

JAVA LAB PRACTICE QUESTIONS

1. Write a program to print 'Hello World' in Java
2. Write a program to print the largest of three numbers using if-else.
3. Write a program to print multiplication table of a number using for loop. The number should be obtained from the user.
4. Write a program to reverse a number using while loop.
5. Write a program to find the maximum, minimum and sum of an array of 10 numbers.
6. Write a program to add two matrices.
7. Create a BankAccount class with three constructors:
 - a. A constructor that takes only the account number.
 - b. A constructor that takes the account number and the initial balance.
 - c. A constructor that takes the account number, balance, and the account holder's name.

Write methods to deposit and withdraw amounts from the account and display the balance. Test all the constructors by creating objects.

8. Write a program to create an array of employee objects. The method getEmpData() should get details such as EmpID, EmpName and Salary and the method printEmpData() should display all the details.
9. Write a Java program to create an abstract class Bird with abstract methods fly() and makeSound(). Create subclasses Eagle and Hawk that extend the Bird class and implement the respective methods to describe how each bird flies and makes a sound.
10. Write a Java program to create a class known as "BankAccount" with methods called deposit() and withdraw(). Create a subclass called SavingsAccount that overrides the withdraw() method to prevent withdrawals if the account balance falls below Rs.100.
11. Write a Java program to create an interface Drawable with a method draw() that takes no arguments and returns void. Create three classes Circle, Rectangle, and Triangle that implement the Drawable interface and override the draw() method to draw their respective shapes.
12. Write a program to create a method that takes two integer values and find the quotient. Display Arithmetic Exception in this program.
13. Write a program to demonstrate custom exception.
14. Create a package pack and create a class Useme in that package. Useme class should have the following methods. findArea() to find the area of a rectangle. Get the length and breadth from the user. Method calculateSalary() which calculates salary of an employee. Get the basic, HRA, DA and TA from the user. Method

findPercentage() which finds the percentage as $(\text{obtainedMarks}/\text{totalMarks} * 100)$.
Get the obtainedMarks and totalMarks from the user. Create another package mypack with a class PackageUse and uses the method findArea() from class Useme.