Define an Employee class with suitable attributes having getSalary() method, which returns salary withdrawn by a particular employee. Write a class Manager which extends a class Employee, override the getSalary() method, which will return salary of manager By adding traveling allowance, house rent allowance etc

[20 Marks]

Write a Java program to create three radio buttons. When any of them is selected, an appropriate message is displayed.   **[30 Marks]**

Write a class NumGuesserGame in which a computer generates a random number from 1-10. User has to identify the number generated by computer. The computer will response as Correct Guess if guess is correct otherwise response as not correct.

[20 Marks]

Create an AWT frame that receives 3 numeric values as input from the user and then displays largest of three on the screen. **[30 Marks]**

Create an abstract class Shape. Derive three classes sphere, cone and cylinder from it. Calculate area and volume of all. (Use Method overriding)   **[20 Marks]**

Write a Java Program to accept the details of Employee from the user and display it on the next Frame. (Use AWT)   **[30 Marks]**

Create a subclass of TwoDShape called Circle. Include an area() method that
computes the area of the circle and a constructor that uses super to initialize the
TwoDShape portion   **[20 Marks]**

Write a JAVA program to design a screen using Awt :   **[30 Marks]**

String Operations :	
Enter String:	MCA(Comm)
LOWER	mca(comm.)
UPPER	MCA(COMM)
Italic	*MCA(COMM)*
Bold	**MCA(COMM)**

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MIT-WPU
॥ विश्वशान्तिं भूय ॥

Write a program in java which consist two classes super and sub class. Sub class
  Should extend super class but should not override the methods of super class
                                                                                    [20 Marks]

2) Write a java program to accept the details of registration from the user and display
   registered information on the next Frame.   [30 Marks]

Write a program to define an abstract class RoundShape with one data member radius and a constant PI. Declare abstract methods findArea() and findVolume().Define a sub class Sphere and calculate the area and volume of a sphere object. **[20 Marks]**

Write a Java program to create a combo box which includes list of subjects. Display the selected subject in the text field using Swing   /AWT   **[30 Marks]**

Create a super class Student (rno, name, class) and a sub class Marks (m1, m2, m3). Write a program in java which will calculate total marks and percentage of 3 students. **[20 Marks]**

Design a screen in java which accepts text in a textbox. Convert the text to bold if user clicks on **bold button** and to italic if user click on Italic button. **[30 Marks]**

Write a java program which creates an interface IterF1 having 2 methods add () and sub(). Create a class which overloads the given methods for addition and subtraction of two numbers respectively   **[20 Marks]**

Write a Java program using AWT to display current date and time and also wish the User accordingly. (if it is am, which user "Good Morning")   **[30 Marks]**

Write a program using thread to print prime numbers between 2 to 50 with a delay of 1 second. **[20 Marks]**

Write a program to display "All The Best" in 5 different colors on screen. (Using AWT/Swing). **[30 Marks]**

1) Create an abstract class shape which consist area().Create two classes circle and Cylinder. Write a java program to calculate area() of both classes.   **[20 Marks]**
2) Write a Java program to create a check box and choice box which includes list of TV company. Display the appropriate message using AWT.   **[30 Marks]**

Write a program using thread to display the items TV, Refrigerator, Washing Machine, Music System, Dish Washer continuously with a delay of 1 second.

[20 Marks]

2) Write a java program to create a frame containing three buttons (Yes, No, Close) when button yes or no is pressed, message displayed in a label control such as "Button Yes/No is pressed". By pressing CLOSE button frame window get closed.

[30 Marks]

1) Define a class Item having private members – id, itemname, price. Define default and parameterized constructors. Create a subclass called "Offer" with private member discount, percentage. Define methods accept and display in both the classes. Create n objects of the Offer class and display the details of the Offer having the minimum total price (price-discount).   **[20 Marks]**

2) Write a java program using swing to create a frame having three text fields. Accept number in first textfield and display previous number in second textfield and next number in the third textfield.   **[30 Marks]**

Write a program using thread to squares of numbers from 1 to 30, with a delay of 1 second. (20 M)

Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities. (30 M)

Enter File Name from current folder Data.txt

```
Hello World!!!
I am a vegetarian.
I live in Pune.
I study in MIT college.
```

Display the contents

Write a program to accept a file name, display the file contents line by line with a delay of 1 second.   (20 M)

Write a program using AWT to design following screen, also use ItemListener interface to execute all the functionalities.   (30 M)

Enter Customer Name [   ]

Select Background Colour for Textbox
- ○ Red
- ○ Green
- ○ Blue

Select Foreground Colour for Textbox
- ○ Red
- ○ Green
- ○ Blue

1) Write a Java Program which will define two threads that displays "MCA" & "Commerce" randomly on screen.   **(20 M)**

2) Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities.

