Roll No.	Name of Student	
CS3074	Jadhav Priti Rajendra	Create a class called Employee that includes three pieces of information as instance variables- first name, a last name and a monthly salary. Your class should have a constructor that initializes the three instance variables. Provide a set and a get method for each instance variable. If the monthly salary is not positive, set it to 0.0. Write a test application named EmployeeTest that demonstrates class Employee's capabilities. Create two Employee objects and display each object's yearly salary. Then give each Employee a 10% raise and display each Employee's yearly salary again.
CS3075	Patale Abhijeet Laxman	Create class SavingsAccount. Use a static variable annualInterestRate to store the annual interest rate for all account holders. Each object of the class contains a private instance variable savingsBalance indicating the amount the saver currently has on deposit. Provide method calculateMonthlyInterest to calculate the monthly interest by multiplying the savingsBalance by annualInterestRate divided by 12this interest should be added to savingsBalance. Provide a static method modifyInterestRate that sets the annualInterestRate to a new value Write a program to test class SavingsAccount. Instantiate two savingsAccount objects, saver1 and saver2, with balances of Rs 2000.00 and Rs 3000.00, respectively. Set annualInterestRate to 4%, then calculate the monthly interest and print the new balances for both savers. Then set the annualInterestRate to 5%, calculate the next month's interest and print the new balances for both savers.
CS3076	Chandekar Rohit Tukaram	Create Vehicle Interface with name, maxPassanger, and maxSpeed variables. Create LandVehicle and SeaVehicleInteface from Vehicle interface. LandVehicle has numWheels variable and drive method. SeaVehicle has displacement variable and launch method. Create Car class from LandVehicle, HoverCraft from LandVehicle and SeaVehicle interface. Also create Ship from SeaVehicle. Provide additional methods in HoverCraft as enterLand and enterSea. Similarly provide other methods for class Car and Ship. Demonstrate all classes in a application.
CS3077	Thorat Kshitija Manojkumar	Create Separate Engine, Tyre, and Door Class. Create a Car class using these classes. And show functionality of each component in the car.
CS3078	Patil Aditi Vinaykumar	Write a Java program to create a class called Shape with a method called getArea(). Create a subclass called Rectangle that overrides the getArea() method to calculate the area of a rectangle.
CS3079	Khekale Lalit Sudhir	Create a class named 'Shape' with a method to print "This is This is shape". Then create two other classes named 'Rectangle', 'Circle' inheriting the Shape class, both having a method to print "This is rectangular shape" and "This is circular shape" respectively. Create a subclass 'Square' of 'Rectangle' having a method to print "Square is a rectangle". Now call the method of 'Shape' and 'Rectangle' class by the object of 'Square' class.
CS3080	Netada Aakash Rameshkumar	Develop application which can handle any 5 combination of predefined compile time and runtime exceptions using multiple catch blocks. Use throws and finally keywords as well.
CS3081	Patil Tejas Tanaji	Create a class with a method that prints "This is parent class" and its subclass with another method that prints "This is child class". Now, create an object for each of the class and call 1 - method of parent class by object of parent class 2 - method of child class by object of child class 3 - method of parent class by object of child class

CS3082	Pote Chinmay Yeshwant	Develop a Swing GUI based standard calculator program. Use event handling, Layout of swing package.
CS3083	Kate Shweta Sanjay	Write a GUI based program to create a student registration form. Show Registration data in TextArea.
CS3084	Khamkar Atharva Arun	Create a class called Employee that includes three pieces of information as instance variables- first name, a last name and a monthly salary. Your class should have a constructor that initializes the three instance variables. Provide a set and a get method for each instance variable. If the monthly salary is not positive, set it to 0.0. Write a test application named EmployeeTest that demonstrates class Employee's capabilities. Create two Employee objects and display each object's yearly salary. Then give each Employee a 10% raise and display each Employee's yearly salary again.
CS3085	Bamane Suraj Dilip	Create class SavingsAccount. Use a static variable annualInterestRate to store the annual interest rate for all account holders. Each object of the class contains a private instance variable savingsBalance indicating the amount the saver currently has on deposit. Provide method calculateMonthlyInterest to calculate the monthly interest by multiplying the savingsBalance by annualInterestRate divided by 12this interest should be added to savingsBalance. Provide a static method modifyInterestRate that sets the annualInterestRate to a new value Write a program to test class SavingsAccount. Instantiate two savingsAccount objects, saver1 and saver2, with balances of Rs 2000.00 and Rs 3000.00, respectively. Set annualInterestRate to 4%, then calculate the monthly interest and print the new balances for both savers. Then set the annualInterestRate to 5%, calculate the next month's interest and print the new balances for both savers.
