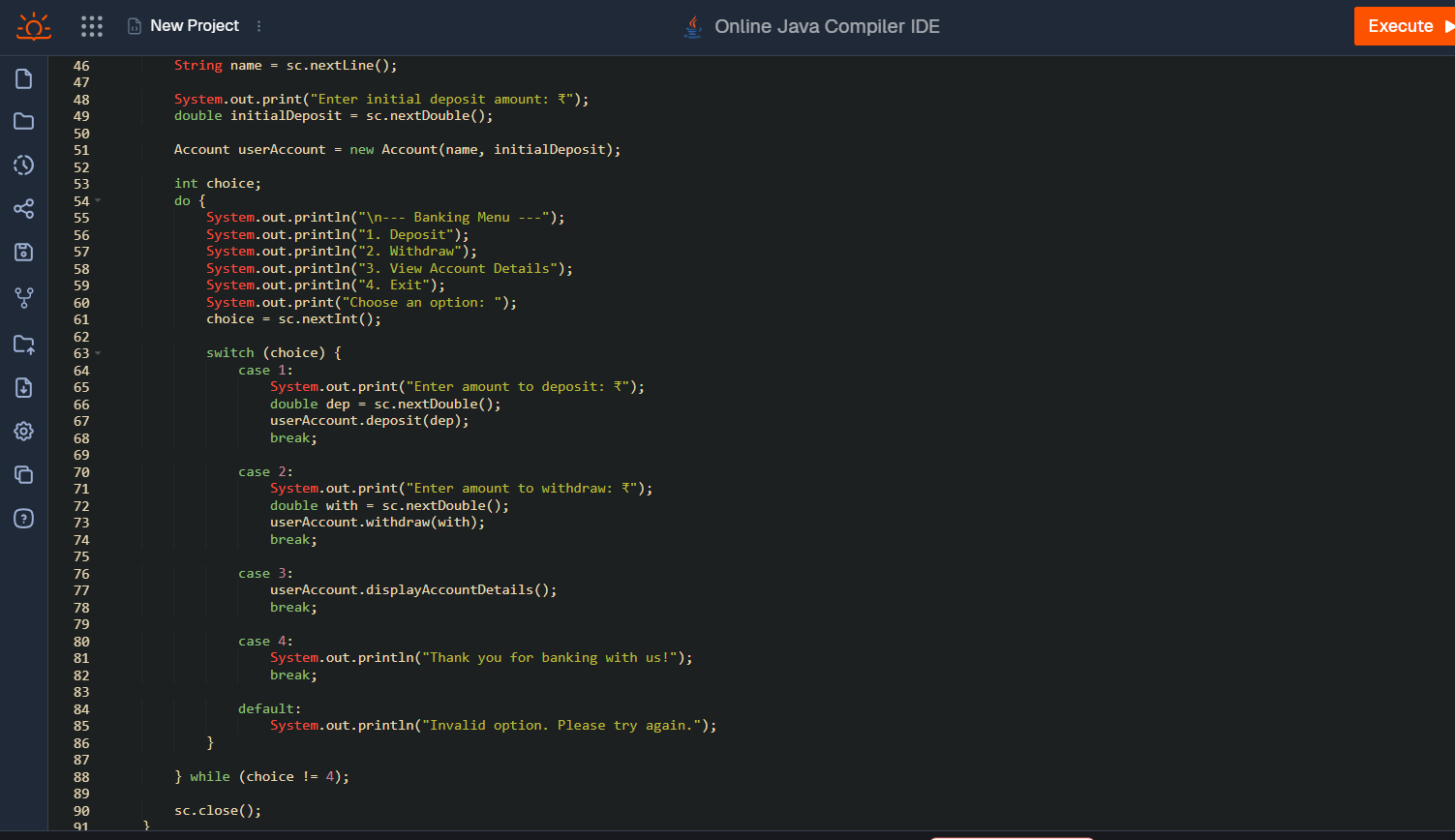


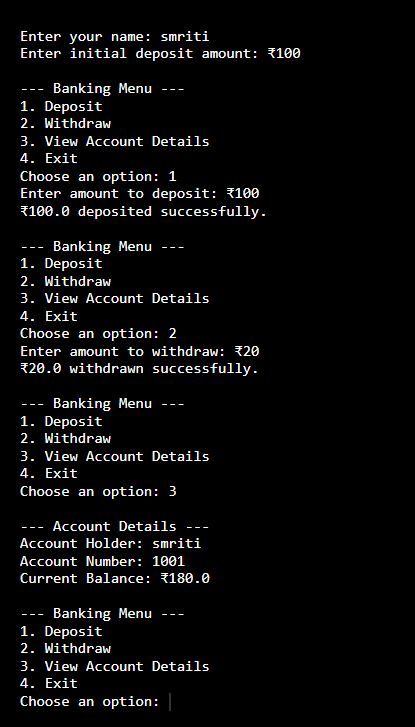
**Q8.Write a program to find G.C.D of the number.**



