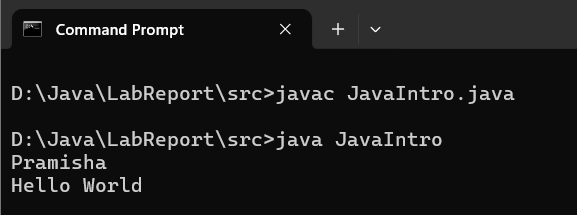
**Lab# 1: Introduction to Java**

**Output:**

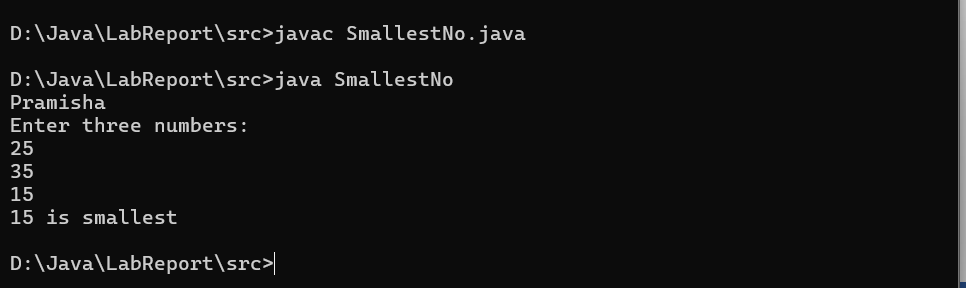
1. **Write a program to display “Hello World” to the user.**

****

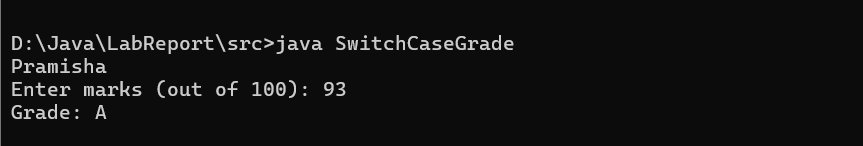
**Lab# 2: Tokens, Expressions and Control Structures**

**Output:**

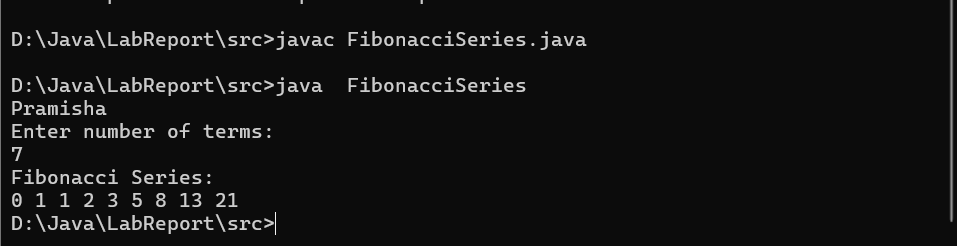
1. **Write a program to find the smallest number between 3 entered number using if else statement.**

****

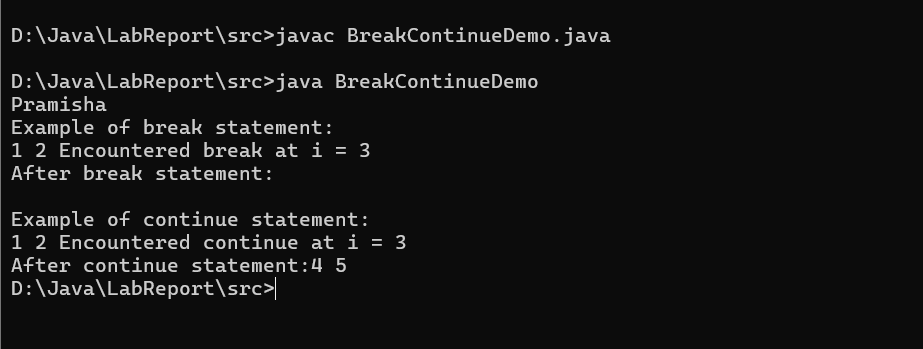
1. **Write a program to find grade of a student using switch Case.**

****

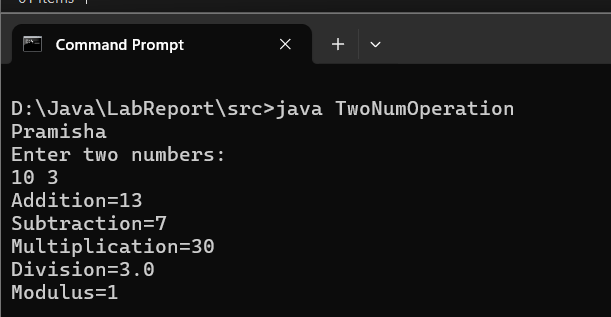
1. **Write a program to find the Fibonacci series.**