CS3086	Chougule Komal Balkrishna	Create Vehicle Interface with name, maxPassanger, and maxSpeed variables. Create LandVehicle and SeaVehicleInteface from Vehicle interface. LandVehicle has numWheels variable and drive method. SeaVehicle has displacement variable and launch method. Create Car class from LandVehicle, HoverCraft from LandVehicle and SeaVehicle interface. Also create Ship from SeaVehicle. Provide additional methods in HoverCraft as enterLand and enterSea. Similarly provide other methods for class Car and Ship. Demonstrate all classes in a application.
CS3087	Padaval Rushikesh Vilas	Create Separate Engine, Tyre, and Door Class. Create a Car class using these classes. And show functionality of each component in the car.
CS3088	Patil Sambhaji Vijay	Write a Java program to create a class called Shape with a method called getArea(). Create a subclass called Rectangle that overrides the getArea() method to calculate the area of a rectangle.
CS3089	Lohar Swaraj Suresh Lohar	Create a class named 'Shape' with a method to print "This is This is shape". Then create two other classes named 'Rectangle', 'Circle' inheriting the Shape class, both having a method to print "This is rectangular shape" and "This is circular shape" respectively. Create a subclass 'Square' of 'Rectangle' having a method to print "Square is a rectangle". Now call the method of 'Shape' and 'Rectangle' class by the object of 'Square' class.
CS3090	Jadhav Dipeeka Manoj	Develop application which can handle any 5 combination of predefined compile time and runtime exceptions using multiple catch blocks. Use throws and finally keywords as well.

CS3091	Kadam Samruddhi Santoshkumar	Create a class with a method that prints "This is parent class" and its subclass with another method that prints "This is child class". Now, create an object for each of the class and call 1 - method of parent class by object of parent class 2 - method of child class by object of child class 3 - method of parent class by object of child class
CS3092	Modar Vivek Tukaram	Develop a Swing GUI based standard calculator program. Use event handling, Layout of swing package.
CS3093	Kamble Pranav Dnyaneshwar	Write a GUI based program to create a student registration form. Show Registration data in TextArea.
CS3094	Kamble Vishakha Rajendra	Create a class called Employee that includes three pieces of information as instance variables- first name, a last name and a monthly salary. Your class should have a constructor that initializes the three instance variables. Provide a set and a get method for each instance variable. If the monthly salary is not positive, set it to 0.0. Write a test application named EmployeeTest that demonstrates class Employee's capabilities. Create two Employee objects and display each object's yearly salary. Then give each Employee a 10% raise and display each Employee's yearly salary again.
CS3095	Suryavanshi Vaishnavi Shivaji	Create class SavingsAccount. Use a static variable annualInterestRate to store the annual interest rate for all account holders. Each object of the class contains a private instance variable savingsBalance indicating the amount the saver currently has on deposit. Provide method calculateMonthlyInterest to calculate the monthly interest by multiplying the savingsBalance by annualInterestRate divided by 12this interest should be added to savingsBalance. Provide a static method modifyInterestRate that sets the annualInterestRate to a new value Write a program to test class SavingsAccount. Instantiate two savingsAccount objects, saver1 and saver2, with balances of Rs 2000.00 and Rs 3000.00, respectively. Set annualInterestRate to 4%, then calculate the monthly interest and print the new balances for both savers. Then set the annualInterestRate to 5%, calculate the next month's interest and print the new balances for both savers.
CS3096	Suryawanshi Manasi Vijay	Create Vehicle Interface with name, maxPassanger, and maxSpeed variables. Create LandVehicle and SeaVehicleInteface from Vehicle interface. LandVehicle has numWheels variable and drive method. SeaVehicle has displacement variable and launch method. Create Car class from LandVehicle, HoverCraft from LandVehicle and SeaVehicle interface. Also create Ship from SeaVehicle. Provide additional methods in HoverCraft as enterLand and enterSea. Similarly provide other methods for class Car and Ship. Demonstrate all classes in a application.