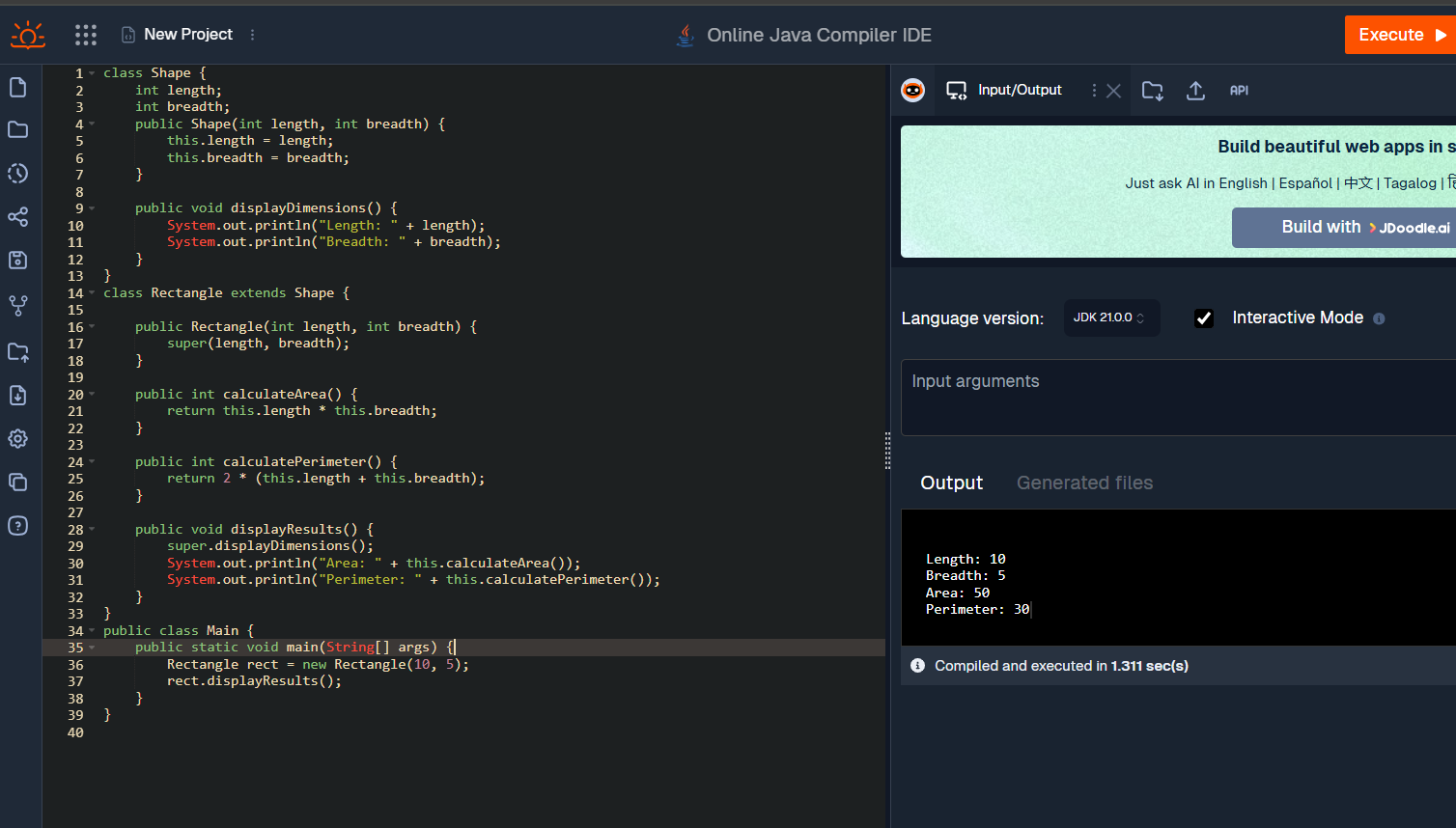
**Q9.Write a program to design a class account using the inheritance and static members which show all functions of a bank (Withdrawal, deposit)**