****

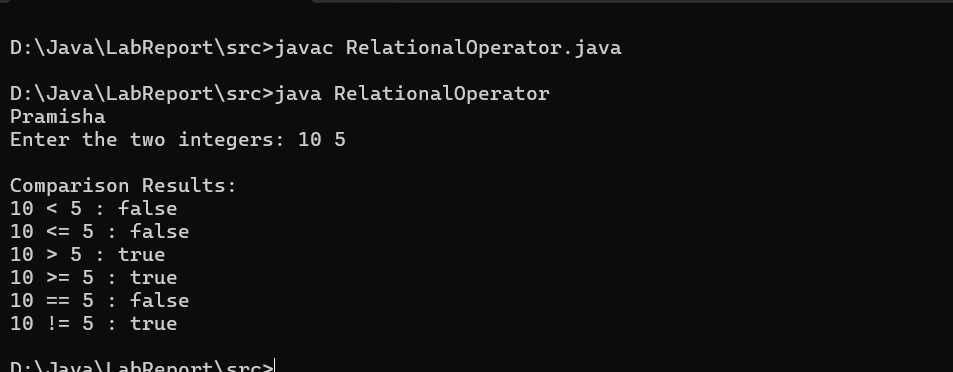
1. **Write a program that demonstrates the use of break statement and continue statement.**

****

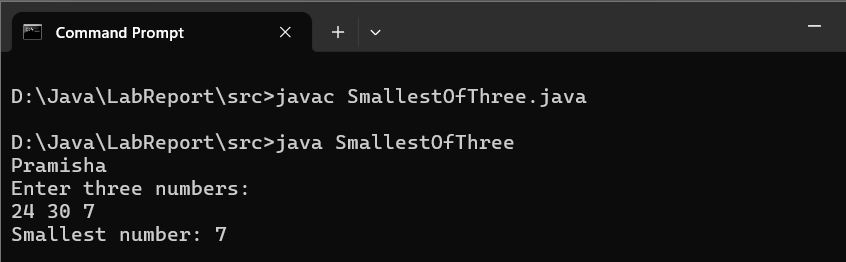
1. **Write a program to take two numbers as input and then show the results of addition, subtraction, multiplication, division, and modulus operations using these numbers.**

****

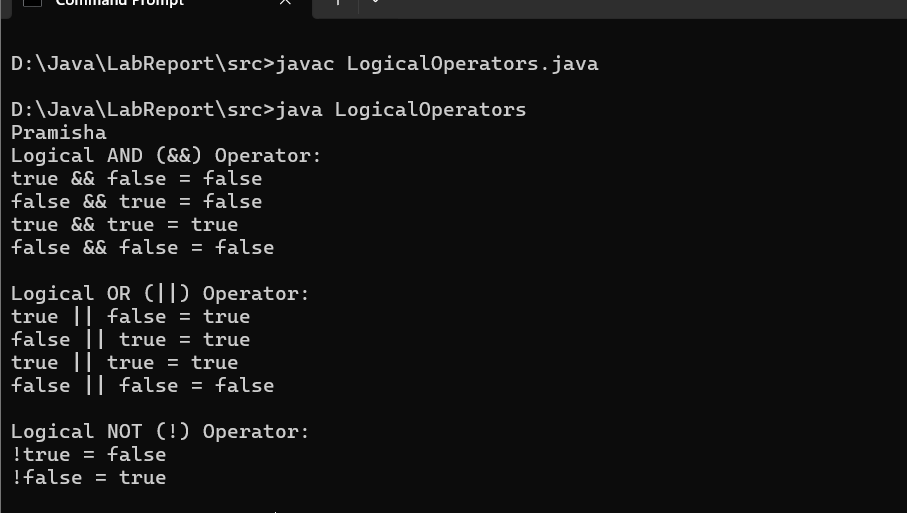
1. **Write a program compares two integers using each of the relational operators and displays the results.**

****

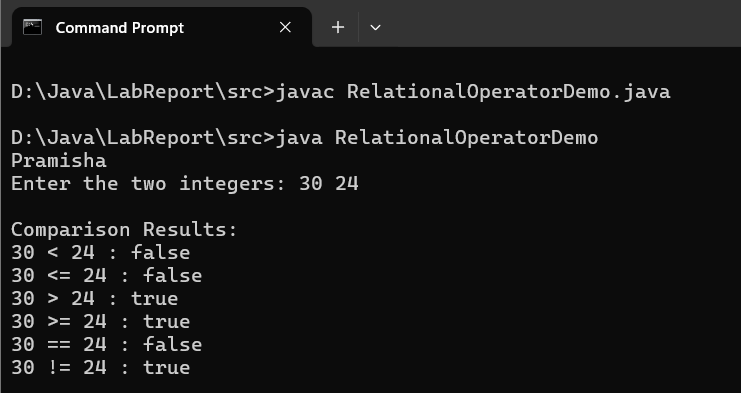
**10) Write a program to find the smallest of three number using conditional operator.**

