

1) W.A.J.P to Take three numbers from the user and print the greatest number.

```
package Assignments;

import java.util.Scanner;

public class GreatestNumber {

    public static void main(String[] args) {

        Scanner sc = new Scanner(System.in);

        System.out.print("Enter the first number: ");

        int num1 = sc.nextInt();

        System.out.print("Enter the second number: ");

        int num2 = sc.nextInt();

        System.out.print("Enter the third number: ");

        int num3 = sc.nextInt();

        int greatest;

        if (num1 >= num2 && num1 >= num3) {

            greatest = num1;

        }

        else if (num2 >= num1 && num2 >= num3) {

            greatest = num2;

        }

        else {

            greatest = num3;

        }

        System.out.println("The greatest number is: " + greatest);

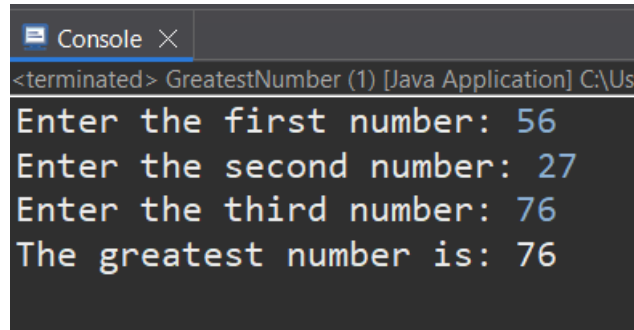
        sc.close();

    }

}
```

```
}  
}
```

OUTPUT:



```
<terminated> GreatestNumber (1) [Java Application] C:\Us  
Enter the first number: 56  
Enter the second number: 27  
Enter the third number: 76  
The greatest number is: 76
```

2) W.A.J.P in Java to display the first 10 natural numbers using while loop.

```
package Assignments;
```

```
public class NaturalNumbers {
```

```
    public static void main(String[] args) {
```

```
        int i = 1;
```

```
        System.out.println("The first 10 natural numbers are:");
```

```
        while (i <= 10) {
```

```
            System.out.println(i);
```

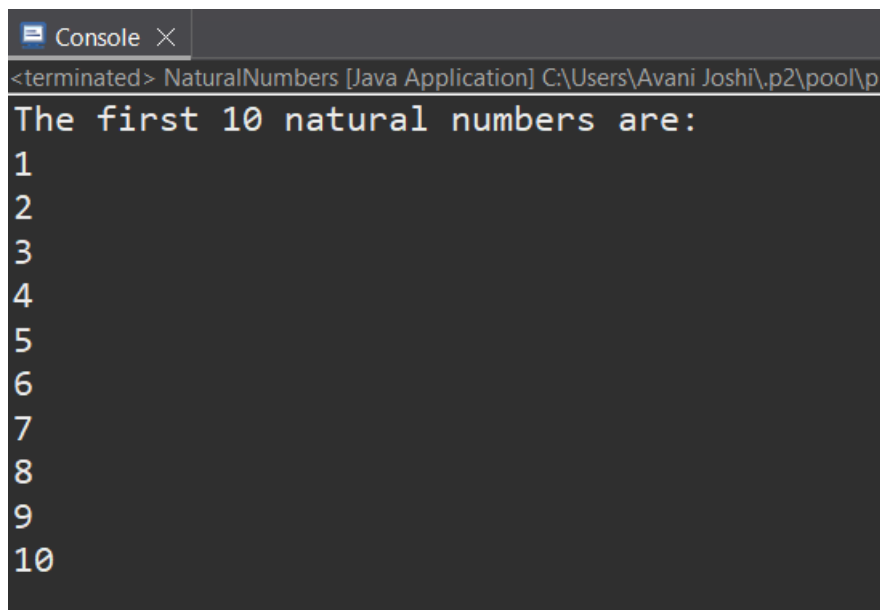
```
            i++;
```

```
        }
```

```
    }
```

```
}
```

OUTPUT:

A screenshot of a Java console window. The title bar shows a console icon, the word 'Console', and a close button. The main text area shows the output of a Java application. The first line is '<terminated> NaturalNumbers [Java Application] C:\Users\Avani Joshi\p2\pool\p'. The second line is 'The first 10 natural numbers are:'. The following lines are the numbers 1 through 10, each on a new line.

```
<terminated> NaturalNumbers [Java Application] C:\Users\Avani Joshi\p2\pool\p
The first 10 natural numbers are:
1
2
3
4
5
6
7
8
9
10
```

3) W.A.J.P to find factorial for Given Number.

```
package Assignments;
```

```
import java.util.Scanner;
```

```
public class Factorial {
```

```
    public static void main(String[] args) {
```

```
        Scanner sc = new Scanner(System.in);
```

```
        System.out.print("Enter a number to find its factorial: ");
```

```
        int number = sc.nextInt();
```

```
        long factorial = 1;
```

```
        for (int i = 1; i <= number; i++) {
```

```
            factorial *= i;
```

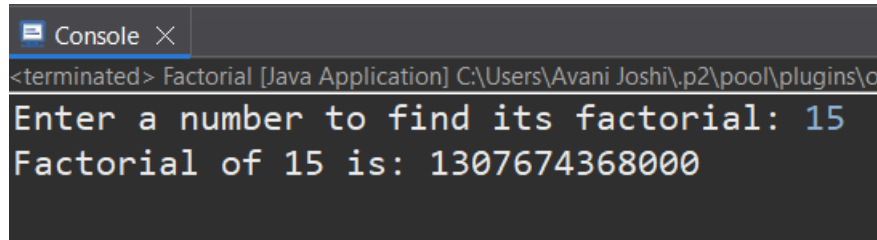
```
        }
```

```
        System.out.println("Factorial of " + number + " is: " +  
factorial);
```

```
        sc.close();
```

```
}  
  
}
```

OUTPUT:

A screenshot of a Java IDE's console window. The title bar says 'Console' with a close button. The text in the console shows the program has terminated, followed by the prompt 'Enter a number to find its factorial: 15' and the output 'Factorial of 15 is: 1307674368000'.

```
<terminated> Factorial [Java Application] C:\Users\Avani Joshi\p2\pool\plugins\c  
Enter a number to find its factorial: 15  
Factorial of 15 is: 1307674368000
```

4) W.A.J.P to check given number is Prime or not?

