**CONCEPTS USED IN THE PROJECT**

1. **Type Conversion**
2. **Operators**
3. Arithmetical Operators
4. Unary Operators
5. Binary Operators
6. Relational Operators
7. Logical Operators
8. **Mathematical Functions**
9. **Input methods**
10. Stream Reader
11. Scanner Class
12. Data Input Stream
13. **Decision Making**
14. If – condition
15. If-else condition
16. Nested If –condition
17. Multiple If-condition
18. **Menu Driven program**
19. Switch Case
20. Nested Switch Case
21. **Iteration Through Loops**
22. For Loop
23. Nested Loop
24. Null Loop
25. Do-While Loop
26. Use Of Break Statement
27. User Controlled Loop
28. **Using Library Classes**
29. Java.io
30. Java.util
31. **Exception Handling**
32. Using Throws Key Word
33. Using Try Catch Block
34. Use Of Finally Key Word
35. **String Manipulation**
36. Character Functions
37. String Functions
38. **Arrays**
39. Single Dimension Array
40. Double Dimension Array
41. Operation On Array
42. Soarting
43. Selection Sort
44. Bubble Sort
45. **Functions / Methods**
46. Procedural Function