

```
C:\11239a048>javac ArraySumAvg.java
```

```
C:\11239a048>java ArraySumAvg
```

```
Enter number of elements: 3
```

```
Enter the numbers:
```

```
33 45 66
```

```
Sum = 144
```

```
Average = 48.0
```

```
C:\11239a048>
```

```
C:\11239a048>javac EvenOddCount.java
```

```
C:\11239a048>java EvenOddCount
```

```
Enter how many numbers: 3
```

```
Enter the numbers:
```

```
2 3 4
```

```
Even numbers = 2
```

```
Odd numbers = 1
```

```
C:\11239a048>javac ExceptionExample.java
```

```
C:\11239a048>java ExceptionExample
```

```
Enter first number: 3
```

```
Enter second number: 5
```

```
Result = 0
```

```
Program finished safely.
```

```
C:\11239a048>javac InterfaceExample.java
```

```
C:\11239a048>java InterfaceExample
```

```
Dog eats bones.
```

```
Dog sleeps in the kennel.
```

```
C:\11239a048>javac MatrixAddition.java
```

```
C:\11239a048>java MatrixAddition
```

```
Enter rows and columns: 3 3
```

```
Enter first matrix:
```

```
2 3 4
```

```
5 6 7
```

```
6 7 8
```

```
Enter second matrix:
```

```
6 7 8
```

```
5 6 7
```

```
4 5 6
```

```
Sum of matrices:
```

```
8 10 12
```

```
10 12 14
```

```
10 12 14
```

```
C:\11239a048>javac MaxMinArray.java
```

```
C:\11239a048>java MaxMinArray
```

```
Enter how many numbers: 7
```

```
Enter the numbers:
```

```
2 3 4 5 6 7 8
```

```
Maximum = 8
```

```
Minimum = 2
```

```
C:\11239a048>|
```

```
C:\11239a048>javac MultiThreadExample.java
```

```
C:\11239a048>java MultiThreadExample
```

```
Thread B: 1
```

```
Thread A: 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
```

```
C:\11239a048>javac MultipleInheritance.java
```

```
C:\11239a048>java MultipleInheritance
Dog eats food.
Dog loves to play.
```

```
C:\11239a048>javac SearchElement.java
```

```
C:\11239a048>java SearchElement
Enter number of elements: 5
Enter 5 numbers:
3 4 5 6 7
Enter number to search: 7
7 found at position 5
```

```
C:\11239a048>javac SimpleCalculator.java
```

```
C:\11239a048>java SimpleCalculator
Enter first number: 4
Enter second number: 6
Enter operator (+, -, *, /, %): /
Result = 0.6666666666666666
```

```
C:\11239a048>javac SimplePrime.java
```

```
C:\11239a048>java SimplePrime
Enter a number: 6
6 is NOT a Prime Number.
```

```
C:\11239a048>javac SimpleStringOps.java
```

```
C:\11239a048>java SimpleStringOps
Enter first string: hello
Enter second string: world

--- String Operations ---
Uppercase: HELLO
Lowercase: world
Concatenation: hello world
Strings are Not Equal.
```

```
C:\11239a048>javac SingleInheritance.java
```

```
C:\11239a048>java SingleInheritance  
Animals eat food.  
Dog barks.
```

```
C:\11239a048>javac Student.java
```

```
C:\11239a048>java Student
```

```
Name: Anu
```

```
Roll Number: 101
```

```
Marks: 86.5
```

```
Grade: B
```

```
Name: Ravi
```

```
Roll Number: 102
```

```
Marks: 45.0
```

```
Grade: Fail
```

```
C:\11239A018>javac BorderLayoutExample.java
```

```
C:\11239A018>java BorderLayoutExample
```