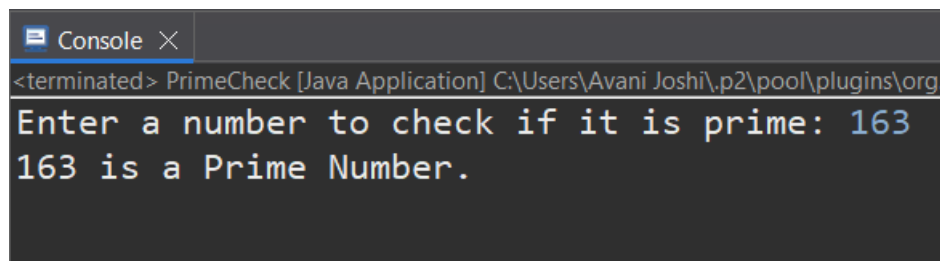
```
package Assignments;  
  
import java.util.Scanner;  
  
public class PrimeCheck {  
    public static void main(String[] args) {  
        Scanner sc = new Scanner (System.in);  
        System.out.print("Enter a number to check if it is prime: ");  
        int num = sc. nextInt ();  
        int count = 0;  
        for (int i=1; i<=num; i++) {  
            if (num%i == 0) {  
                count++;  
            }  
        }  
        if (count == 2) {  
            System.out.println(num + " is a Prime Number.");  
        }  
    }  
}
```

```

        else {
            System.out.println(num + " is NOT a Prime
Number.");
        }
        sc.close();
    }
}

```

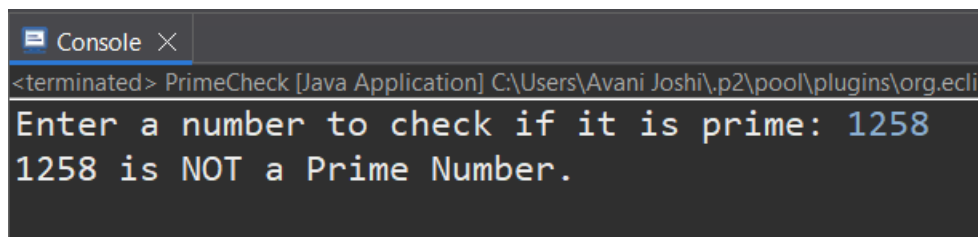
OUTPUT:



```

Console X
<terminated> PrimeCheck [Java Application] C:\Users\Avani Joshi\p2\pool\plugins\org.
Enter a number to check if it is prime: 163
163 is a Prime Number.

```



```

Console X
<terminated> PrimeCheck [Java Application] C:\Users\Avani Joshi\p2\pool\plugins\org.ecli
Enter a number to check if it is prime: 1258
1258 is NOT a Prime Number.

```

5) W.A.J.P to check given number is Armstrong or not?

package Assignments;

import java.util.Scanner;

public class ArmstrongCheck {

public static void main(String[] args) {

Scanner sc = new Scanner (System.in);

System.out.print("Enter a number to check if it is an
Armstrong number: ");

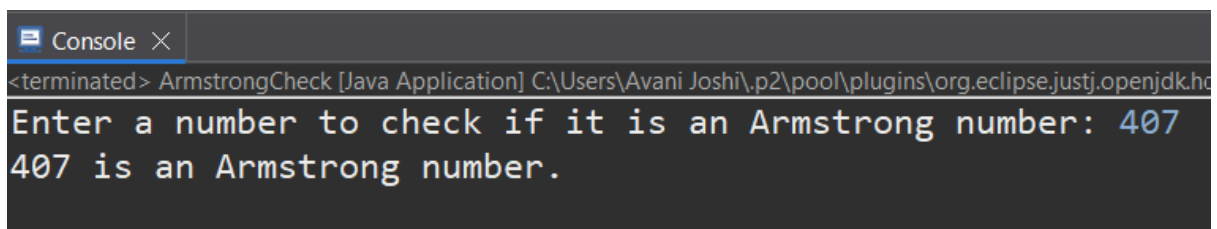
int num = sc. nextInt ();

```

int sum =0;
int tmp = num;
while (num>0) {
    int digit = num%10;
    sum = sum + (digit * digit * digit);
    num = num/10;
}
if (sum == tmp) {
    System.out.println(tmp + " is an Armstrong
number.");
}
else
{
    System.out.println(tmp + " is NOT an Armstrong
number.");
}
sc.close();
}
}

```

OUTPUT:



The screenshot shows a console window titled "Console" with a close button. The output text is as follows:

```

<terminated> ArmstrongCheck [Java Application] C:\Users\Avani Joshi\p2\pool\plugins\org.eclipse.justj.openjdk.hc
Enter a number to check if it is an Armstrong number: 407
407 is an Armstrong number.