Enter Your Name [   ]

Select Font size for Textbox
○ 14
○ 16
○ 18

Select Style for Textbox
○ Bold
○ Italic

[Apply]

Write a JAVA program which will generate following threads
      To display 10 terms of Fibonacci series.
      To display 1 to 20 in reverse order
)

Write a program using AWT to design following screen, also use ItemListener
interface to execute all the functionalities.   (30)

Enter Your Name   [_____]

Select Font size for Textbox
  ○ 14
  ○ 16
  ○ 18

Select Style for Textbox
  ○ Bold
  ○ Italic

1) Define a thread called "PrintText_Thread" for printing text on command prompt for n number of times. Create two threads and run them. Pass the text and n as parameters to the thread constructor. For Example:
    1. First Thread prints text as" Gate way Of India" for 10 Times
    2. Second Thread prints text as" India Gate" for 20 times

                                                                (20 M)

Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities.(Login id="India" password="Asia".

Enter Login Id   [   ]

Enter Password [   ]

                    [Login]

                                                        (30 M)

Write a JAVA program which will create two child threads by implementing Runnable interface, one thread will print even nos. from 1 to 50 and other display odd nos

(20 M)

Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities.

Accept a number and power for it, display the result e.g. num=3, pow=4, res=3*3*3*3=81

Enter Number _____

Enter Power   _____

Find Result

(30 M)

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TECHNOLOGY, RESEARCH, SOCIAL INNOVATION & PARTNERSHIPS

Write a Java program to create a thread which displays odd numbers from 1 to 50.
M)

Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities.

(30 M)

Print Table

Enter Number 2

```
2
4
6
8
10
```

Print Table of Given Number

1) Define an Employee class with suitable attributes having getSalary() method, which returns salary withdrawn by a particular employee. Write a class Manager which extends a class Employee, override the getSalary() method, which will return salary of manager By adding traveling allowance, house rent allowance etc   **[20 Marks]**

2) Write a JAVA program to design a screen with two textboxes and start button. Clicking on start should start two threads printing 1 to 100 in two textboxes.

[30 Marks]

Write a Java program to display "Hello Java" 50 times using multithreading
)

Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities.   (30 M)

Print Square or Cube

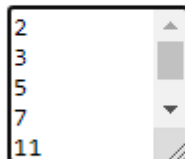Enter Number [5   ]

Square :25

Cube :125

[Print Square] [Print Cube]

Write a programs that create 2 threads – each displaying a message (Pass the message as a parameter to the constructor). The threads should display the messages continuously till the user presses ctrl-c. Also display the thread information as it is running

(20 M)

Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities. **(30 M)**
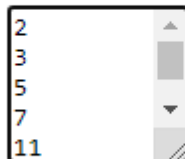
Print Prime Numbers between 1 to limit

Enter Limit 20

```
2
3
5
7
11
```

Print prime numbers within limit

Define an Employee class with suitable attributes having getSalary() method, which returns salary withdrawn by a particular employee. Write a class Manager which extends a class Employee, override the getSalary() method, which will return salary of manager By adding traveling allowance, house rent allowance etc   **[20 Marks]**

Write a program using AWT to design following screen, also use ActionListener

interface to execute all the functionalities.   **(30 M)**

Print Prime Numbers between 1 to limit

Enter Limit 20

```
2
3
5
7
11
```

Print prime numbers within limit

Write a class NumGuesserGame in which a computer generates a random number from 1-10. User has to identify the number generated by computer. The computer will response as Correct Guess if guess is correct otherwise response as not correct.

[20 Marks]

Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities.   (30 M)

Print Square or Cube

Enter Number 5

Square :25

Cube :125

Print Square   Print Cube

Create an abstract class Shape. Derive three classes sphere, cone and cylinder from it. Calculate area and volume of all. (Use Method overriding)   **[20 Marks]**

Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities.

