

1. Uppercase or Lowercase Check

Write a program to check whether an input character is uppercase or lowercase.

2. Count Characters in a String

Count the number of vowels, consonants, digits, and special characters in a given string.

3. Capitalize First Letter of Each Word

Given a sentence, capitalize the first letter of every word.

4. String Palindrome Check

Check whether a given string is a palindrome.

5. Reverse Words in a String

Reverse each word or the order of words in a given sentence.

6. Jumble a String

Rearrange or jumble the characters of a given string as per logic.

7. Decode Message (String Reverse)

Decode a message by reversing the given string.

8. Alternate String Merge

Merge two strings by taking alternate characters from each string.

Example: abc, defghi → adbecfghi.

9. Even or Odd Number Check

Determine whether a given number is even or odd.

10. Complement of a Number

Find the complement of a given number.

11. Count Set Bits

Count the number of set bits (1s) in the binary representation of a number.

12. Binary Inversion and Conversion

Convert a number to binary, invert its bits, then convert the result back to decimal.

13. Check Decimal Value in Number

Check whether a given number contains a decimal (fractional) part.

14. Binary to Decimal Conversion

Convert a given binary number into its decimal equivalent.

15. Pattern Printing

Print the pattern:

16. 1

17. 212

18. 32123

19. 4321234

20. Area and Circumference Using Constructor

Create a class to calculate the area of a square and circumference of a circle using constructors.

21. Car Parking Class

Design a class for a car parking system using constructor-based initialization.

22. Date and Time Class (Get/Set)

Create a class to store date and time using getter and setter methods.

23. Override toString Method

Override the toString() method to display object details meaningfully.

24. Email Validation Class

Create a class with constructor and a function to validate an email address (must contain @ and .).

25. Reverse Singly Linked List

Write a program to reverse a singly linked list.

26. Copy Linked List

Copy all elements of one linked list into another linked list.

27. Count Nodes in Circular Linked List

Count the total number of nodes present in a circular linked list.

28. Find Length of Circular Linked List

Determine the size or length of a circular linked list.

29. Insert in Sorted Circular Linked List

Insert an element into a sorted circular linked list such that the order remains ascending.

30. Split Circular Linked List

Split a circular linked list into two equal halves.

31. Reverse Circular Linked List

Reverse a circular linked list.

32. Detect Cycle in Circular Linked List

Detect whether a cycle exists in a circular linked list.

33. Swap Nodes in Doubly Linked List

Swap two given nodes in a doubly linked list.

34. Rearrange Even-Odd Nodes (DLL)

Rearrange a doubly linked list so that even-positioned nodes appear first, followed by odd-positioned nodes.

35. Segregate Even and Odd Nodes (DLL)

Segregate even-valued nodes and odd-valued nodes in a doubly linked list.

36. Inheritance Demonstration

Create a parent class and child classes to demonstrate inheritance.

37. Polymorphism with Employee Class

Demonstrate polymorphism using a base Employee class and subclasses like CSE, ME, and ECE.

38. Formatted Output Using printf

Create a class that calculates values and displays them using `System.out.printf()` with rounding.

39. SecurityGate Class Simulation

Design a class to simulate a security gate that tracks total visitors and total cash collected, where normal visitors pay Rs. 50 and VIPs do not.

40. Months and Days Increment Class

Implement a class that stores month and day values and includes an increment function that correctly updates days based on month length (30, 31, February).