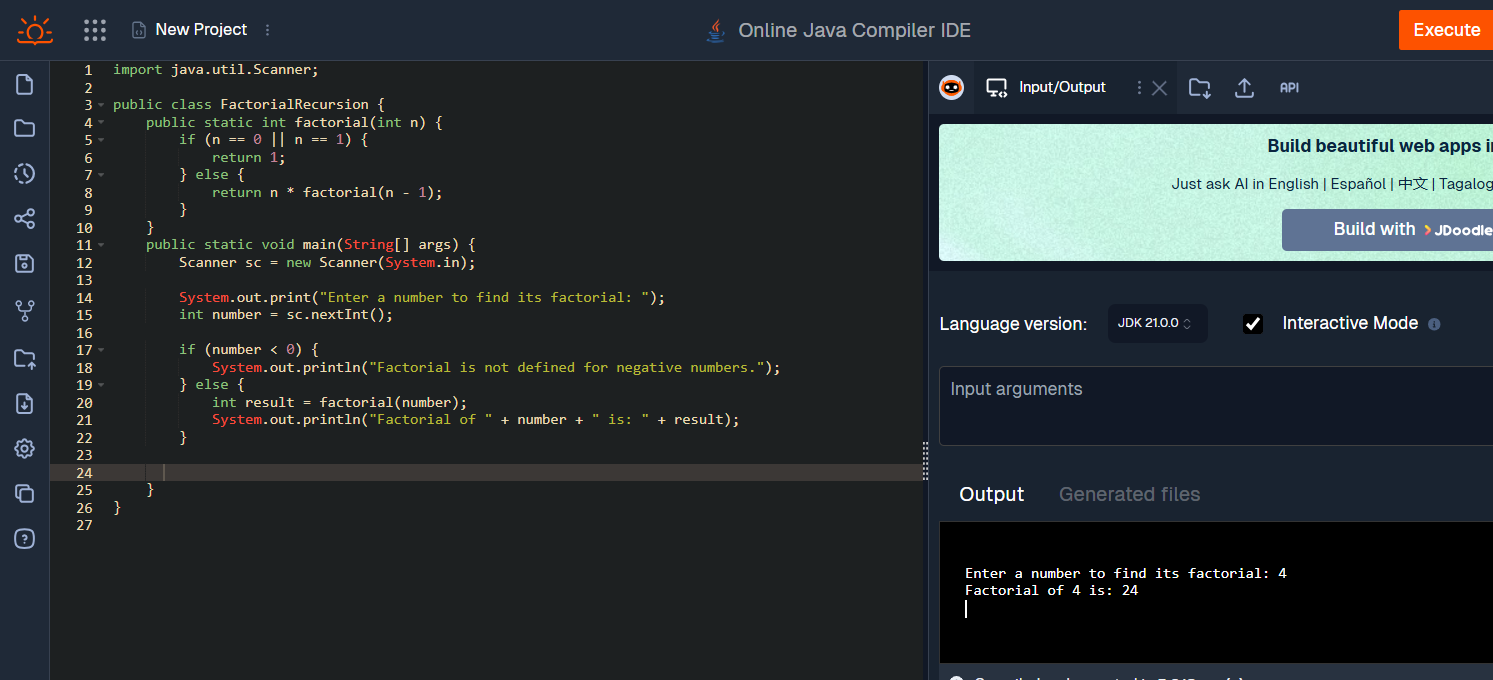




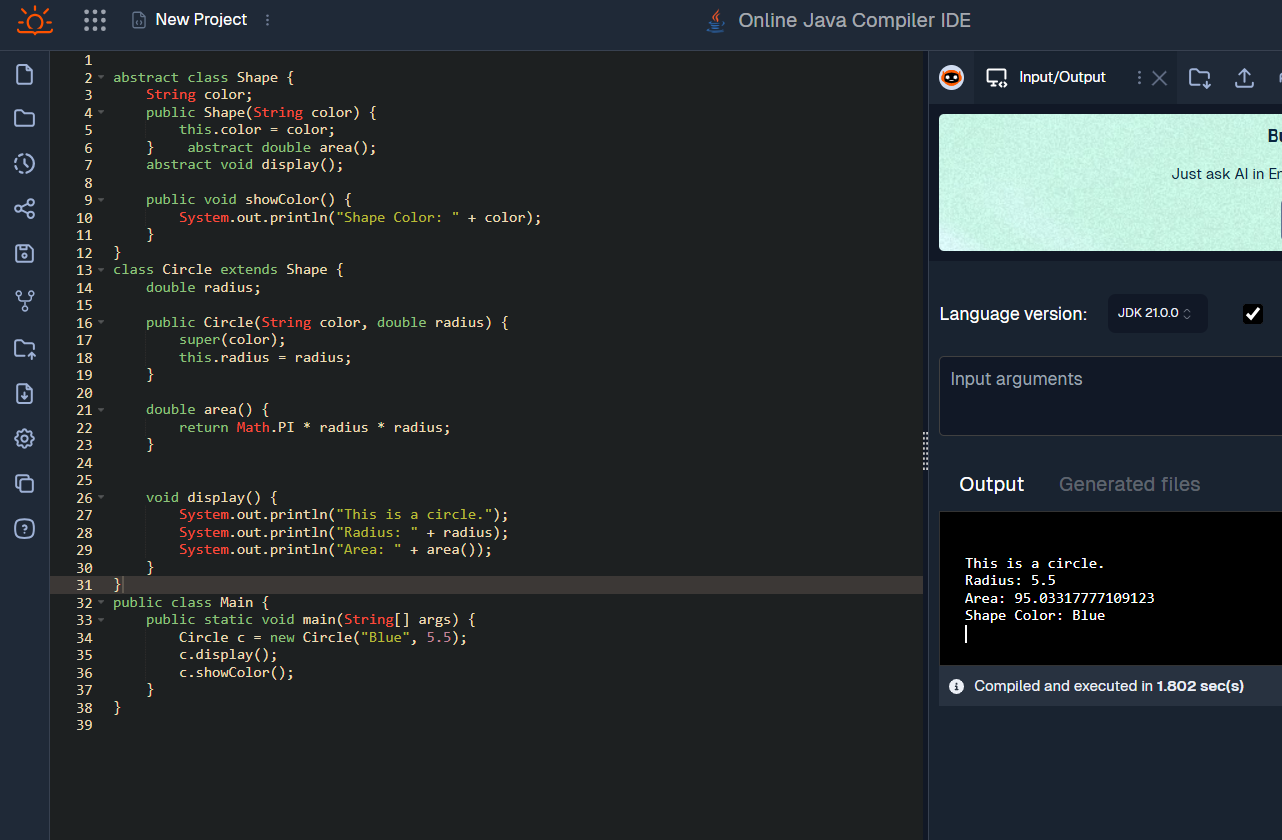
**Q10.Write a program to create a simple class to find out the area and perimeter of a rectangle using super and this keyword**.



