

## Java Program List

- 1 ) Write a program to check whether a number is odd or even
- 2 ) Write a program to print the prime numbers within a range
- 3 ) Write a program to print the Fibonacci series up to a limit
- 4 ) Write a program to check whether a number is Armstrong or not
- 5 ) Write a program to read 3 marks, find its average and provide grades as follows using switch statement (90% < - A grade, 80% < - B grade, 70% < C grade, 60% < - D grade, 50% < - E grade, all the rest - failed)
- 6 ) Write a program to find the factorial of a number using recursion
- 7 ) Write a program to sort an array
- 8 ) Write a program to find the transpose of a matrix
- 9 ) Write a program to add two complex numbers
- 10 ) Write a program to implement inheritance – Create a class 'Employee' with data members - Name, Age and Basic pay. Create a subclass 'Programmer' with data members - Department and Bonus. And also a method TotalSalary() which calculates the total salary(Basic pay + Bonus) . In main method, create object for only the subclass and display the following details - Name, Age, Department, Total Salary
- 11 ) Write a program to implement multilevel inheritance. Create a class 'Person' with attributes Name and age. Inherit a class 'Employee' from 'Person'. 'Employee' must contain the attributes Employee id and Basic salary. Inherit a class 'Manager' from 'Employee'. 'Manager' must contain the attributes Department and salary bonus. Now, create an object, only for the 'Manager' class and display all the details about a person.
- 12 ) Write a program to find the area of equilateral, isosceles and scalene triangle using method overloading
- 13 ) Write a program to compare the area of rectangles using objects as parameters
- 14 ) Write a program to create an array of objects (ie. Create a Student class with roll no., name, mark1, mark2 and mark3). Now find the total marks and average marks of each student)
- 15 ) Write a program to override a method 'greatest()' for finding the greatest of two numbers and greatest of three numbers
- 16 ) Write a program to find the area of a circle and sphere using interfaces
- 17 ) Write a program to print 'hai' and 'hello' using threads
- 18 ) Write a program to throw an ArithmeticException if the value of a variable 'k' is less than 10
- 19 ) Write a program to implement Packages
- 20 ) Write a program to implement simple client server application