```

```
Console X
<terminated> ArmstrongCheck [Java Application] C:\Users\Avani Joshi\p2\pool\plugins\org.eclipse.justj.openjdk.hot
Enter a number to check if it is an Armstrong number: 456
456 is NOT an Armstrong number.
```

6) W.A.J.P for create Fibonacci Series.

```
package Assignments;

import java.util.Scanner;

public class FibonacciSeries {

    public static void main(String[] args) {

        Scanner sc = new Scanner(System.in);

        System.out.print("Enter number of terms for Fibonacci
series: ");

        int n = sc.nextInt();

        int a = 0, b = 1;

        System.out.println("Fibonacci Series up to " + n + "
terms:");

        for (int i = 1; i <= n; i++) {

            System.out.print(a + " ");

            int c = a + b;

            a = b;

            b = c;

        }

        sc.close();

    }
```

}

OUTPUT:

```
Console X
<terminated> FibonacciSeries [Java Application] C:\Users\Avani Joshi\p2\pool\plugins\org.e
Enter number of terms for Fibonacci series: 10
Fibonacci Series up to 10 terms:
0 1 1 2 3 5 8 13 21 34
```

7) W.A.J.P to Print pattern Given Below.

i. Pattern-1

```
package Assignments;
```

```
public class NumberPattern1 {
```

```
    public static void main(String[] args) {
```

```
        for (int i = 1; i <= 5; i++) {
```

```
            for (int j = 1; j <= i; j++) {
```

```
                System.out.print(j);
```

```
            }
```

```
        System.out.println();
```

```
    }
```

```
}
```

```
}
```

OUTPUT:

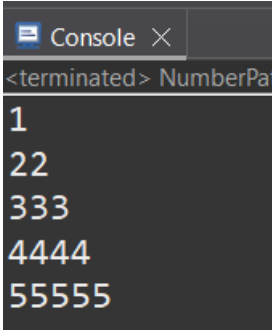
```
Console X
<terminated> NumberPat
1
12
123
1234
12345
```


ii. Pattern-2

package Assignments;

```
public class NumberPattern3 {  
    public static void main(String[] args) {  
        for (int i = 1; i <= 5; i++) {  
            for (int j = 1; j <= i; j++) {  
                System.out.print(i + "");  
            }  
            System.out.println();  
        }  
    }  
}
```

OUTPUT:



```
Console X  
<terminated> NumberPa  
1  
22  
333  
4444  
55555
```

iii. Pattern-3

package Assignments;

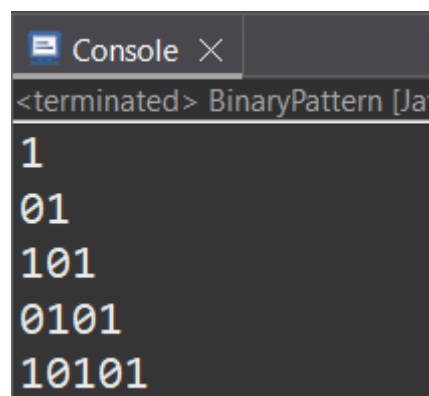
```
public class BinaryPattern {  
    public static void main(String[] args) {  
        for (int i = 1; i <= 5; i++) {  
            for (int j = 1; j <= i; j++) {
```

```

        if ((i + j) % 2 == 0) {
            System.out.print("1");
        }
        else {
            System.out.print("0");
        }
    }
    System.out.println();
}
}
}

```

OUTPUT:



```

Console X
<terminated> BinaryPattern [Ja
1
01
101
0101
10101

```

iv. Pattern-4

```
package Assignments;
```

```
public class NumberPattern2 {
```

```
    public static void main(String[] args) {
```

```
        for (int i = 1; i <= 4; i++) {
```

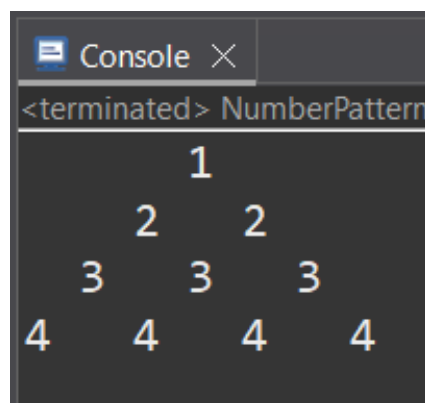
```
            for (int space = 1; space <= 4 - i; space++) {
```

```

        System.out.print(" ");
    }
    for (int j = 1; j <= i; j++) {
        System.out.print(i + " ");
    }
    System.out.println();
}
}
}

```

OUTPUT:



v. Pattern-5

```

package Assignments;

public class StarDiamondPattern {
    public static void main(String[] args) {
        for (int i = 1; i <= 3; i++) {
            for (int space = 1; space <= 3 - i; space++) {
                System.out.print(" ");
            }

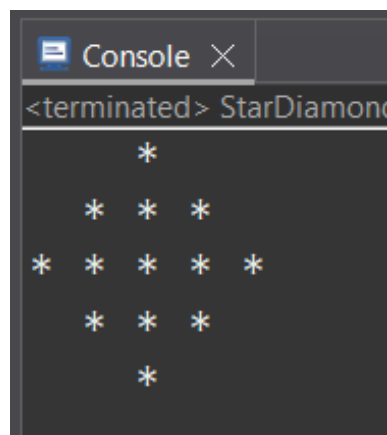
```

```

        for (int star = 1; star <= (2 * i - 1); star++) {
            System.out.print("* ");
        }
        System.out.println();
    }
    for (int i = 3 - 1; i >= 1; i--) {
        for (int space = 1; space <= 3 - i; space++) {
            System.out.print(" ");
        }
        for (int star = 1; star <= (2 * i - 1); star++) {
            System.out.print("* ");
        }
        System.out.println();
    }
}

```

OUTPUT:



8) WAP to compute the sum of the first 100 prime numbers.

```
package Assignments;
```

```
public class SumOfPrimes {
```

```
    public static void main(String[] args) {
```

```
        int sum = 0;
```

```
        System.out.println("1 to 100 Prime numbers: ");
```

```
        for (int num = 2; num<=100; num++) {
```

```
            int count = 0;
```

```
            for (int i=1; i<=num; i++) {
```

```
                if (num % i == 0) {
```

```
                    count++;
```

```
                }
```

```
            }
```

```
            if (count == 2) {
```

```
                System.out.print(num + " ");
```

```
                sum = sum + num;
```

```
            }
```

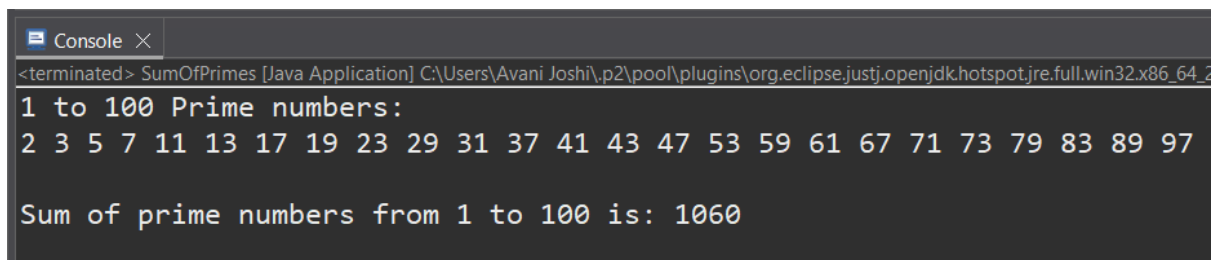
```
        }
```

```
        System.out.println("\n\nSum of prime numbers from 1 to  
100 is: " + sum);
```

```
    }
```

```
}
```

OUTPUT:



```
Console X
<terminated> SumOfPrimes [Java Application] C:\Users\Avani_Joshi\p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_2
1 to 100 Prime numbers:
2 3 5 7 11 13 17 19 23 29 31 37 41 43 47 53 59 61 67 71 73 79 83 89 97

Sum of prime numbers from 1 to 100 is: 1060
```

9) WAP to sum values of an array.

package Assignments;

public class SumOfArray {

 public static void main(String[] args) {

 int[] a = {10, 20, 30, 40, 50};

 int sum = 0;

 for (int i = 0; i < a.length; i++) {

 sum = sum + a[i];

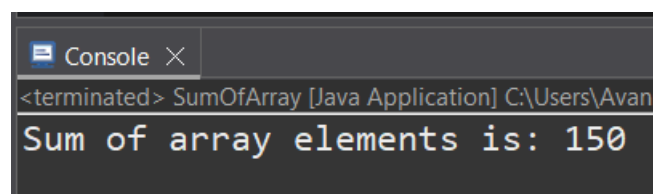
 }

 System.**out**.println("Sum of array elements is: " + sum);

 }

}

OUTPUT:



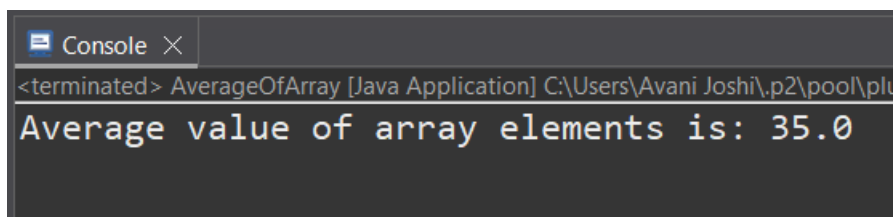
```
Console X
<terminated> SumOfArray [Java Application] C:\Users\Avani
Sum of array elements is: 150
```

10) WAP to calculate the average value of array elements.

```
package Assignments;
```

```
public class AverageOfArray {  
    public static void main(String[] args) {  
        int[] a = {10, 20, 30, 40, 50, 60};  
        int sum = 0;  
        for (int i = 0; i < a.length; i++) {  
            sum = sum + a[i];  
        }  
        double avg = (double) sum / a.length;  
        System.out.println("Average value of array elements is: " +  
avg);  
    }  
}
```

OUTPUT:

A screenshot of a Java IDE's console window. The window has a title bar that says "Console" with a close button. The text inside the console shows the program's execution: "<terminated> AverageOfArray [Java Application] C:\Users\Avani Joshi\p2\pool\pl" followed by the output "Average value of array elements is: 35.0".

```
<terminated> AverageOfArray [Java Application] C:\Users\Avani Joshi\p2\pool\pl  
Average value of array elements is: 35.0
```

11) WAP to find the index of an array element.

```
package Assignments;
```

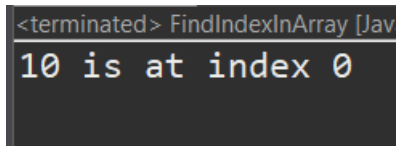
```
public class FindIndexInArray {  
    public static void main(String[] args) {  
        int a [] = {10, 20, 30, 40, 50};  
        int index = 10;
```

```

        for (int i=0; i<a. length; i++) {
            if (a[i] == index) {
                System.out.println(index + " is at index " + i);
            }
        }
    }
}

```

OUTPUT:



```

<terminated> FindIndexInArray [Java]
10 is at index 0

```

12) WAP to find the maximum and minimum value of an array.

```
package Assignments;
```

```

public class MaxMinArray {
    public static void main(String[] args) {
        int[] numbers = {25, 78, 12, 90, 3, 55};
        int max = numbers[0];
        int min = numbers[0];
        for (int i = 1; i < numbers.length; i++) {
            if (numbers[i] > max) {
                max = numbers[i];
            }
            if (numbers[i] < min) {
                min = numbers[i];
            }
        }
    }
}