****

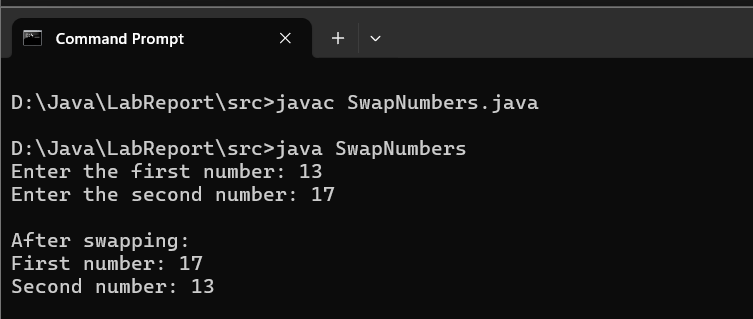
1. **Write a program that demonstrates the use of all logical operators (&&, ||, and !). This program will evaluate several logical expressions and print the results.**

****

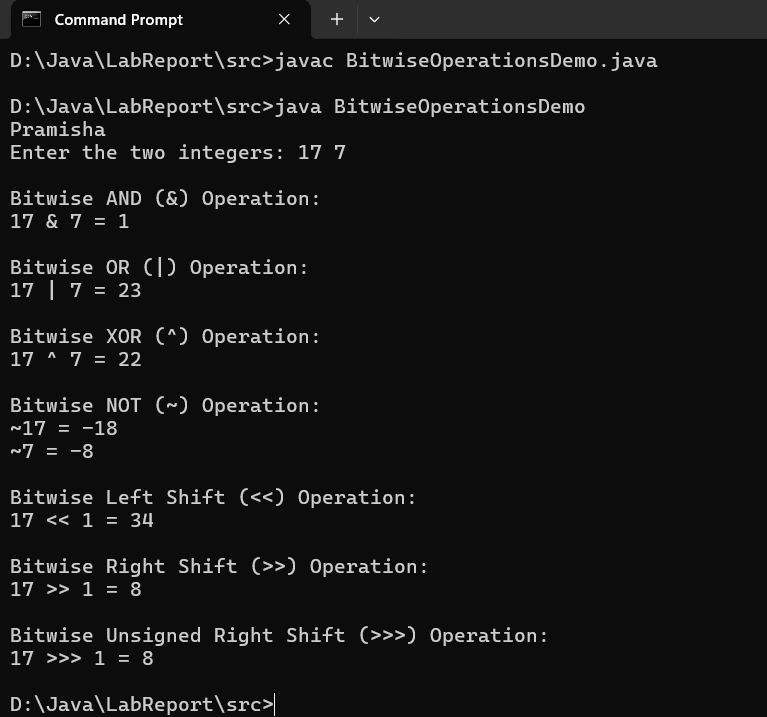
1. **Write a program compares two integers using each of the relational operators and displays the results.**

****

**11) Write a program to swap two numbers without using third variable.**

****

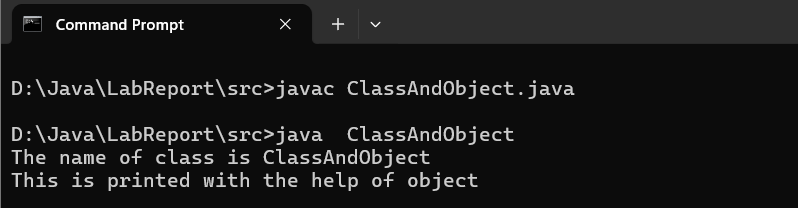
1. **Write a program to perform different bitwise operations on two integers.**

****

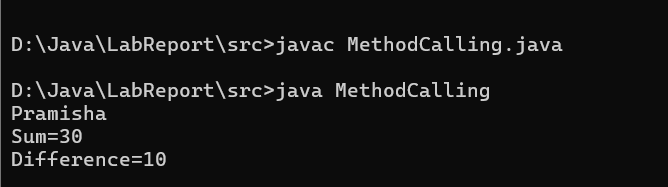
**Lab# 3: Object Oriented Programming Concepts**

**Outputs:**

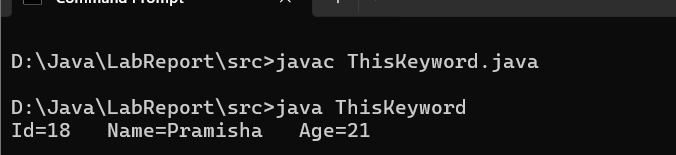
1. **Write a program to demonstrate concept of class and object.**

****

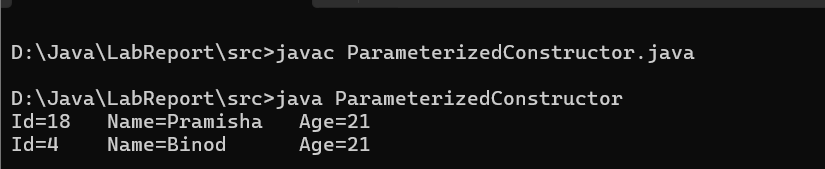
1. **Write a program to demonstrate concept of calling methods**