(30 M)

Print Table

Enter Number 2

```
2
4
6
8
10
```

Print Table of Given Number

Create a subclass of TwoDShape called Circle. Include an area() method that computes the area of the circle and a constructor that uses super to initialize the TwoDShape portion   **[20 Marks]**

Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities.

Accept a number and power for it, display the result e.g. num=3, pow=4, res=3*3*3*3=81

Enter Number [   ]

Enter Power [   ]

[Find Result]

)

1) Write a program to define an abstract class RoundShape with one data member radius and a constant PI. Declare abstract methods findArea() and findVolume().Define a sub class Sphere and calculate the area and volume of a sphere object. **[20 Marks]**

2) Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities.(Login id="India" password="Asia".

Enter Login Id [_____]

Enter Password [_____]

[Login]

(30 M)

Write a program in java which consist two classes super and sub class. Sub class
Should extend super class but should not override the methods of super class
[20 Marks]

2) Write a program using AWT to design following screen, also use
ItemListener interface to execute all the functionalities.
(30)

Enter Your Name [   ]

Select Font size for Textbox
○ 14
○ 16
○ 18

Select Style for Textbox
○ Bold
○ Italic

1) Write a program in java which consist two classes super and sub class. Sub class
    Should extend super class but should not override the methods of super class
[20 Marks]

2) Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities.

Enter Your Name [   ]

Select Font size for Textbox
○ 14
○ 16
○ 18

Select Style for Textbox
○ Bold
○ Italic

[Apply]

Create a super class Student (rno, name, class) and a sub class Marks (m1, m2, m3). Write a program in java which will calculate total marks and percentage of 3 students. **[20 Marks]**

Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities.   (30 M)

Enter File Name from current folder | Data.txt

```
Hello World!!!
I am a vegetarian.
I live in Pune.
I study in MIT college.
```

Display the contents

Define an Employee class with suitable attributes having getSalary() method, which returns salary withdrawn by a particular employee. Write a class Manager which extends a class Employee, override the getSalary() method, which will return salary of manager By adding traveling allowance, house rent allowance etc

[20 Marks]

Write a Java program to create three radio buttons. When any of them is selected, an appropriate message is displayed. **[30 Marks]**

Write a class NumGuesserGame in which a computer generates a random number from 1-10. User has to identify the number generated by computer. The computer will response as Correct Guess if guess is correct otherwise response as not correct.

[20 Marks]

Create an AWT frame that receives 3 numeric values as input from the user and then displays largest of three on the screen. **[30 Marks]**

Create an abstract class Shape. Derive three classes sphere, cone and cylinder from it. Calculate area and volume of all. (Use Method overriding)   **[20 Marks]**

Write a Java Program to accept the details of Employee from the user and display it on the next Frame. (Use AWT)   **[30 Marks]**

Create a subclass of TwoDShape called Circle. Include an area() method that computes the area of the circle and a constructor that uses super to initialize the TwoDShape portion   **[20 Marks]**

Write a JAVA program to design a screen using Awt :   **[30 Marks]**

String Operations :

Enter String:	MCA(Comm)
LOWER	mca(comm.)
UPPER	MCA(COMM)
Italic	*MCA(COMM)*
Bold	**MCA(COMM)**

Write a program in java which consist two classes super and sub class. Sub class
Should extend super class but should not override the methods of super class
[20 Marks]

2) Write a java program to accept the details of registration from the user and display
registered information on the next Frame.
[30 Marks]

Write a program to define an abstract class RoundShape with one data member radius and a constant PI. Declare abstract methods findArea() and findVolume().Define a sub class Sphere and calculate the area and volume of a sphere object. **[20 Marks]**

Write a Java program to create a combo box which includes list of subjects. Display the selected subject in the text field using Swing   /AWT   **[30 Marks]**

Create a super class Student (rno, name, class) and a sub class Marks (m1, m2, m3). Write a program in java which will calculate total marks and percentage of 3 students. **[20 Marks]**

Design a screen in java which accepts text in a textbox. Convert the text to bold if user clicks on **bold button** and to italic if user click on Italic button. **[30 Marks]**