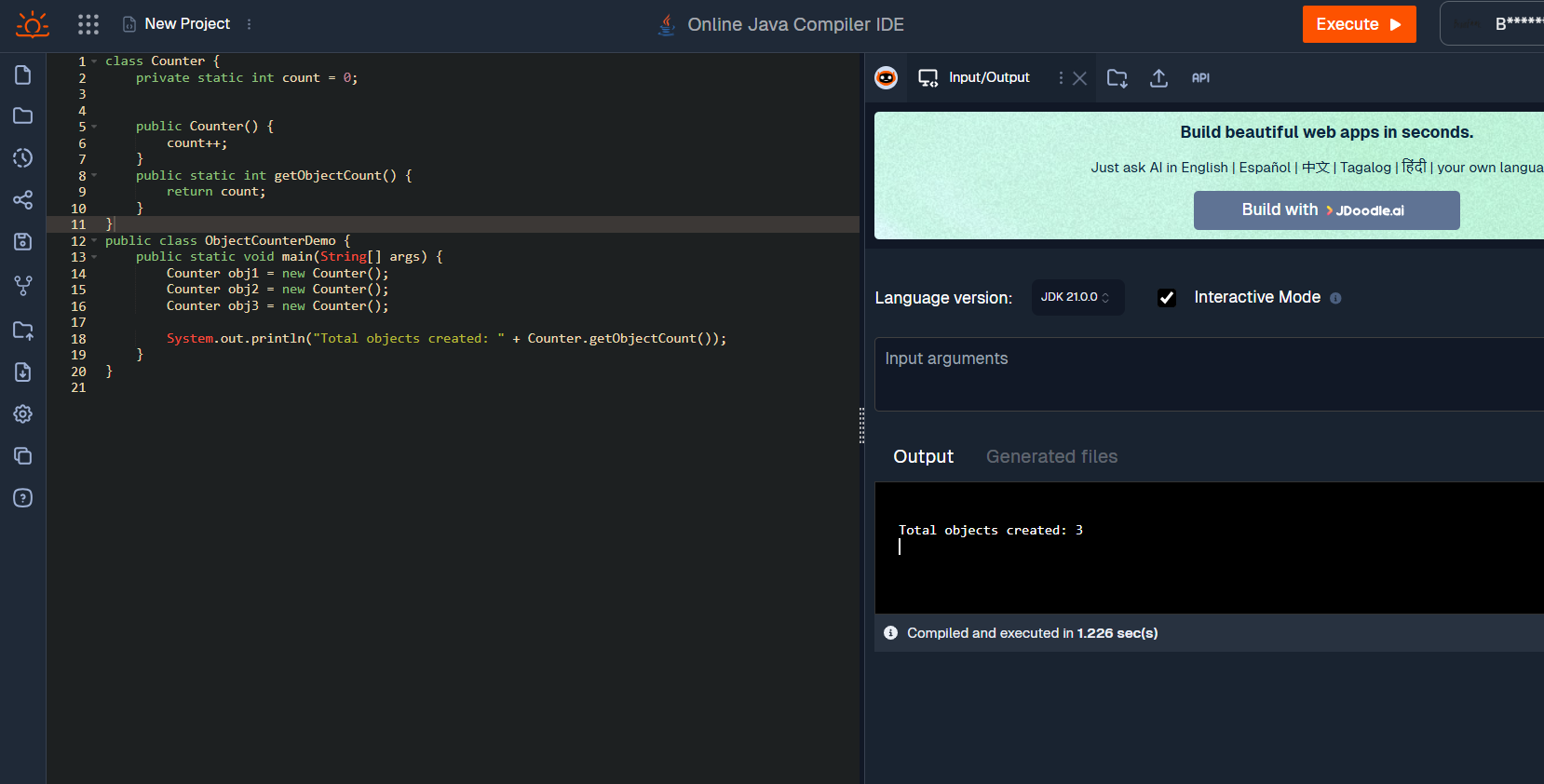
**Q11.Write a program to find the factorial of a given number using recursion.**