```



```

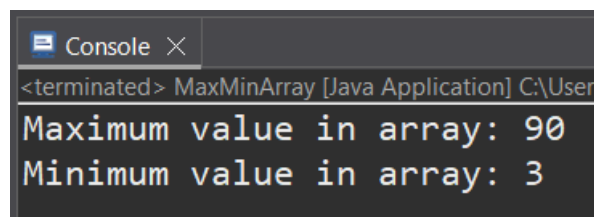
    }

}

System.out.println("Maximum value in array: " + max);
System.out.println("Minimum value in array: " + min);
}
}

```

OUTPUT:



The screenshot shows a console window titled "Console" with a close button. The text inside the window reads: "<terminated> MaxMinArray [Java Application] C:\User" followed by two lines of output: "Maximum value in array: 90" and "Minimum value in array: 3".

13) WAP to Compare Two String.

```

package Assignments;

import java.util.Scanner;

public class CompareStrings {

    public static void main(String[] args) {

        Scanner sc = new Scanner(System.in);

        System.out.print("Enter first string: ");

        String str1 = sc.nextLine();

        System.out.print("Enter second string: ");

        String str2 = sc.nextLine();

        if (str1.equals(str2)) {

            System.out.println("Both strings are equal.");

        }

    }

}

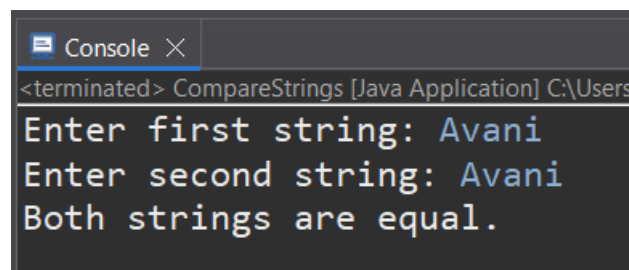
```

```

        else {
            System.out.println("Strings are not equal.");
        }
        sc.close();
    }
}

```

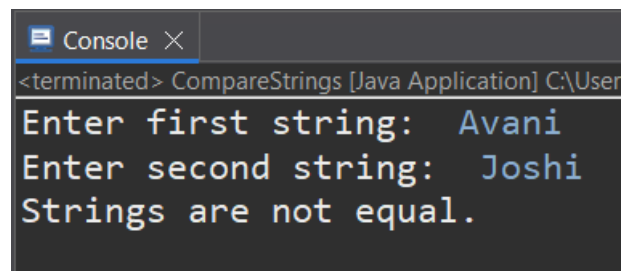
OUTPUT:



```

Console X
<terminated> CompareStrings [Java Application] C:\Users
Enter first string: Avani
Enter second string: Avani
Both strings are equal.

```



```

Console X
<terminated> CompareStrings [Java Application] C:\User
Enter first string: Avani
Enter second string: Joshi
Strings are not equal.

```

14) WAP to concatenate a given string to the end of another string.

```

package Assignments;

import java.util.Scanner;

public class ConcatenateStrings {
    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);
        System.out.print("Enter first string: ");
        String str1 = sc.nextLine();
    }
}

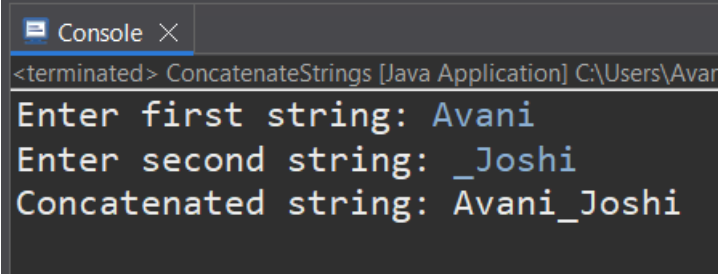
```

```

        System.out.print("Enter second string: ");
        String str2 = sc.nextLine();
        String result = str1 + str2;
        System.out.println("Concatenated string: " + result);
        sc.close();
    }
}

```

OUTPUT:



The screenshot shows a console window titled "Console" with a close button. The window displays the output of a Java application named "ConcatenateStrings". The prompt "<terminated> ConcatenateStrings [Java Application] C:\Users\Avar" is visible. The user has entered "Avani" for the first string and "_Joshi" for the second string. The program has then printed "Concatenated string: Avani_Joshi".

```

Enter first string: Avani
Enter second string: _Joshi
Concatenated string: Avani_Joshi

```

15) WAP to demonstrate try catch block.

```

package Assignments;

public class TryCatchDemo {
    public static void main(String[] args) {
        try {
            int a = 10;
            int b = 0;
            int res = a/b;
            System.out.println("Result is: " + res);
        }
        catch (ArithmeticException e) {
            System.out.println("Cannot divide by zero");
        }
    }
}

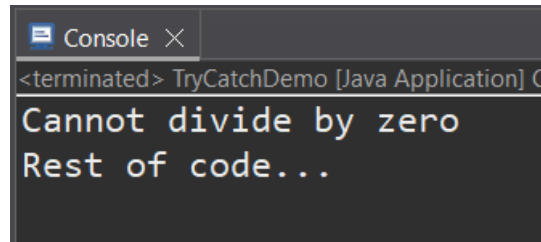
```

```

    }
    System.out.println("Rest of code...");
}
}

```

OUTPUT:



16) WAP to demonstrate multiple catch blocks.