****

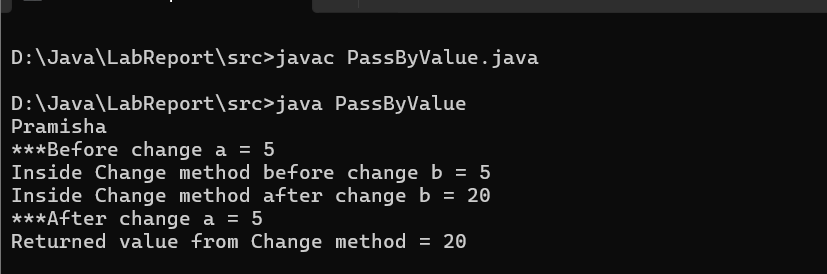
1. **Write a program to demonstrate concept of ‘this’ keyword.**

****

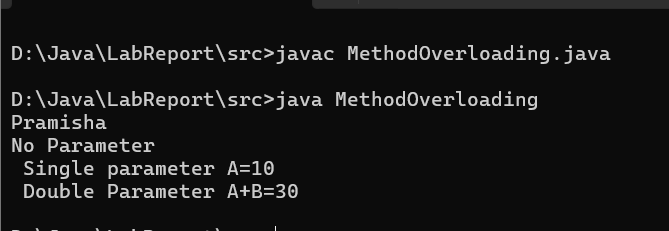
**4. Write a program to demonstrate concept of parameterize constructors.**

****

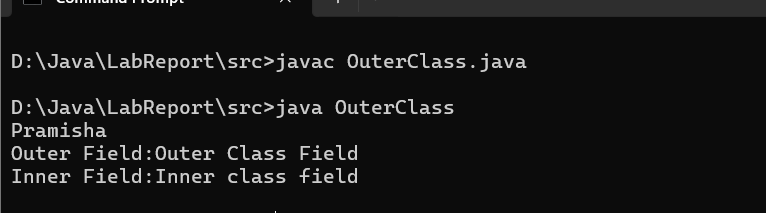
1. **Write a program to demonstrate concept of passing by value.**

****

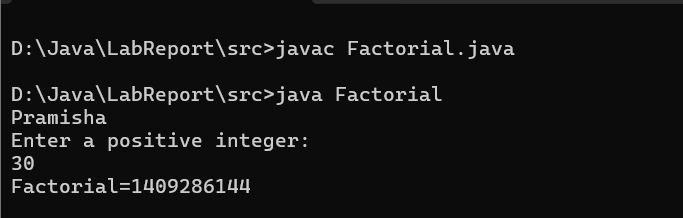
1. **Write a program to demonstrate concept of method overloading.**

****

1. **Write a program to demonstrate concept of nested inner classes.**

****

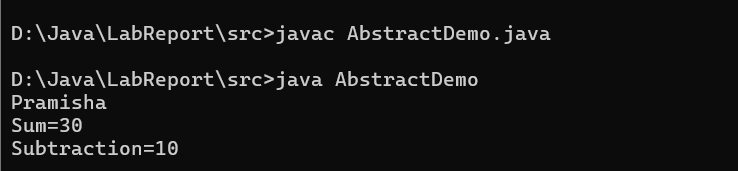
1. **Recursive program to find the factorial of an integer.**

****

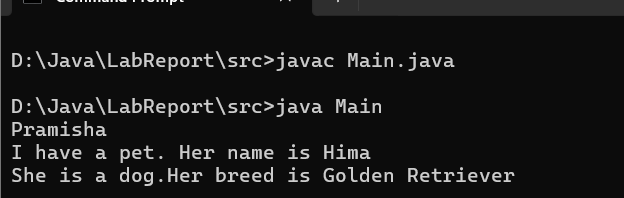
**Lab# 4: Inheritance & Packaging**

**Outputs:**

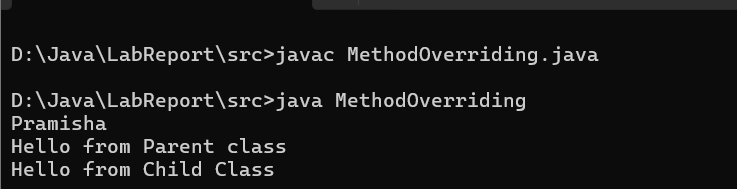
1. **Write a program to demonstrate concept of abstract class.**

****

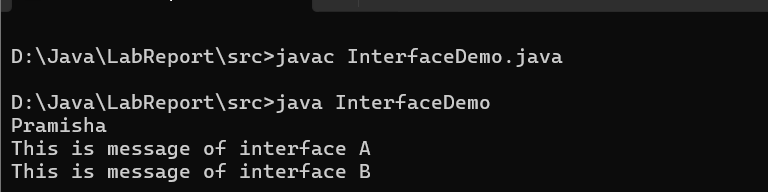
1. **Write a program to demonstrate concept of super keyword.**