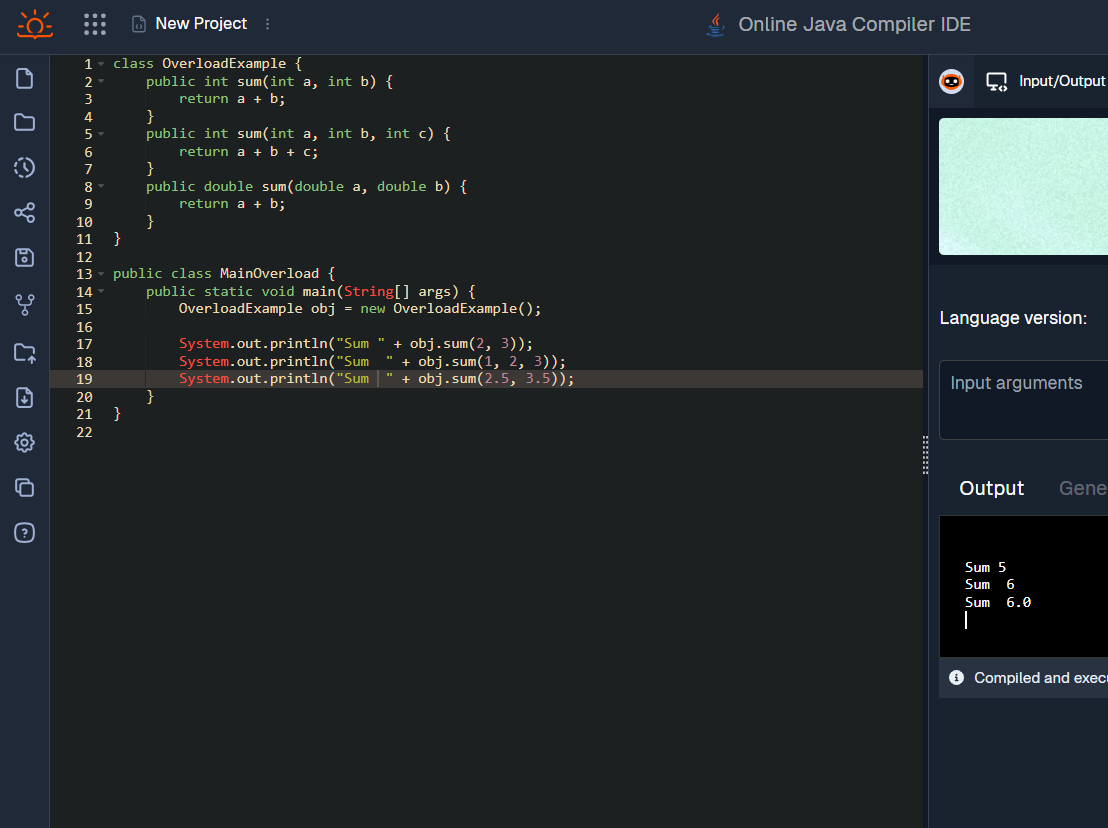
**Q12.Write a program to design a class using abstract methods and abstract classes.**



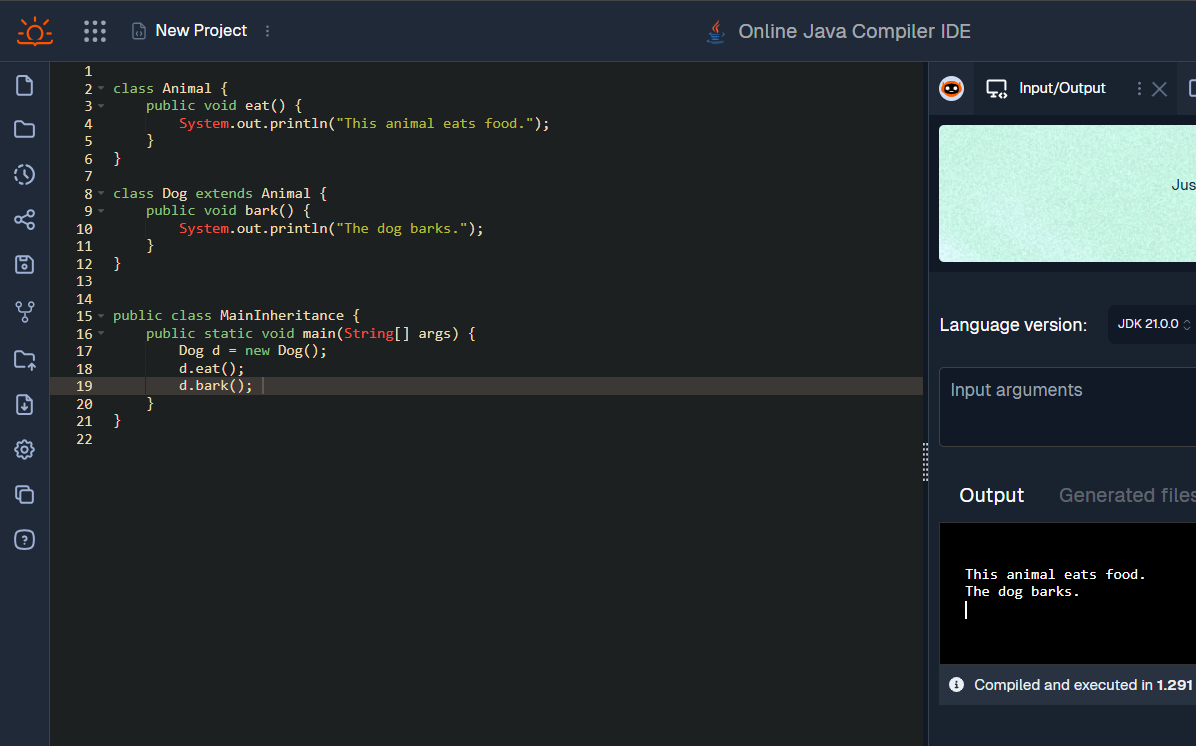
**Q13.Write a program to count the number of objects created for a class using static member function.**