package Assignments;

```

public class MultipleCatchDemo {
    public static void main(String[] args) {
        int arr [] = new int [5];
        try {
            arr [5] = 10;
            System.out.println("Hello ");
        }
        catch (ArithmeticException e) {
            System.out.println("Error " + e);
        }
        catch (Exception e) {
            System.out.println("Error " + e);
        }
    }
}

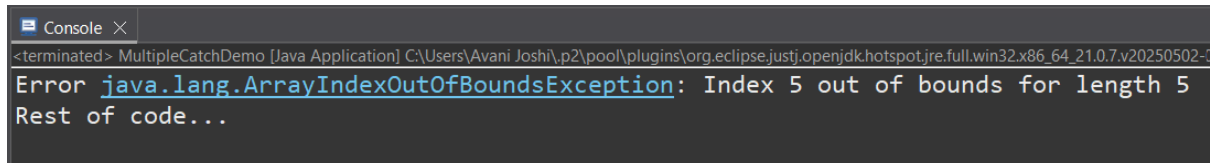
```

```

        System.out.println("Rest of code...");
    }
}

```

OUTPUT:



The screenshot shows the Eclipse IDE console with a tab labeled 'Console'. The output text is:

<terminated> MultipleCatchDemo [Java Application] C:\Users\Avani Joshi\p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_21.0.7.v20250502-7

Error java.lang.ArrayIndexOutOfBoundsException: Index 5 out of bounds for length 5

Rest of code...

17) WAP to create one thread by implementing Runnable interface in Class.

```

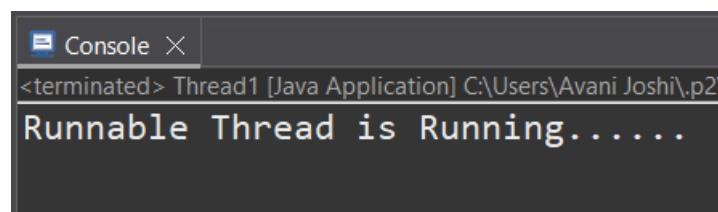
package Assignments;

public class Thread1 implements Runnable {
    public void run () {
        System.out.println("Runnable Thread is Running.....");
    }

    public static void main(String[] args) {
        Thread1 t1 = new Thread1();
        Thread m1 = new Thread(t1);
        m1.start ();
    }
}

```

OUTPUT:



The screenshot shows the Eclipse IDE console with a tab labeled 'Console'. The output text is:

<terminated> Thread1 [Java Application] C:\Users\Avani Joshi\p2\

Runnable Thread is Running.....

18) WAP to create one thread by extending Thread class in another Class.

```
package Assignments;

public class Thread2 extends Thread {

    public void run () {

        System.out.println("Extending Thread is Running....");

    }

    public static void main(String[] args) {

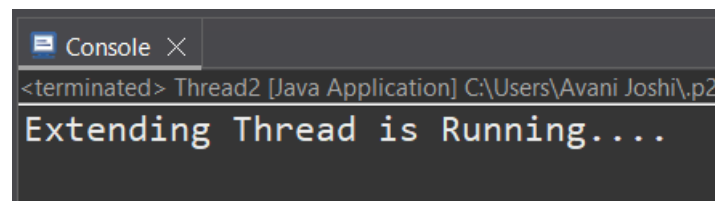
        Thread2 t2 = new Thread2();

        t2.start ();

    }

}
```

OUTPUT:



19) WAP to iterate through all elements in an array list.

```
package Assignments;

import java.util.ArrayList;

public class Array {

    public static void main(String[] args) {

        ArrayList<String> fruits = new ArrayList<>();

        fruits.add("Apple");

        fruits.add("Banana");

    }

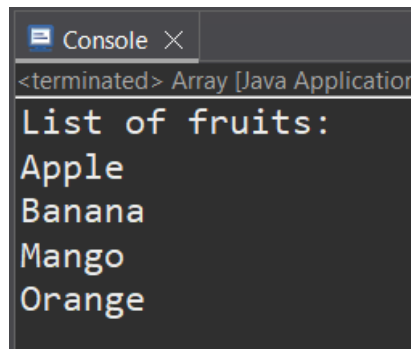
}
```

```

        fruits.add("Mango");
        fruits.add("Orange");
        System.out.println("List of fruits:");
        for (String s:fruits) {
            System.out.println(s);
        }
    }
}

```

OUTPUT:



```

Console ×
<terminated> Array [Java Application]
List of fruits:
Apple
Banana
Mango
Orange

```

20) WAP to update specific array element by given element.

```

package Assignments;

import java.util.Scanner;

public class Update {
    public static void main(String[] args) {
        int[] numbers = {10, 20, 30, 40, 50};
        Scanner sc = new Scanner(System.in);
        System.out.print("Enter index to update (0 to 4): ");
        int index = sc.nextInt();
        if(index < 0 || index >= numbers.length) {

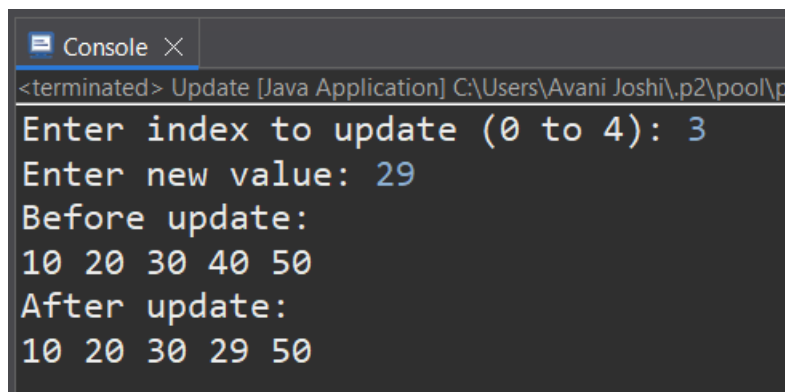
```

```

        System.out.println("Invalid index!");
    }
    else {
        System.out.print("Enter new value: ");
        int newValue = sc.nextInt();
        System.out.println("Before update:");
        for (int num : numbers) {
            System.out.print(num + " ");
        }
        numbers[index] = newValue;
        System.out.println("\n After update: ");
        for (int num : numbers) {
            System.out.print(num + " ");
        }
    }
    sc.close();
}
}