CS3097	Mujawar Muskan Moulaali	Create Separate Engine, Tyre, and Door Class. Create a Car class using these classes. And show functionality of each component in the car.
CS3098	Pandharpatte Tanishq Nivas	Write a Java program to create a class called Shape with a method called getArea(). Create a subclass called Rectangle that overrides the getArea() method to calculate the area of a rectangle.
CS3099	Jadhav Swaroop Shashikant	Create a class named 'Shape' with a method to print "This is This is shape". Then create two other classes named 'Rectangle', 'Circle' inheriting the Shape class, both having a method to print "This is rectangular shape" and "This is circular shape" respectively. Create a subclass 'Square' of 'Rectangle' having a method to print "Square is a rectangle". Now call the method of 'Shape' and 'Rectangle' class by the object of 'Square' class.

CS3100	Bamane Aryan Abhijit	Develop application which can handle any 5 combination of predefined compile time and runtime exceptions using multiple catch blocks. Use throws and finally keywords as well.
CS3101	Samdole Masira Ishak	Create a class with a method that prints "This is parent class" and its subclass with another method that prints "This is child class". Now, create an object for each of the class and call 1 - method of parent class by object of parent class 2 - method of child class by object of child class 3 - method of parent class by object of child class
CS3102	Khutale Aviraj Bapu	Develop a Swing GUI based standard calculator program. Use event handling, Layout of swing package.
CS3103	Jadhav Ganraj Baldev	Write a GUI based program to create a student registration form. Show Registration data in TextArea.
CS3104	Thorat Shraddha Sudhakar	Create a class called Employee that includes three pieces of information as instance variables- first name, a last name and a monthly salary. Your class should have a constructor that initializes the three instance variables. Provide a set and a get method for each instance variable. If the monthly salary is not positive, set it to 0.0. Write a test application named EmployeeTest that demonstrates class Employee's capabilities. Create two Employee objects and display each object's yearly salary. Then give each Employee a 10% raise and display each Employee's yearly salary again.
CS3105	Jadhav Pratik Tanaji	Create class SavingsAccount. Use a static variable annualInterestRate to store the annual interest rate for all account holders. Each object of the class contains a private instance variable savingsBalance indicating the amount the saver currently has on deposit. Provide method calculateMonthlyInterest to calculate the monthly interest by multiplying the savingsBalance by annualInterestRate divided by 12this interest should be added to savingsBalance. Provide a static method modifyInterestRate that sets the annualInterestRate to a new value Write a program to test class SavingsAccount. Instantiate two savingsAccount objects, saver1 and saver2, with balances of Rs 2000.00 and Rs 3000.00, respectively. Set annualInterestRate to 4%, then calculate the monthly interest and print the new balances for both savers. Then set the annualInterestRate to 5%, calculate the next month's interest and print the new balances for both savers.
CS3106	Patil Swapnil Ramchandra	Create Vehicle Interface with name, maxPassanger, and maxSpeed variables. Create LandVehicle and SeaVehicleInteface from Vehicle interface. LandVehicle has numWheels variable and drive method. SeaVehicle has displacement variable and launch method. Create Car class from LandVehicle, HoverCraft from LandVehicle and SeaVehicle interface. Also create Ship from SeaVehicle. Provide additional methods in HoverCraft as enterLand and enterSea. Similarly provide other methods for class Car and Ship. Demonstrate all classes in a application.
CS3107	Musale Sonal Pandurang	Create Separate Engine, Tyre, and Door Class. Create a Car class using these classes. And show functionality of each component in the car.
CS3108	Prabhudesai Kalyani Umesh	Write a Java program to create a class called Shape with a method called getArea(). Create a subclass called Rectangle that overrides the getArea() method to calculate the area of a rectangle.
CS3109	Madur Aditya Amol	Create a class named 'Shape' with a method to print "This is This is shape". Then create two other classes named 'Rectangle', 'Circle' inheriting the Shape class, both having a method to print "This is rectangular shape" and "This is circular shape"

		respectively. Create a subclass 'Square' of 'Rectangle' having a method to print "Square is a rectangle". Now call the method of 'Shape' and 'Rectangle' class by the object of 'Square' class.