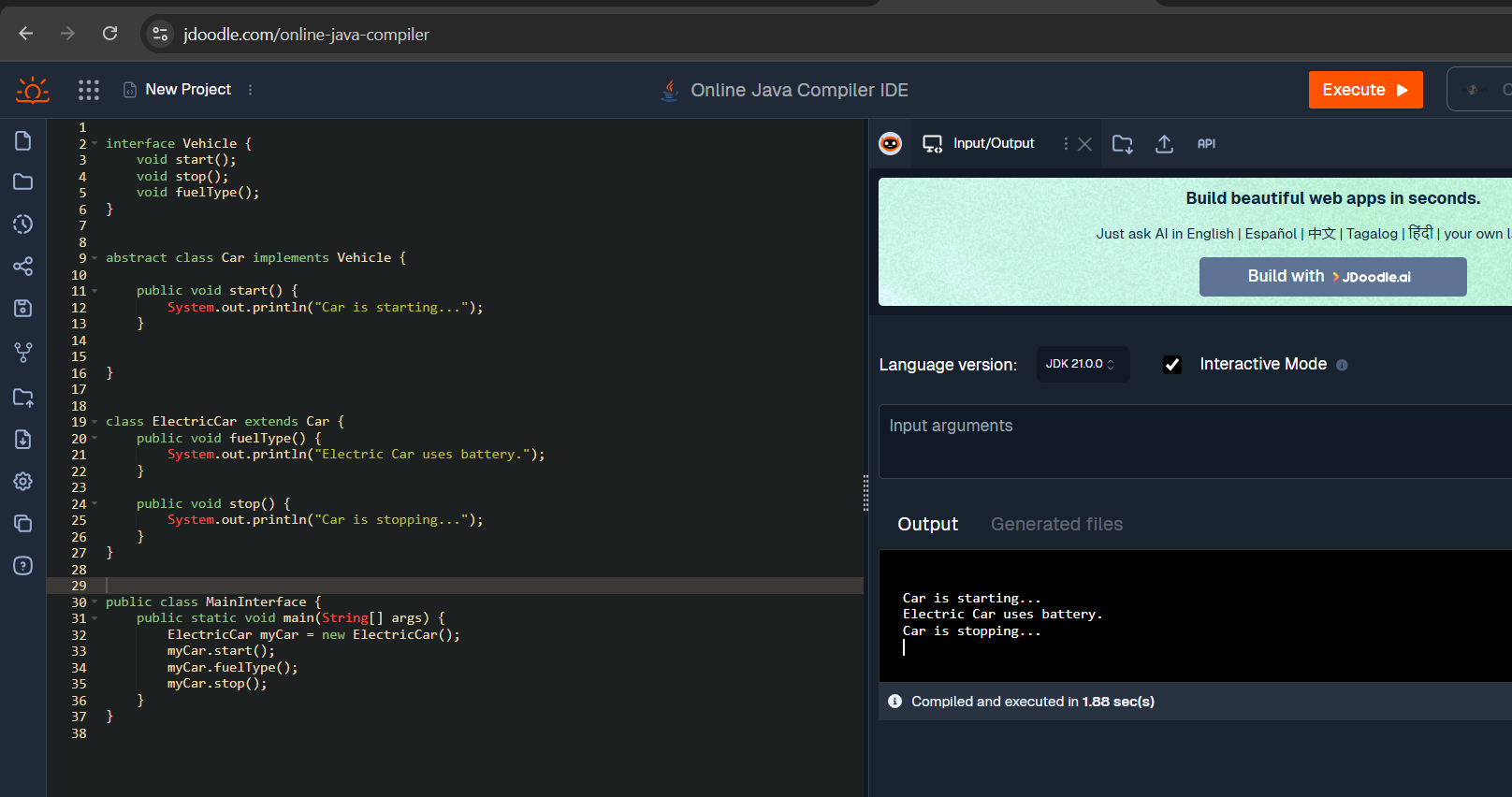
**Q14.Write a program to demonstrate the use of function overloading.**



