

## Java Practicals

1. Write a Java Program to calculate area of circle.
2. Write a Java Program to find greater number from any two given numbers.
3. Write a Java Program to find factorial of given number.
4. Write a Java Program to show the working of switch statement.
5. Write a Java Program to add two matrices.
6. Write a Java Program to implement string handling using String class.
7. Write a Java Program to implement string handling using StringBuffer class.
8. Write a Java Program to implement method overloading.
9. Write a Java Program to implement classes.
10. Write a Java Program to implement constructors.
11. Write a Java Program to implement constructor overloading.
12. Write a Java Program to implement single level inheritance.
13. Write a Java Program to implement multilevel inheritance.
14. Write a Java Program to implement hierarchical inheritance.
15. Write a Java Program to implement method overriding.
16. Write a Java Program to implement final class and final method.
17. Write a Java Program to implement multiple inheritance.
18. Write a Java Program to implement Runnable Interface.
19. Write a Java Program to implement interface.
20. Write a Java Program to create threads using Thread Class.
21. Write a Java Program to show the use of yield(), stop() and sleep() methods.
22. Write a Java Program which shows the priority of threads.
23. Write a Java Program to handle the Exception using try and multiple catch blocks.
24. Write a Java Program to handle the user defined exception using throw keyword.
25. Write an applet code to draw hut.
26. Write an applet code to draw face.