```

OUTPUT:



```

<terminated> Update [Java Application] C:\Users\Avani Joshi\p2\pool\p
Enter index to update (0 to 4): 3
Enter new value: 29
Before update:
10 20 30 40 50
After update:
10 20 30 29 50

```


21) WAP to remove the third element from an array list.

```
package Assignments;

import java.util.ArrayList;

public class Remove {

    public static void main(String[] args) {

        ArrayList<String> st = new ArrayList<String>();

        st.add("Cow");
        st.add("Buffalo");
        st.add("Dog");
        st.add("Sparrow");

        System.out.println("Before remove: " + st);

        if (st.size() >= 3) {

            st.remove(2);

            System.out.println("After remove: " + st);

        }

        else {

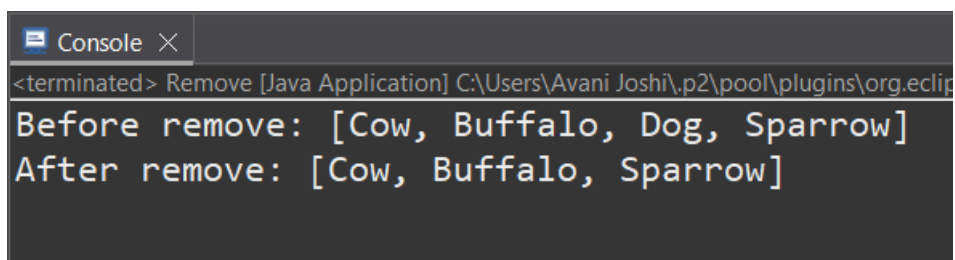
            System.out.println("List has less than 3 elements.");

        }

    }

}
```

OUTPUT:



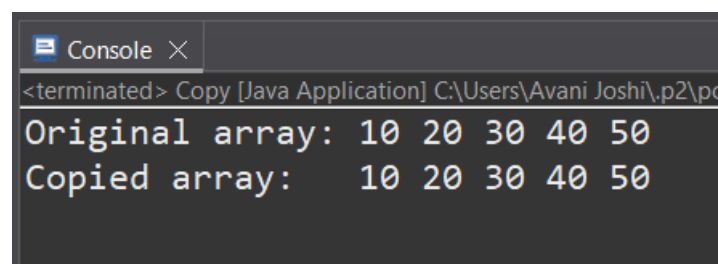
```
Console X
<terminated> Remove [Java Application] C:\Users\Avani Joshi\p2\pool\plugins\org.eclips
Before remove: [Cow, Buffalo, Dog, Sparrow]
After remove: [Cow, Buffalo, Sparrow]
```

22) WAP to Copy one array into another.

package Assignments;

```
public class Copy {  
    public static void main(String[] args) {  
        int[] a = {10, 20, 30, 40, 50};  
        int[] b = new int[a.length];  
        for (int i = 0; i < a.length; i++) {  
            b[i] = a[i];  
        }  
        System.out.print("Original array: ");  
        for (int num : a) {  
            System.out.print(num + " ");  
        }  
        System.out.print("\nCopied array: ");  
        for (int num : b) {  
            System.out.print(num + " ");  
        }  
    }  
}
```

OUTPUT:



```
Console X  
<terminated> Copy [Java Application] C:\Users\Avani Joshi\p2\p...  
Original array: 10 20 30 40 50  
Copied array: 10 20 30 40 50
```

23) WAP to reverse an array of integer values.

```
package Assignments;

public class Reverse {

    public static void main(String[] args) {

        int a [] = {10,20,30,40,50};

        System.out.println("Reverse Array is: ");

        for (int i = 4; i>=0; i--) {

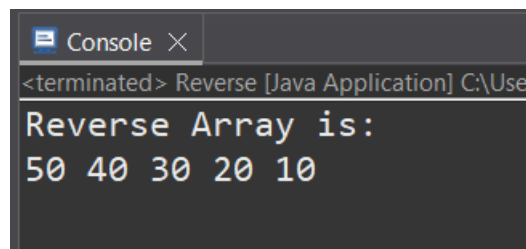
            System.out.print(a[i] + " ");

        }

    }

}
```

OUTPUT:

A screenshot of a Java console window titled "Console". The window shows the output of the program: "Reverse Array is:" followed by "50 40 30 20 10" on the next line. The text is displayed in a monospaced font with a light blue background.

```
<terminated> Reverse [Java Application] C:\Use
Reverse Array is:
50 40 30 20 10
```

24) WAP to find the second largest element in an array.

```
package Assignments;

public class Element {

    public static void main(String[] args) {

        int [] arr = {45, 22, 89, 65, 12};

        int largest = arr [0];

        int second = arr [0];

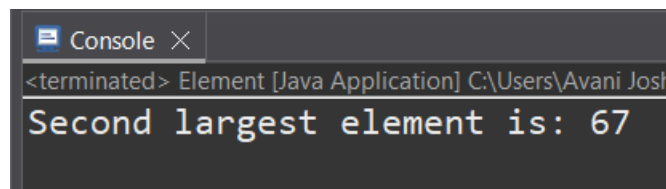
        for (int i=1; i<arr. length; i++) {
```

```

        if(arr[i] > largest) {
            largest = arr[i];
        }
    }
    for (int i=0; i<arr.length; i++) {
        if(arr[i] > second && arr[i] < largest) {
            second = arr[i];
        }
    }
    System.out.println("Second Largest Number is: "+ second);
}
}

```

OUTPUT:



The screenshot shows a Java console window titled "Console" with a close button. The text in the console reads: "<terminated> Element [Java Application] C:\Users\Avani Joshi" followed by "Second largest element is: 67".

