

Index

S.No	Program	Date	Signature
1.	Write a program to demonstrate different types of inheritance.		
2.	Write a program to show different types of exceptions.		
3.	Write a program to create a scene using graphics class of Java applet.		
4.	Write a program to create a Marquee using Java applet.		
5.	Design a java program to implement producer consumer problem.		
6.	Design a java program to implement reader writer problem.		
7.	Design a java program to implement dining philosophers problem.		
8.	WAP for a client to server communication.		
9.	WAP to implement a server to client communication.		
10.	WAP to implement a bidirectional communication.		
11.	Write a program to create a URL object and display its properties.		
12.	Write a program to implement opening of a URL Connection.		
13.	Write a program to implement reading data from URL.		
14.	Write a program to show using HttpURLConnection for sending HTTP requests.		
15.	Write a program to Make an HTTP Post Request.		
16.	WAP to read a file using HTTP URL Connection.		