****

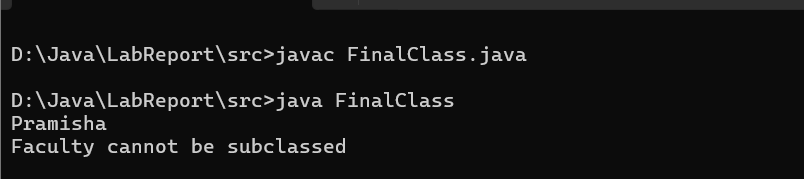
1. **Write a program to demonstrate concept of overriding methods.**

****

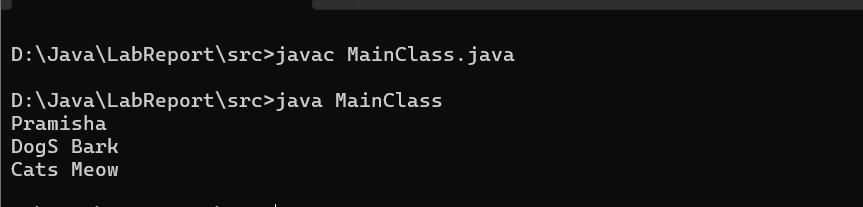
1. **Write a program to demonstrate concept of interface.**

****

1. **Write a program to demonstrate concept of final class.**

****

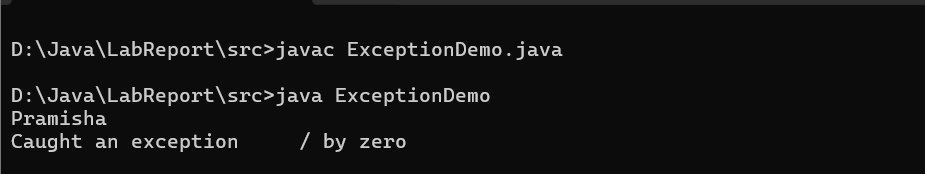
**6. Write a program to demonstrate concept of package.**

****

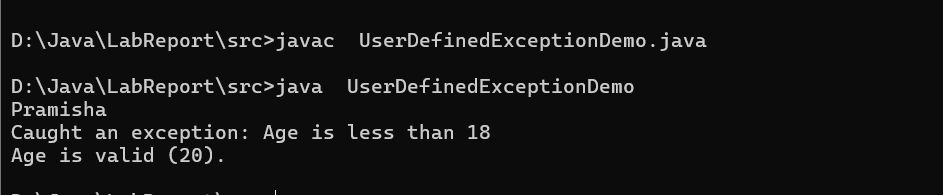
**Lab# 5: Handling Error/Exception**

**Outputs:**

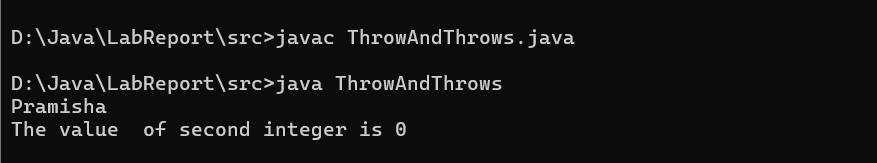
**1. Write a program to demonstrate concept of exception.**

****

**2. Write a program to demonstrate concept of user defined exception.**

****

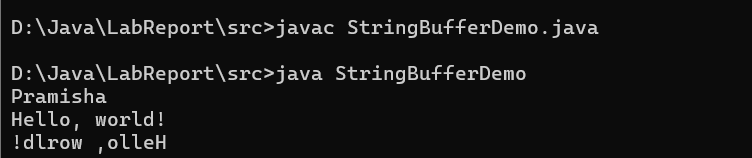
1. **Write a program to demonstrate concept of throw and throws.**

****

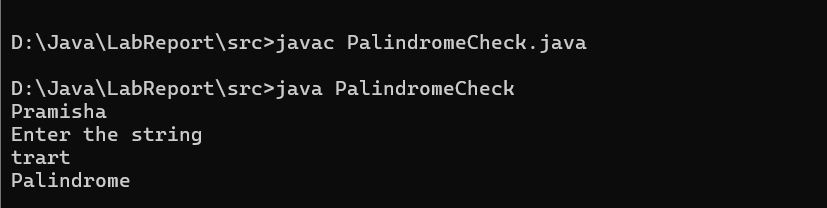
**Lab# 6: Handling Strings**

**Outputs:**

**1. Write a program to demonstrate concept of string buffer.**

****

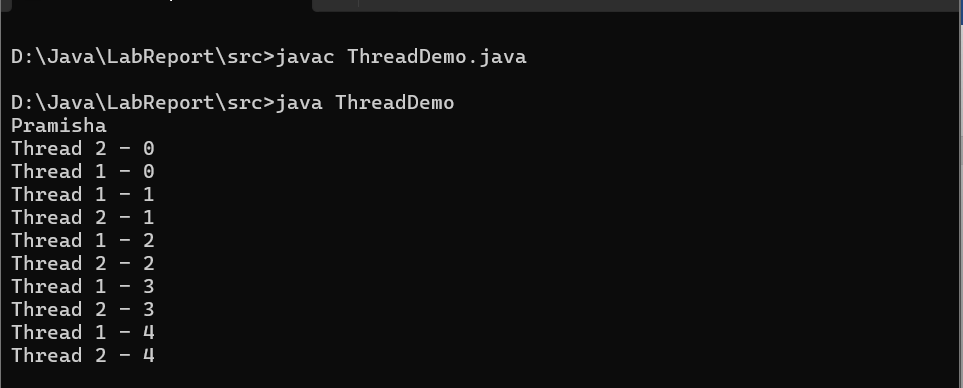
**2. Write a program to find the string is palindrome or not.**