CS3110	Jadhav Sanika Milind	Develop application which can handle any 5 combination of predefined compile time and runtime exceptions using multiple catch blocks. Use throws and finally keywords as well.
CS3111	Koravi Vikas Mahadev	Create a class with a method that prints "This is parent class" and its subclass with another method that prints "This is child class". Now, create an object for each of the class and call 1 - method of parent class by object of parent class 2 - method of child class by object of child class 3 - method of parent class by object of child class
CS3112	Kumbhar Vishal Janardan	Develop a Swing GUI based standard calculator program. Use event handling, Layout of swing package.
CS3113	Karape Pruthviraj Sandip	Write a GUI based program to create a student registration form. Show Registration data in TextArea.
CS3114	Shaikh Nihalahamad Aslam	Create a class called Employee that includes three pieces of information as instance variables- first name, a last name and a monthly salary. Your class should have a constructor that initializes the three instance variables. Provide a set and a get method for each instance variable. If the monthly salary is not positive, set it to 0.0. Write a test application named EmployeeTest that demonstrates class Employee's capabilities. Create two Employee objects and display each object's yearly salary. Then give each Employee a 10% raise and display each Employee's yearly salary again.
CS3115	Khade Sanket Suresh	Create class SavingsAccount. Use a static variable annualInterestRate to store the annual interest rate for all account holders. Each object of the class contains a private instance variable savingsBalance indicating the amount the saver currently has on deposit. Provide method calculateMonthlyInterest to calculate the monthly interest by multiplying the savingsBalance by annualInterestRate divided by 12this interest should be added to savingsBalance. Provide a static method modifyInterestRate that sets the annualInterestRate to a new value Write a program to test class SavingsAccount. Instantiate two savingsAccount objects, saver1 and saver2, with balances of Rs 2000.00 and Rs 3000.00, respectively. Set annualInterestRate to 4%, then calculate the monthly interest and print the new balances for both savers. Then set the annualInterestRate to 5%, calculate the next month's interest and print the new balances for both savers.
CS3116	Shiudkar Arjun Laxman	Create Vehicle Interface with name, maxPassanger, and maxSpeed variables. Create LandVehicle and SeaVehicleInteface from Vehicle interface. LandVehicle has numWheels variable and drive method. SeaVehicle has displacement variable and launch method. Create Car class from LandVehicle, HoverCraft from LandVehicle and SeaVehicle interface. Also create Ship from SeaVehicle. Provide additional methods in HoverCraft as enterLand and enterSea. Similarly provide other methods for class Car and Ship. Demonstrate all classes in a application.
CS3117	Patil Madhuri Ramesh	Create Separate Engine, Tyre, and Door Class. Create a Car class using these classes. And show functionality of each component in the car.
CS3118	Sawant Pranav Pradip	Write a Java program to create a class called Shape with a method called getArea(). Create a subclass called Rectangle that overrides the getArea() method to calculate the area of a rectangle.

CS3119	Jagtap Shreya Pandurang	Create a class named 'Shape' with a method to print "This is This is shape". Then create two other classes named 'Rectangle', 'Circle' inheriting the Shape class, both having a method to print "This is rectangular shape" and "This is circular shape" respectively. Create a subclass 'Square' of 'Rectangle' having a method to print "Square is a rectangle". Now call the method of 'Shape' and 'Rectangle' class by the object of 'Square' class.
CS3120	Gavhale Bhagyesh Ramkrushna	Develop application which can handle any 5 combination of predefined compile time and runtime exceptions using multiple catch blocks. Use throws and finally keywords as well.
CS3121	Salunkhe Gayatri Gurunath	Create a class with a method that prints "This is parent class" and its subclass with another method that prints "This is child class". Now, create an object for each of the class and call 1 - method of parent class by object of parent class 2 - method of child class by object of child class 3 - method of parent class by object of child class
CS3122	Desai Hrituja Sambhaji	Develop a Swing GUI based standard calculator program. Use event handling, Layout of swing package.
CS3123	Nalawade Somnath Vijay	Write a GUI based program to create a student registration form. Show Registration data in TextArea.
