**Course Code: PBC 301 L T P C**

**Course Name: Java Programming lab 0 0 4 2**

1. WAP to create a class electricity and calculate the bill based on the following conditions

If unit<100 bill=1.20\*unit

unit<200 bill=(100\*1.20)+(unit-100\*2)

unit<300 bill=(100\*1.20)+(unit-100\*2)+(unit-200+3))

1. WAP to create a class account with the instance variables accno, name, balance, account\_type. Define 4 methods getData() , display(), withdraw(), deposit().
2. Default constructor to create a class student(roll no, name, age & course) initialize these instance variable using default constructors and print its contents.
3. WAP to perform Fibonacci series using command line argument.
4. WAP to create a class rectangle(length, breadth) define parameterized constructor & calculate area and display them.
5. WAP to calculate simple interest and amount using constructor overloading.
6. WAP to show copy constructor STUDENT CLASS.
7. WAP to count no. of objects using static method.
8. WAP to create a class student with fields roll no, name, college and take college as the static data member and display.
9. WAP to find area of triangle, square and rectangle using method overloading.
10. WAP to create a class account with the instance variables accno, name, balance define 2 methods getdata() and display(). Define another class current & saving account which inherits from class accounts. Provide necessary details as per the requirements.
11. WAP to compute area of rectangle, square, triangle using the concept of abstract class & overriding. Create a class shape and class rectangle & square will extends a shape class.
12. WAP to create a class circle with the final instance variable as PI and radius. Define 2 methods circumference () and area ().
13. WAP to maximum and minimum elements in the array.
14. WAP to search an element in the array.
15. WAP to define an interface shape with the abstract method as area().Define 3 class triangle, rectangle & circle and which will implement the shape interface & overrides its area method.
16. WAP to create a class thread and demonstrate its working.
17. WAP to implement methods in the thread class.
18. WAP to print my first applet using APPLET.
19. WAP to pass parameters to applet from html file and print them.
20. WAP to change the background color on a click of a button or a mouse using applet class.
21. WAP to create calculator using applet.
22. WAP to show applet life cycle.
23. WAP to establish the connection with the database using JDBC.
24. WAP to retrieve records from student table using JDBC create a database in mysql with the table student and field as rollno, name, age & college.
25. WAP to create a database emp with the table employee attributes emo\_id, salary,designation. Establish a connection with the database and retrieve the records.
26. WAP to implement bubble sort.
27. WAP to demonstrate the use of executequery() methods