****

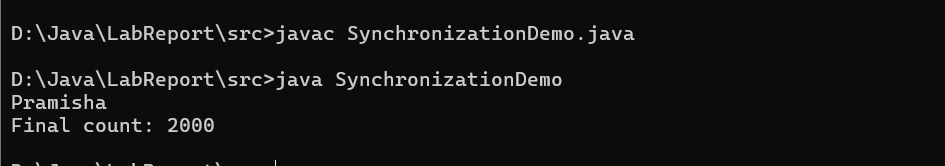
**Lab# 7: Threads**

**Outputs:**

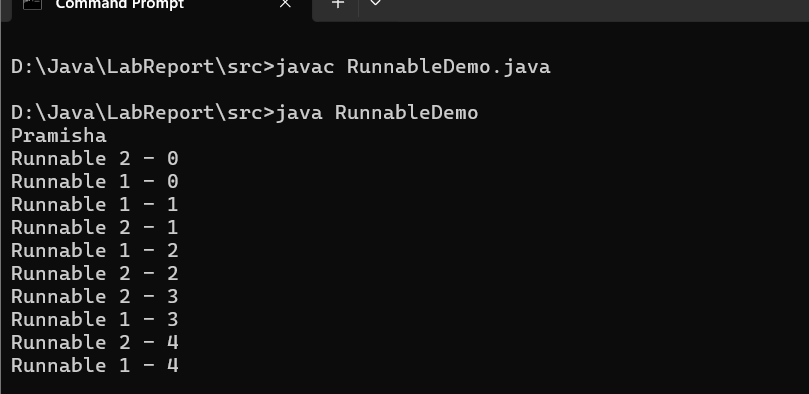
**1. Write a program to demonstrate concept of threads.**

****

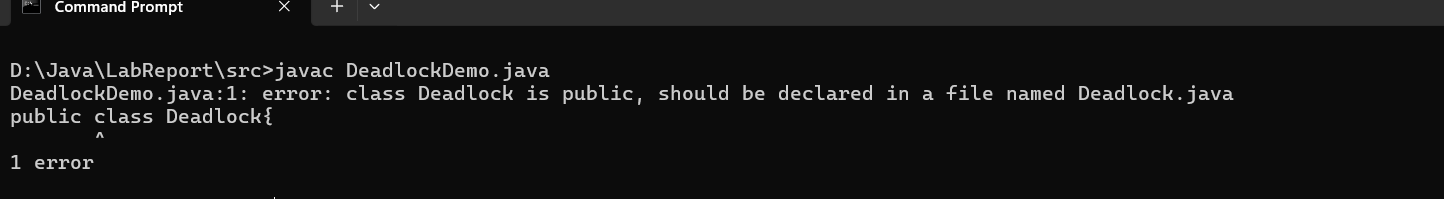
**3. Write a program to demonstrate concept of synchronization.**

****

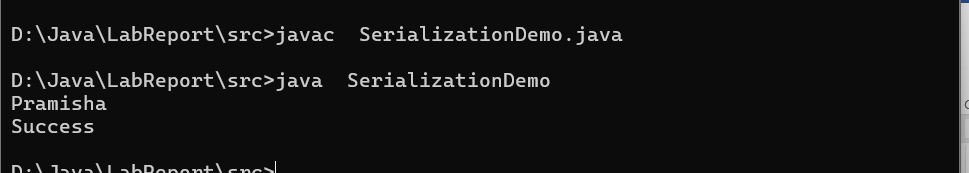
**2. Write a program to demonstrate concept of runnable interface.**

****

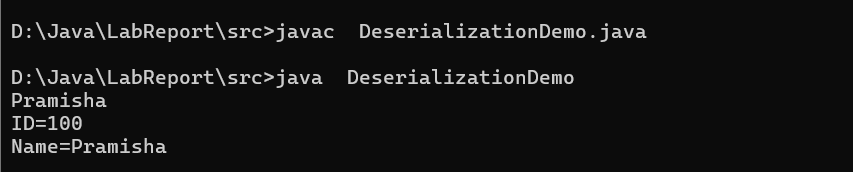
1. **Write a program to demonstrate concept of deadlock.**

****

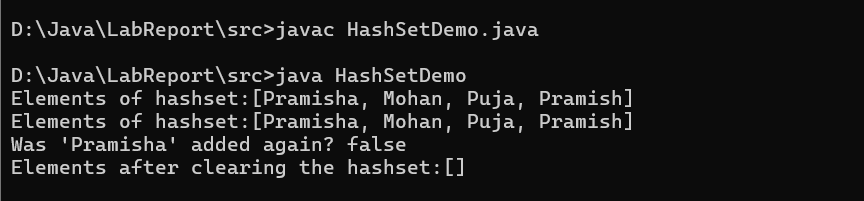
**2. Write a program to demonstrate concept of Serialization.**

