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EXPT.	DATE	NAME OF THE EXPERIMENT	SIGNATURE
1	9-09-24	Write a program to print a message.	
2	9-10-24	Write a program to find the sum, average, min and max of the 'n' numbers using user input.	
3	9-10-24	Write a program to demonstrate type casting.	
4	9-10-24	Write a program to check whether the given number is prime or not.	
5	9-10-24	Write a program to find out the HCF and LCM.	
6	23-09-24	Write a program to calculate Simple Interest and data is taken as input from users.	
7	23-09-24	Write a program to create a simple class to find out the Area and Perimeter of Rectangle and Box using super and this keyword.	
8	23-09-24	Write a program to design a class Shape to implement runtime polymorphism using abstract method and classes .	
9	23-09-24	Write a program to demonstrate the use of different String class methods.	

10	11-11-24	Write a program to handle multiple Exceptions.	
11	11-11-24	Write a program to implement nested try-catch block to handle Exception.	
12	18-11-24	Write a program to that implement throw and throws .	
13	18-11-24	Write a program to implement custom Exception.	
14	18-11-24	Write a program to implement the concept of multiple interfaces.	
15	18-11-24	Write a program to design a class account using the inheritance and static that show all function of bank (withdrawal, deposit) and generate account number dynamically.	
16	22-11-24	Write a program to create a package that access the member of external class as well as same package.	
17	22-11-24	Write a program that show the partial implementation of Interface (Calculation of Salary of Employee).	

18	22-11-24	Write a program to create Arithmetic Math Calculator using Java Swing and AWT Event Handling.	
19	22-11-24	Write a program to create a frame window using Frame class. (AWT)	
20	27-11-24	Write a program to create UI component on frame window using Frame class. (AWT)	
21	27-11-24	Write a program to implement ListBox. (AWT)	
22	27-11-24	Write a program to implement Choice, Checkbox, RadioButton with AWT event handling.	
23	2-12-24	Write a program to implement LayoutManager. (AWT)	
24	2-12-24	Write a program to implement Dialog box. (AWT)	
25	2-12-24	Write a program to implement Smiley face. (AWT)	
26	4-12-24	Write a program to implement System Clock. (AWT)	
27	4-12-24	Write a program to implement Inter-Thread Communication.	

28	4-12-24	Write a program to create Frame that display the student information. (Swing)	
29	4-12-24	Write a simple JDBC program to retrieve student information after connecting to database.	
30	4-12-24	Write a program to create a GUI using Swing that performs database operations.	