Write a java program which creates an interface IterF1 having 2 methods add () and sub(). Create a class which overloads the given methods for addition and subtraction of two numbers respectively **[20 Marks]**

Write a Java program using AWT to display current date and time and also wish the User accordingly. (if it is am, which user "Good Morning") **[30 Marks]**

Write a program using thread to print prime numbers between 2 to 50 with a delay of 1 second. **[20 Marks]**

Write a program to display "All The Best" in 5 different colors on screen. (Using AWT/Swing). **[30 Marks]**

1) Create an abstract class shape which consist area().Create two classes circle and Cylinder. Write a java program to calculate area() of both classes. **[20 Marks]**

2) Write a Java program to create a check box and choice box which includes list of TV company. Display the appropriate message using AWT. **[30 Marks]**

Write a program using thread to display the items TV, Refrigerator, Washing Machine, Music System, Dish Washer continuously with a delay of 1 second.

[20 Marks]

2) Write a java program to create a frame containing three buttons (Yes, No, Close) when button yes or no is pressed, message displayed in a label control such as "Button Yes/No is pressed". By pressing CLOSE button frame window get closed.

[30 Marks]

1) Define a class Item having private members – id, itemname, price. Define default and parameterized constructors. Create a subclass called "Offer" with private member discount, percentage. Define methods accept and display in both the classes. Create n objects of the Offer class and display the details of the Offer having the minimum total price (price-discount). **[20 Marks]**

2) Write a java program using swing to create a frame having three text fields. Accept number in first textfield and display previous number in second textfield and next number in the third textfield. **[30 Marks]**

Write a program using thread to squares of numbers from 1 to 30, with a delay of 1 second.   (20 M)

Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities.   (30 M)

Enter File Name from current folder Data.txt

```
Hello World!!!
I am a vegetarian.
I live in Pune.
I study in MIT college.
```

Display the contents

Write a program to accept a file name, display the file contents line by line with a delay of 1 second. (20 M)

Write a program using AWT to design following screen, also use ItemListener interface to execute all the functionalities. (30 M)

Enter Customer Name [   ]

Select Background Colour for Textbox
○ Red
○ Green
○ Blue

Select Foreground Colour for Textbox
○ Red
○ Green
○ Blue

1) Write a Java Program which will define two threads that displays "MCA" & "Commerce" randomly on screen. **(20 M)**

2) Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities.

Enter Your Name [   ]

Select Font size for Textbox
○ 14
○ 16
○ 18

Select Style for Textbox
○ Bold
○ Italic

[Apply]

Write a JAVA program which will generate following threads
To display 10 terms of Fibonacci series.
To display 1 to 20 in reverse order
)
Write a program using AWT to design following screen, also use ItemListener
interface to execute all the functionalities.   (30)

Enter Your Name [   ]

Select Font size for Textbox
○ 14
○ 16
○ 18

Select Style for Textbox
○ Bold
○ Italic

1) Define a thread called "PrintText_Thread" for printing text on command prompt for n number of times. Create two threads and run them. Pass the text and n as parameters to the thread constructor. For Example:
  1. First Thread prints text as" Gate way Of India" for 10 Times
  2. Second Thread prints text as" India Gate" for 20 times
                                                                        (20 M)
Write a program using AWT to design following screen, also use ActionListener

interface to execute all the functionalities.(Login id="India" password="Asia".

                                                                        (30 M)

Write a JAVA program which will create two child threads by implementing Runnable interface, one thread will print even nos. from 1 to 50 and other display odd nos

(20 M)

Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities.

Accept a number and power for it, display the result e.g. num=3, pow=4, res=3*3*3*3=81

Enter Number [   ]

Enter Power   [   ]

[Find Result]

(30 M)

Write a Java program to create a thread which displays odd numbers from 1 to 50.

M)

Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities.