****

1. **Write a program to demonstrate concept of Deserialization.**

****

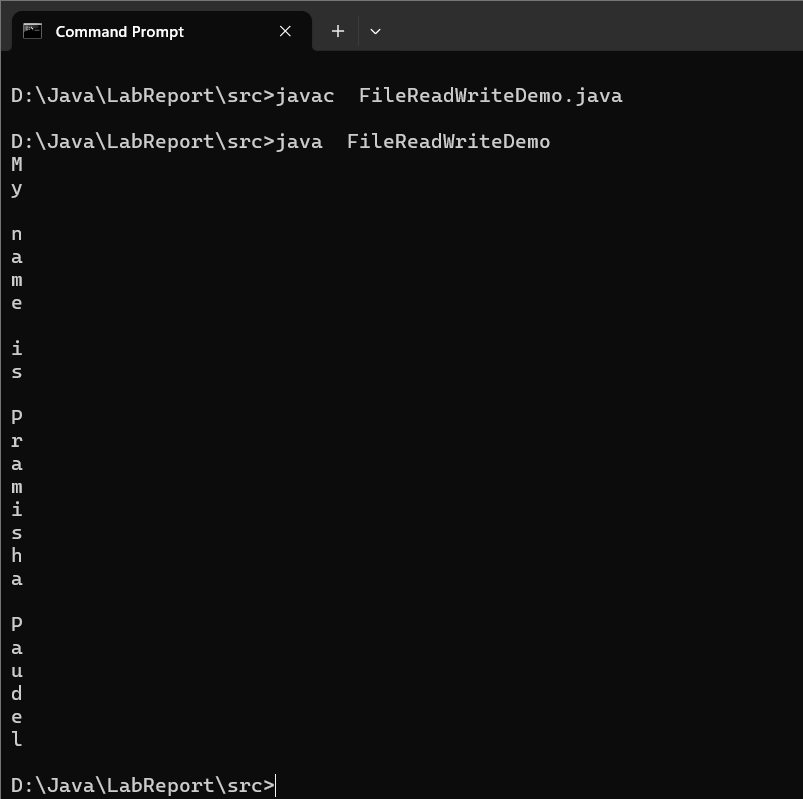
**4. Write a program to demonstrate concept of Hashset.**

****

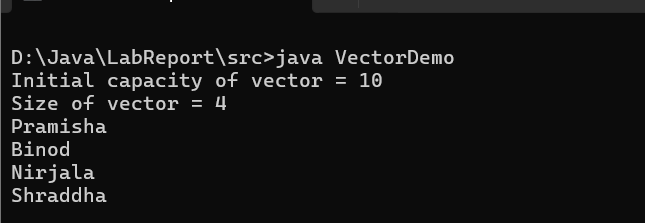
**Lab# 8: I/O and Streams**

**Outputs:**

**1. Write a program to demonstrate concept of reading and writing files.**

****

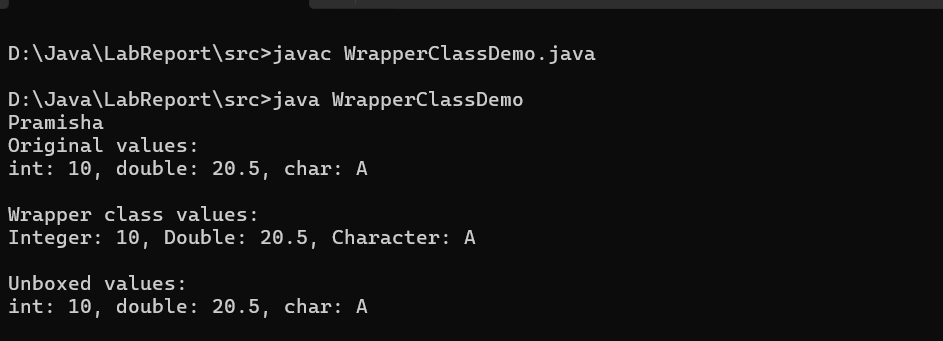
**2. Write a program to demonstrate concept of Vector.**