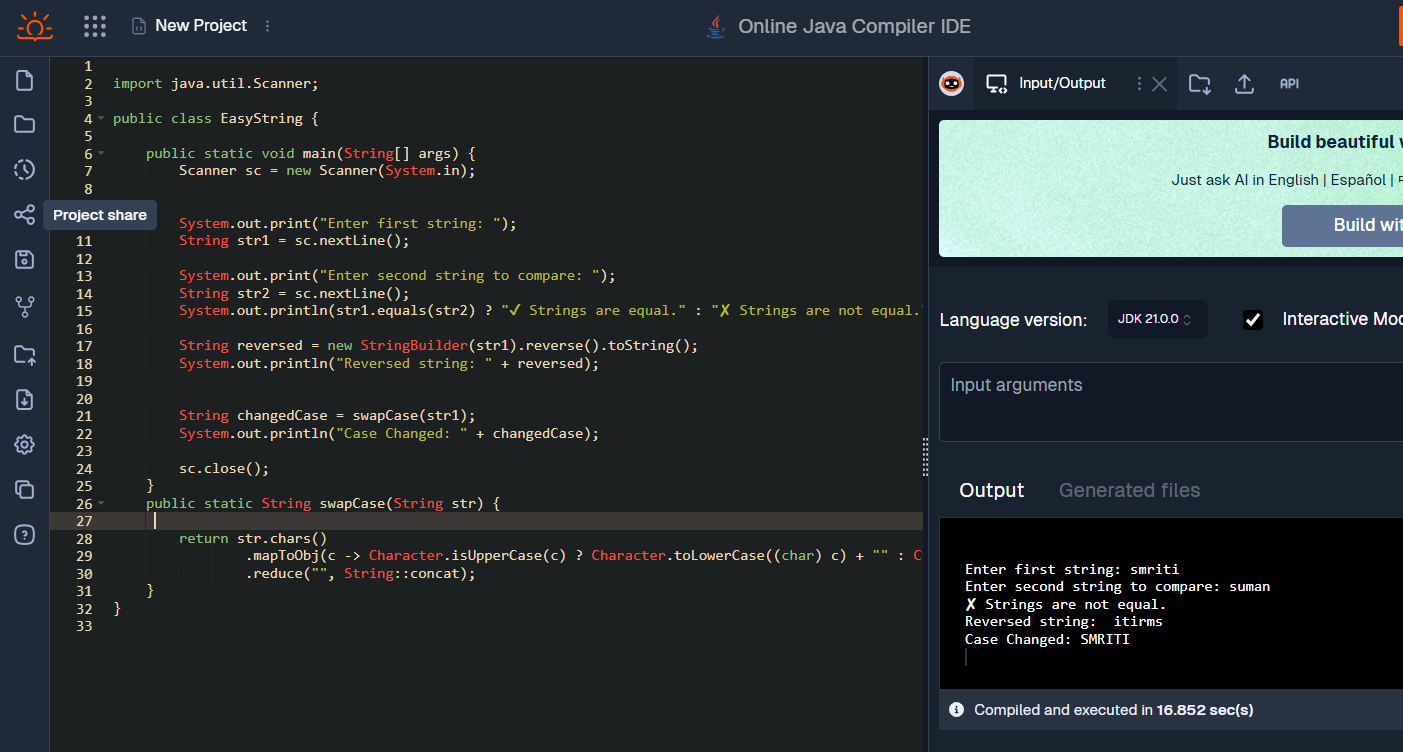
**Q15.Write a program to demonstrate the use of inheritance**



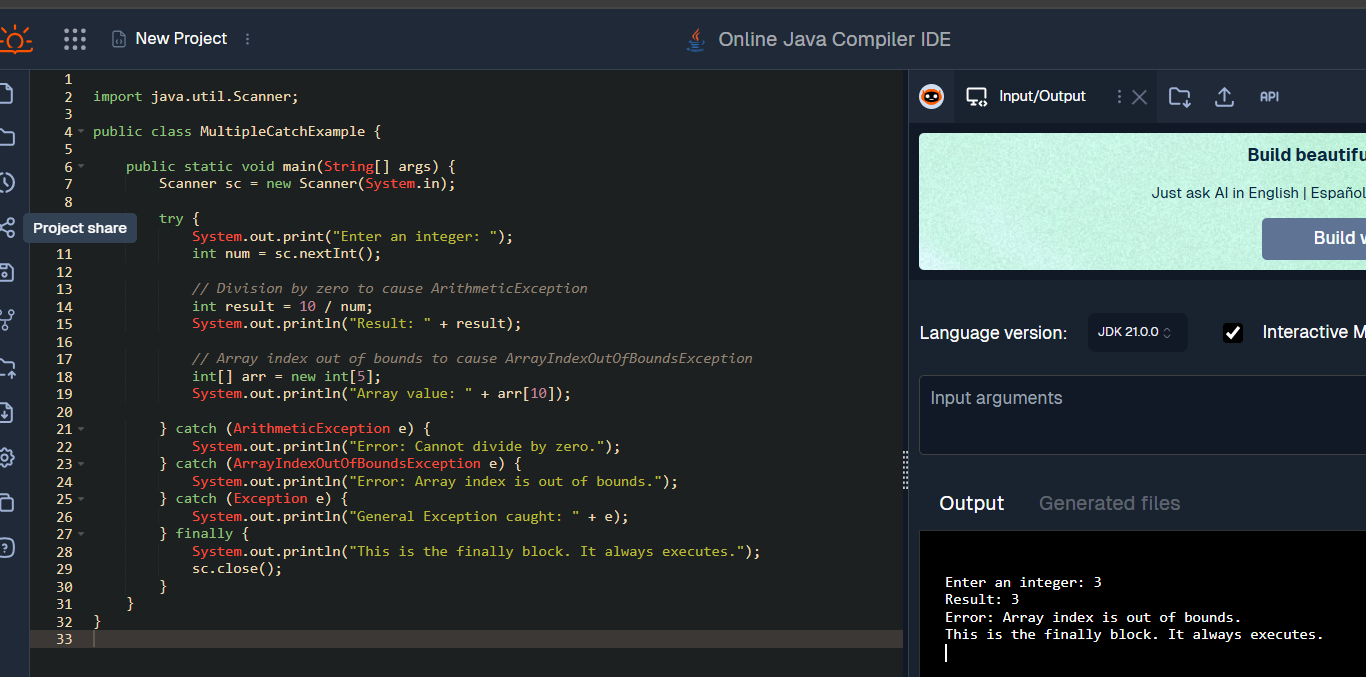
**Q16.Write a program that show the partial implementation of Interface**