(30 M)

Print Table

Enter Number [2]

```
2
4
6
8
10
```

[Print Table of Given Number]

1) Define an Employee class with suitable attributes having getSalary() method, which returns salary withdrawn by a particular employee. Write a class Manager which extends a class Employee, override the getSalary() method, which will return salary of manager By adding traveling allowance, house rent allowance etc **[20 Marks]**

2) Write a JAVA program to design a screen with two textboxes and start button. Clicking on start should start two threads printing 1 to 100 in two textboxes.
[30 Marks]

Write a Java program to display "Hello Java" 50 times using multithreading
)

Write a program using AWT to design following screen, also use ActionListener
interface to execute all the functionalities.   (30 M)

Print Square or Cube

Enter Number 5
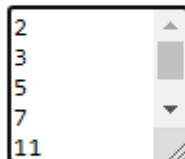
Square :25

Cube   :125

[Print Square] [Print Cube]

Write a programs that create 2 threads – each displaying a message (Pass the message as a parameter to the constructor). The threads should display the messages continuously till the user presses ctrl-c. Also display the thread information as it is running

(20 M)

Write a program using AWT to design following screen, also use ActionListener

interface to execute all the functionalities.   **(30 M)**
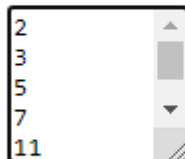
Print Prime Numbers between 1 to limit

Enter Limit [20   ]

```
2
3
5
7
11
```

[Print prime numbers within limit]

Define an Employee class with suitable attributes having getSalary() method, which returns salary withdrawn by a particular employee. Write a class Manager which extends a class Employee, override the getSalary() method, which will return salary of manager By adding traveling allowance, house rent allowance etc **[20 Marks]**

Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities. **(30 M)**

Print Prime Numbers between 1 to limit

Enter Limit [20   ]

```
2
3
5
7
11
```

[Print prime numbers within limit]

Write a class NumGuesserGame in which a computer generates a random number from 1-10. User has to identify the number generated by computer. The computer will response as Correct Guess if guess is correct otherwise response as not correct.

[20 Marks]

Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities.   (30 M)

Print Square or Cube

Enter Number 5

Square :25

Cube :125

Print Square   Print Cube

Create an abstract class Shape. Derive three classes sphere, cone and cylinder from it. Calculate area and volume of all. (Use Method overriding)   **[20 Marks]**

Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities.

(30 M)

Print Table

Enter Number 2

2
4
6
8
10

Print Table of Given Number

Create a subclass of TwoDShape called Circle. Include an area() method that
   computes the area of the circle and a constructor that uses super to initialize the
   TwoDShape portion   **[20 Marks]**

Write a program using AWT to design following screen, also use ActionListener
interface to execute all the functionalities.

Accept a number and power for it, display the result e.g. num=3, pow=4, res=3*3*3*3=81

Enter Number [   ]

Enter Power [   ]

            [Find Result]

)

1) Write a program to define an abstract class RoundShape with one data member radius and a constant PI. Declare abstract methods findArea() and findVolume().Define a sub class Sphere and calculate the area and volume of a sphere object. **[20 Marks]**

2) Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities.(Login id="India" password="Asia".

Enter Login Id

Enter Password

Login

(30 M)

Write a program in java which consist two classes super and sub class. Sub class
Should extend super class but should not override the methods of super class

[20 Marks]

2) Write a program using AWT to design following screen, also use

ItemListener interface to execute all the functionalities.

(30)

Enter Your Name [   ]

Select Font size for Textbox
○ 14
○ 16
○ 18

Select Style for Textbox
○ Bold
○ Italic

1) Write a program in java which consist two classes super and sub class. Sub class
Should extend super class but should not override the methods of super class
[20 Marks]

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Enter Your Name [   ]

Select Font size for Textbox
○ 14
○ 16
○ 18

Select Style for Textbox
○ Bold
○ Italic

[Apply]

Create a super class Student (rno, name, class) and a sub class Marks (m1, m2, m3). Write a program in java which will calculate total marks and percentage of 3 students. **[20 Marks]**

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Enter File Name from current folder Data.txt

```
Hello World!!!
I am a vegetarian.
I live in Pune.
I study in MIT college.
```

Display the contents

Create a subclass of TwoDShape called Circle. Include an area() method that
computes the area of the circle and a constructor that uses super to initialize the
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Write a program using AWT to design following screen, also use ActionListener
interface to execute all the functionalities.

