1.Bank Operations - Easy

2.Illustrate Constructors Library-Easy

3.File Read and Write - Easy

4.Illustrate Inheritance - Dead Easy

5.Exception handling - Normal

6.Concept of Polymorphism - Easy //Same as the previous programs.

7.Method Overriding – Easy //Same as the concept of Polymorphism

8.Method Overloading – Easy //Same as the concept of polymorphism

9.Array Manipulation. – Easy //Same as the Creating an array.

10.String Tokenizer. - Easy

11.User Defined Exceptions. - Normal

12.Creation of Packages. - Easy

13.Multi Threading. - Normal

14.Multi Tasking. - Normal;

15.Applet. - Easy

16.Event Handling. - Normal //Same as the AWT

17.AWT. - Easy

18.JDBC. - Some What tough