CS3124	Yerudkar Pruthviraj Prakash	Create a class called Employee that includes three pieces of information as instance variables- first name, a last name and a monthly salary. Your class should have a constructor that initializes the three instance variables. Provide a set and a get method for each instance variable. If the monthly salary is not positive, set it to 0.0. Write a test application named EmployeeTest that demonstrates class Employee's capabilities. Create two Employee objects and display each object's yearly salary. Then give each Employee a 10% raise and display each Employee's yearly salary again.
CS3125	Patil Atharva Chandrakant	Create class SavingsAccount. Use a static variable annualInterestRate to store the annual interest rate for all account holders. Each object of the class contains a private instance variable savingsBalance indicating the amount the saver currently has on deposit. Provide method calculateMonthlyInterest to calculate the monthly interest by multiplying the savingsBalance by annualInterestRate divided by 12this interest should be added to savingsBalance. Provide a static method modifyInterestRate that sets the annualInterestRate to a new value Write a program to test class SavingsAccount. Instantiate two savingsAccount objects, saver1 and saver2, with balances of Rs 2000.00 and Rs 3000.00, respectively. Set annualInterestRate to 4%, then calculate the monthly interest and print the new balances for both savers. Then set the annualInterestRate to 5%, calculate the next month's interest and print the new balances for both savers.
CS3126	Gopalani Archita Satish	Create Vehicle Interface with name, maxPassanger, and maxSpeed variables. Create LandVehicle and SeaVehicleInteface from Vehicle interface. LandVehicle has numWheels variable and drive method. SeaVehicle has displacement variable and launch method. Create Car class from LandVehicle, HoverCraft from LandVehicle and SeaVehicle interface. Also create Ship from SeaVehicle. Provide additional methods in HoverCraft as enterLand and enterSea. Similarly provide other methods for class Car and Ship. Demonstrate all classes in a application.
CS3127	Lole Shruti Vikas	Create Separate Engine, Tyre, and Door Class. Create a Car class using these classes. And show functionality of each component in the car.
CS3128	Shinde Sakshi Bajarang	Write a Java program to create a class called Shape with a

		method called getArea(). Create a subclass called Rectangle that overrides the getArea() method to calculate the area of a rectangle.
CS3129	Vesanekar Om Abhay	Create a class named 'Shape' with a method to print "This is This is shape". Then create two other classes named 'Rectangle', 'Circle' inheriting the Shape class, both having a method to print "This is rectangular shape" and "This is circular shape" respectively. Create a subclass 'Square' of 'Rectangle' having a method to print "Square is a rectangle". Now call the method of 'Shape' and 'Rectangle' class by the object of 'Square' class.
CS3130	Lavate Makarand Muralidhar	Develop application which can handle any 5 combination of predefined compile time and runtime exceptions using multiple catch blocks. Use throws and finally keywords as well.
CS3131	Sardesai Chinmay Nitin	Create a class with a method that prints "This is parent class" and its subclass with another method that prints "This is child class". Now, create an object for each of the class and call 1 - method of parent class by object of parent class 2 - method of child class by object of child class 3 - method of parent class by object of child class
CS3132	Shinde Yash Shankar	Develop a Swing GUI based standard calculator program. Use event handling, Layout of swing package.
CS3133	Jadhav Rahul Nagnath	Write a GUI based program to create a student registration form. Show Registration data in TextArea.
CS3134	Tarle Tejas Ashok	Create a class called Employee that includes three pieces of information as instance variables- first name, a last name and a monthly salary. Your class should have a constructor that initializes the three instance variables. Provide a set and a get method for each instance variable. If the monthly salary is not positive, set it to 0.0. Write a test application named EmployeeTest that demonstrates class Employee's capabilities. Create two Employee objects and display each object's yearly salary. Then give each Employee a 10% raise and display each Employee's yearly salary again.
CS3135	Shetake Sandesh Madhukar	Create class SavingsAccount. Use a static variable annualInterestRate to store the annual interest rate for all account holders. Each object of the class contains a private instance variable savingsBalance indicating the amount the saver currently has on deposit. Provide method calculateMonthlyInterest to calculate the monthly interest by multiplying the savingsBalance by annualInterestRate divided by 12this interest should be added to savingsBalance. Provide a static method modifyInterestRate that sets the annualInterestRate to a new value Write a program to test class SavingsAccount. Instantiate two savingsAccount objects, saver1 and saver2, with balances of Rs 2000.00 and Rs 3000.00, respectively. Set annualInterestRate to 4%, then calculate the monthly interest and print the new balances for both savers. Then set the annualInterestRate to 5%, calculate the next month's interest and print the new balances for both savers.