Accept a number and power for it, display the result e.g. num=3, pow=4, res=3*3*3*3=81

Enter Number [   ]

Enter Power [   ]

[Find Result]

)

1) Write a program to define an abstract class RoundShape with one data member radius and a constant PI. Declare abstract methods findArea() and findVolume().Define a sub class Sphere and calculate the area and volume of a sphere object. **[20 Marks]**

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Enter Login Id [   ]

Enter Password [   ]

[Login]

(30 M)

Write a program in java which consist two classes super and sub class. Sub class
Should extend super class but should not override the methods of super class

[20 Marks]

2) Write a program using AWT to design following screen, also use

ItemListener interface to execute all the functionalities.

(30)

Enter Your Name [_____]

Select Font size for Textbox
○ 14
○ 16
○ 18

Select Style for Textbox
○ Bold
○ Italic

1) Write a program in java which consist two classes super and sub class. Sub class
    Should extend super class but should not override the methods of super class
                                                                        [20 Marks]

2) Write a program using AWT to design following screen, also use ActionListener
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Enter Your Name [   ]

Select Font size for Textbox
○ 14
○ 16
○ 18

Select Style for Textbox
○ Bold
○ Italic

[Apply]

Create a super class Student (rno, name, class) and a sub class Marks (m1, m2, m3). Write a program in java which will calculate total marks and percentage of 3 students. **[20 Marks]**

Write a program using AWT to design following screen, also use ActionListener interface to execute all the functionalities.   (30 M)

Enter File Name from current folder Data.txt

```
Hello World!!!
I am a vegetarian.
I live in Pune.
I study in MIT college.
```

Display the contents

Define an Employee class with suitable attributes having getSalary() method, which returns salary withdrawn by a particular employee. Write a class Manager which extends a class Employee, override the getSalary() method, which will return salary of manager By adding traveling allowance, house rent allowance etc

[20 Marks]

Write a Java program to create three radio buttons. When any of them is selected, an appropriate message is displayed. **[30 Marks]**

Write a class NumGuesserGame in which a computer generates a random number from 1-10. User has to identify the number generated by computer. The computer will response as Correct Guess if guess is correct otherwise response as not correct.

[20 Marks]

Create an AWT frame that receives 3 numeric values as input from the user and then displays largest of three on the screen. **[30 Marks]**

Create an abstract class Shape. Derive three classes sphere, cone and cylinder from it. Calculate area and volume of all. (Use Method overriding)   **[20 Marks]**

Write a Java Program to accept the details of Employee from the user and display it on the next Frame. (Use AWT)   **[30 Marks]**

Create a subclass of TwoDShape called Circle. Include an area() method that computes the area of the circle and a constructor that uses super to initialize the TwoDShape portion   **[20 Marks]**

Write a JAVA program to design a screen using Awt :   **[30 Marks]**

```
String Operations :

Enter String:        MCA(Comm)

LOWER                mca(comm.)

UPPER                MCA(COMM)

Italic               MCA(COMM)

Bold                 MCA(COMM)
```

Write a program in java which consist two classes super and sub class. Sub class
Should extend super class but should not override the methods of super class

[20 Marks]

2) Write a java program to accept the details of registration from the user and display
registered information on the next Frame.   [30 Marks]

Write a program to define an abstract class RoundShape with one data member radius and a constant PI. Declare abstract methods findArea() and findVolume().Define a sub class Sphere and calculate the area and volume of a sphere object. **[20 Marks]**

Write a Java program to create a combo box which includes list of subjects. Display the selected subject in the text field using Swing   /AWT   **[30 Marks]**

Create a super class Student (rno, name, class) and a sub class Marks (m1, m2, m3). Write a program in java which will calculate total marks and percentage of 3 students. **[20 Marks]**

Design a screen in java which accepts text in a textbox. Convert the text to bold if user clicks on **bold button** and to italic if user click on Italic button. **[30 Marks]**

Write a java program which creates an interface IterF1 having 2 methods add () and sub(). Create a class which overloads the given methods for addition and subtraction of two numbers respectively **[20 Marks]**

Write a Java program using AWT to display current date and time and also wish the User accordingly. (if it is am, which user "Good Morning") **[30 Marks]**

Write a program using thread to print prime numbers between 2 to 50 with a delay of 1 second.   **[20 Marks]**

Write a program to display "All The Best" in 5 different colors on screen. (Using AWT/Swing).   **[30 Marks]**