25) W.A.J.P. Create an abstract class 'Parent' with a method 'message'. It has two subclasses each having a method with the same name 'message' that prints "This is first subclass" and "This is second subclass" respectively. Call the methods 'message' by creating an object for each subclass.

```

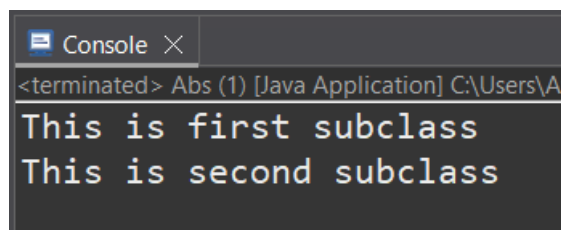
package Assignments;

abstract class Parent {
    abstract void message();
}

```

```
}  
class Firstclass extends Parent {  
    void message() {  
        System.out.println("This is first subclass");  
    }  
}  
class Secondclass extends Parent {  
    void message() {  
        System.out.println("This is second subclass");  
    }  
}  
public class Abs {  
    public static void main(String[] args) {  
        Parent p1 = new Firstclass();  
        Parent p2 = new Secondclass();  
        p1.message();  
        p2.message();  
    }  
}
```

OUTPUT:



```
Console X  
<terminated> Abs (1) [Java Application] C:\Users\A  
This is first subclass  
This is second subclass
```

26) W.A.J.P. which will ask the user to enter his/her marks (out of 100). Define a method that will display grades according to the marks entered as below:

Marks	Grade
91-100	AA
81-90	AB
71-80	BB
61-70	BC
51-60	CD
41-50	DD
< = 40	Fail

```
package Assignments;
```

```
import java.util.Scanner;
```

```
public class GradeCalculator {
```

```
    static void displayGrade(int marks) {
```

```
        if (marks >= 91 && marks <= 100) {
```

```
            System.out.println("Grade: AA");
```

```
        }
```

```
        else if (marks >= 81 && marks <= 90) {
```

```
            System.out.println("Grade: AB");
```

```
        }
```

```
        else if (marks >= 71 && marks <= 80) {
```

```
            System.out.println("Grade: BB");
```

```
        }
```

```

        else if (marks >= 61 && marks <= 70) {
            System.out.println("Grade: BC");
        }
        else if (marks >= 51 && marks <= 60) {
            System.out.println("Grade: CD");
        }
        else if (marks >= 41 && marks <= 50) {
            System.out.println("Grade: DD");
        }
        else if (marks <= 40 && marks >= 0) {
            System.out.println("Grade: Fail");
        }
        else {
            System.out.println("Invalid marks! Please enter
marks between 0 and 100.");
        }
    }

    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);
        System.out.print("Enter your marks (out of 100): ");
        int marks = sc.nextInt();
        displayGrade(marks);
        sc.close();
    }
}

```

OUTPUT:

```
Console X
<terminated> GradeCalculator [Java Application] C:\Users\Avani Jos
Enter your marks (out of 100): 52
Grade: CD
```

```
Console X
<terminated> GradeCalculator [Java Application] C:\Users\Avani Jo
Enter your marks (out of 100): 35
Grade: Fail
```

27) W.A.J.P. to create a custom exception if Customer withdraw amount which is greater than account balance then program will show custom exception otherwise amount will deduct from account balance. Account balance is:2000 Enter withdraw amount:2500 Sorry, insufficient balance, you need more 500 Rs. To perform this transaction.

```
package Assignments;
```

```
import java.util.Scanner;
```

```
class InsufficientBalanceException extends Exception {
```

```
    InsufficientBalanceException(int extraAmount) {
```

```
        super("Sorry, insufficient balance, you need more " +  
extraAmount + " Rs. to perform this transaction.");
```

```
    }
```

```
}
```

```
public class BankAccount {
```

```
    public static void main(String[] args) {
```



```

int balance = 2000;
Scanner sc = new Scanner(System.in);
System.out.println("Account balance is: " + balance);
System.out.print("Enter withdraw amount: ");
int withdrawAmount = sc.nextInt();
try {
    if (withdrawAmount > balance) {
        int shortage = withdrawAmount - balance;
        throw new InsufficientBalanceException(shortage);
    }
    else {
        balance = balance - withdrawAmount;
        System.out.println("Transaction successful.");
        System.out.println("Remaining  balance: " +
balance);
    }
}
catch (InsufficientBalanceException e) {
    System.out.println(e.getMessage());
}
sc.close();
}
}

```

OUTPUT:

```
Console X
<terminated> BankAccount [Java Application] C:\Users\Avani Joshi\...
Account balance is: 2000
Enter withdraw amount: 1579
Transaction successful.
Remaining balance: 421
```

```
Console X
<terminated> BankAccount [Java Application] C:\Users\Avani Joshi\p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_21.0.7.v20250502-...
Account balance is: 2000
Enter withdraw amount: 2500
Sorry, insufficient balance, you need more 500 Rs. to perform this transaction.
```