CS3136	Shinde Sanika Sambhaji	Create Vehicle Interface with name, maxPassanger, and maxSpeed variables. Create LandVehicle and SeaVehicleInteface from Vehicle interface. LandVehicle has numWheels variable and drive method. SeaVehicle has displacement variable and launch method. Create Car class from LandVehicle, HoverCraft from LandVehicle and SeaVehicle interface. Also create Ship from SeaVehicle. Provide additional methods in HoverCraft as enterLand and enterSea. Similarly provide other methods for class Car and Ship. Demonstrate all classes in a application.
CS3137	Narale Ajit Tukaram	Create Separate Engine, Tyre, and Door Class. Create a Car

		class using these classes. And show functionality of each component in the car.
CS3138	Kumbhar Pranay Dipak	Write a Java program to create a class called Shape with a method called getArea(). Create a subclass called Rectangle that overrides the getArea() method to calculate the area of a rectangle.
CS3139	Shinde Aditya Babaso	Create a class named 'Shape' with a method to print "This is This is shape". Then create two other classes named 'Rectangle', 'Circle' inheriting the Shape class, both having a method to print "This is rectangular shape" and "This is circular shape" respectively. Create a subclass 'Square' of 'Rectangle' having a method to print "Square is a rectangle". Now call the method of 'Shape' and 'Rectangle' class by the object of 'Square' class.
CS3140	Patil Abhijeet Suresh	Develop application which can handle any 5 combination of predefined compile time and runtime exceptions using multiple catch blocks. Use throws and finally keywords as well.
CS3141	Redekar Sakshi Prakash	Create a class with a method that prints "This is parent class" and its subclass with another method that prints "This is child class". Now, create an object for each of the class and call 1 - method of parent class by object of parent class 2 - method of child class by object of child class 3 - method of parent class by object of child class
CS3142	Teurwade Anurag Suresh	Develop a Swing GUI based standard calculator program. Use event handling, Layout of swing package.
CS3143	Gade Aniket Sanjay	Write a GUI based program to create a student registration form. Show Registration data in TextArea.
CS3144	Sutar Sahil Chandrakant	Create a class called Employee that includes three pieces of information as instance variables- first name, a last name and a monthly salary. Your class should have a constructor that initializes the three instance variables. Provide a set and a get method for each instance variable. If the monthly salary is not positive, set it to 0.0. Write a test application named EmployeeTest that demonstrates class Employee's capabilities. Create two Employee objects and display each object's yearly salary. Then give each Employee a 10% raise and display each Employee's yearly salary again.
CS3145	Vibhute Shraddha Dattatray	Create class SavingsAccount. Use a static variable annualInterestRate to store the annual interest rate for all account holders. Each object of the class contains a private instance variable savingsBalance indicating the amount the saver currently has on deposit. Provide method calculateMonthlyInterest to calculate the monthly interest by multiplying the savingsBalance by annualInterestRate divided by 12this interest should be added to savingsBalance. Provide a static method modifyInterestRate that sets the annualInterestRate to a new value Write a program to test class SavingsAccount. Instantiate two savingsAccount objects, saver1 and saver2, with balances of Rs 2000.00 and Rs 3000.00, respectively. Set annualInterestRate to 4%, then calculate the monthly interest and print the new balances for both savers. Then set the annualInterestRate to 5%, calculate the next month's interest and print the new balances for both savers.
CS3146	Patil Sameer Shivaji	Create Vehicle Interface with name, maxPassanger, and maxSpeed variables. Create LandVehicle and SeaVehicleInteface from Vehicle interface. LandVehicle has numWheels variable and drive method. SeaVehicle has displacement variable and launch method. Create Car class from LandVehicle, HoverCraft from LandVehicle and SeaVehicle interface. Also create Ship from SeaVehicle. Provide additional methods in HoverCraft as enterLand and enterSea. Similarly

		provide other methods for class Car and Ship. Demonstrate all classes in a application.
CS3147	Madake Akash Dnyaneshwar	Create Separate Engine, Tyre, and Door Class. Create a Car class using these classes. And show functionality of each component in the car.