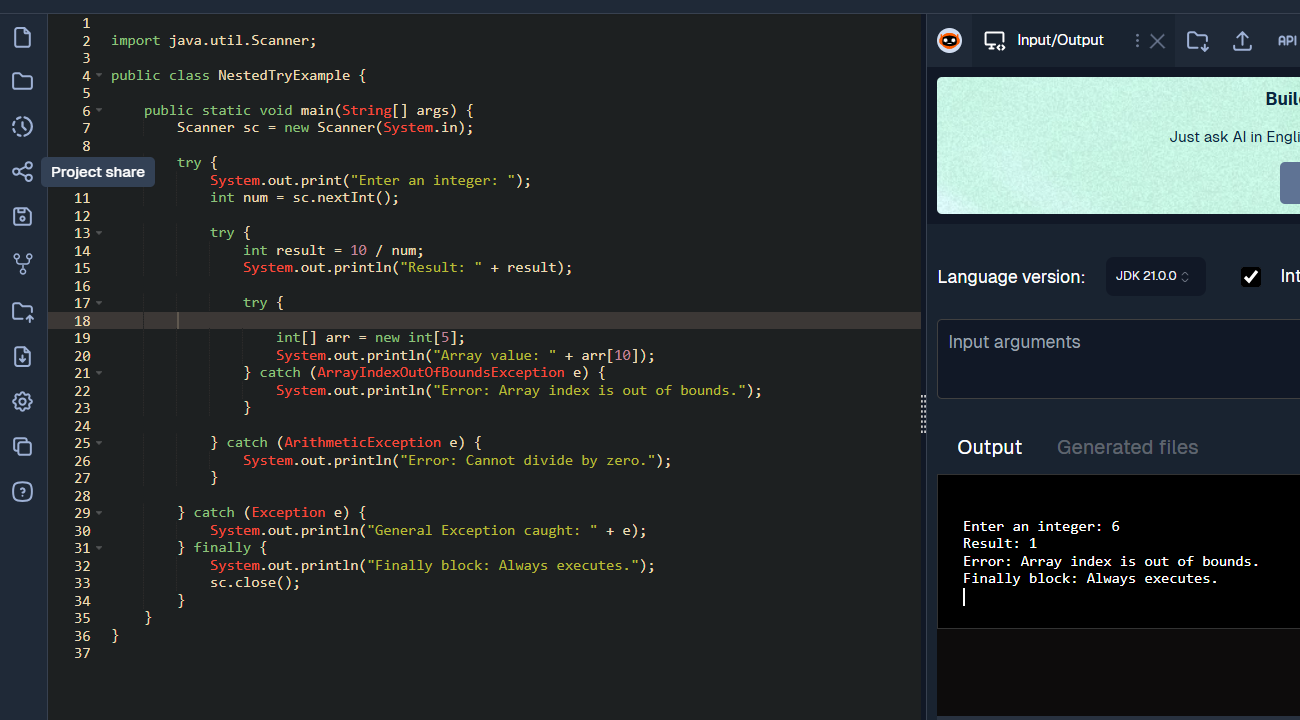
**Q17.Write a program to design a string class that performs the string method (Equal, Reverse the string, change case).**



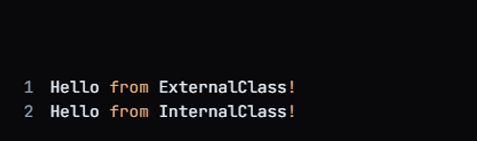
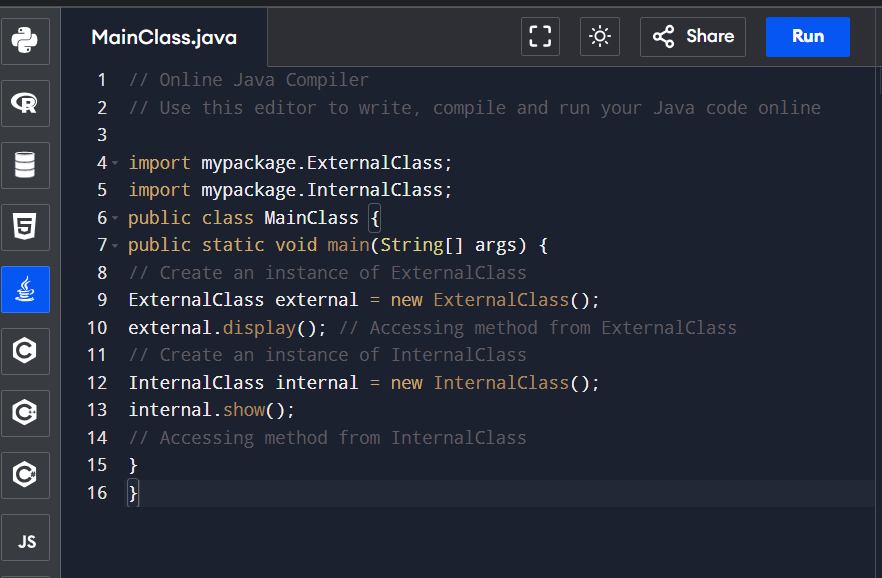
**Q18.Write a program to handle the exception using try and multiple catch blocks.**



**Q19.Write a program that implements the Nested Try Statements**.



**Q20.Write a program to create a package that accesses the member of the External class as well as the same package.**



**Q21.Write a program to handle the user defined exception using throw keyword.**