****

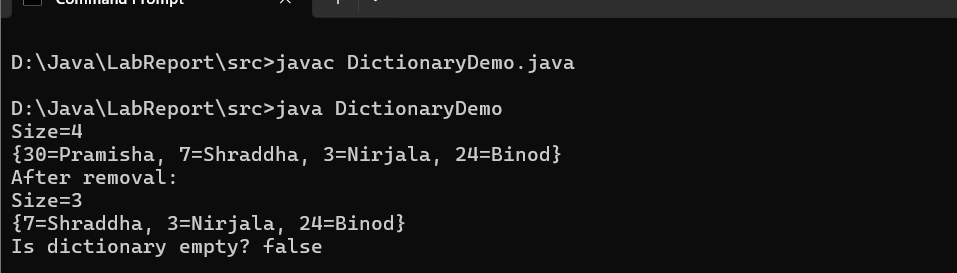
**Lab# 9: Understanding Core Packages**

**Outputs:**

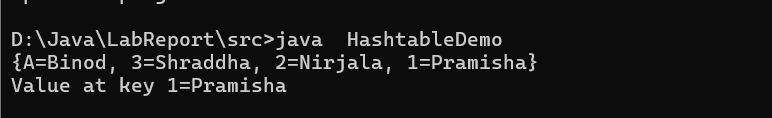
**1. Write a program to demonstrate concept of wrapper class.**

****

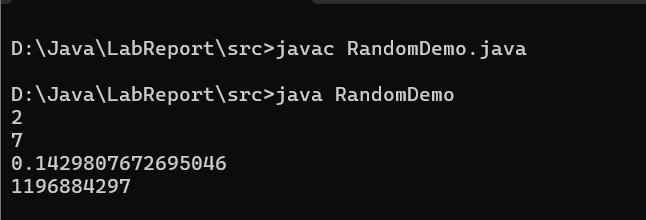
**3. Write a program to demonstrate concept of Dictionary.**

****

**4. Write a program to demonstrate concept of Hashtable.**

****

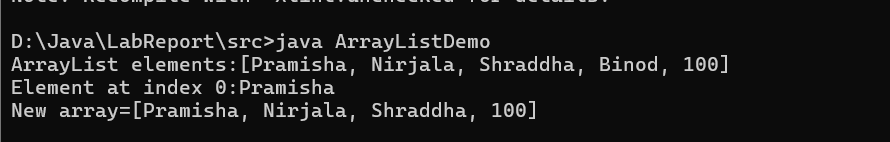
1. **Write a program to demonstrate concept of Random Number Generation.**

****

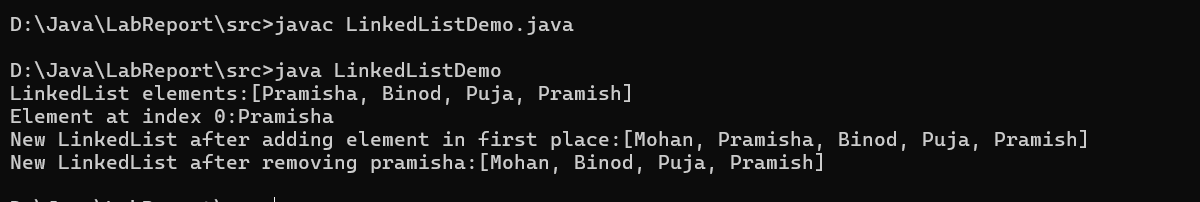
**Lab# 10: Holding Collection of Data**

**Outputs:**

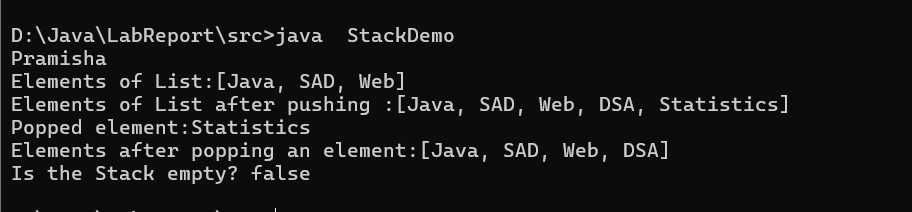
**1. Write a program to demonstrate concept of ArrayList.**

****

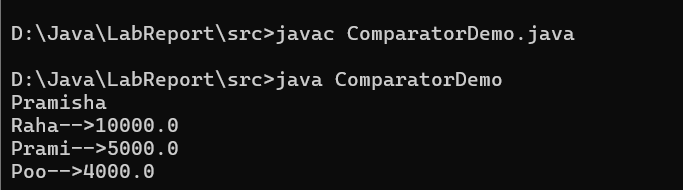
**2. Write a program to demonstrate concept of Linked.**

****

**3. Write a program to demonstrate concept of List interface.**

****

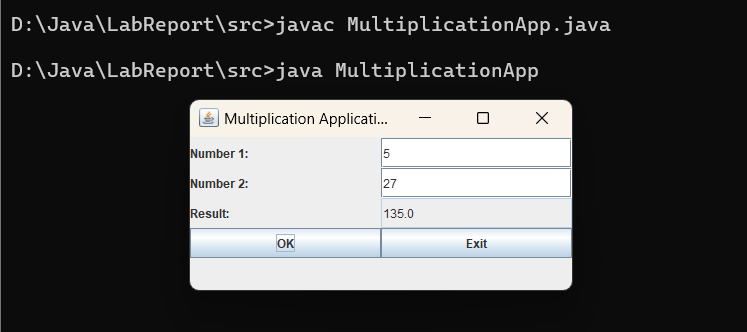
**5. Write a program to demonstrate concept of Comparator.**

****

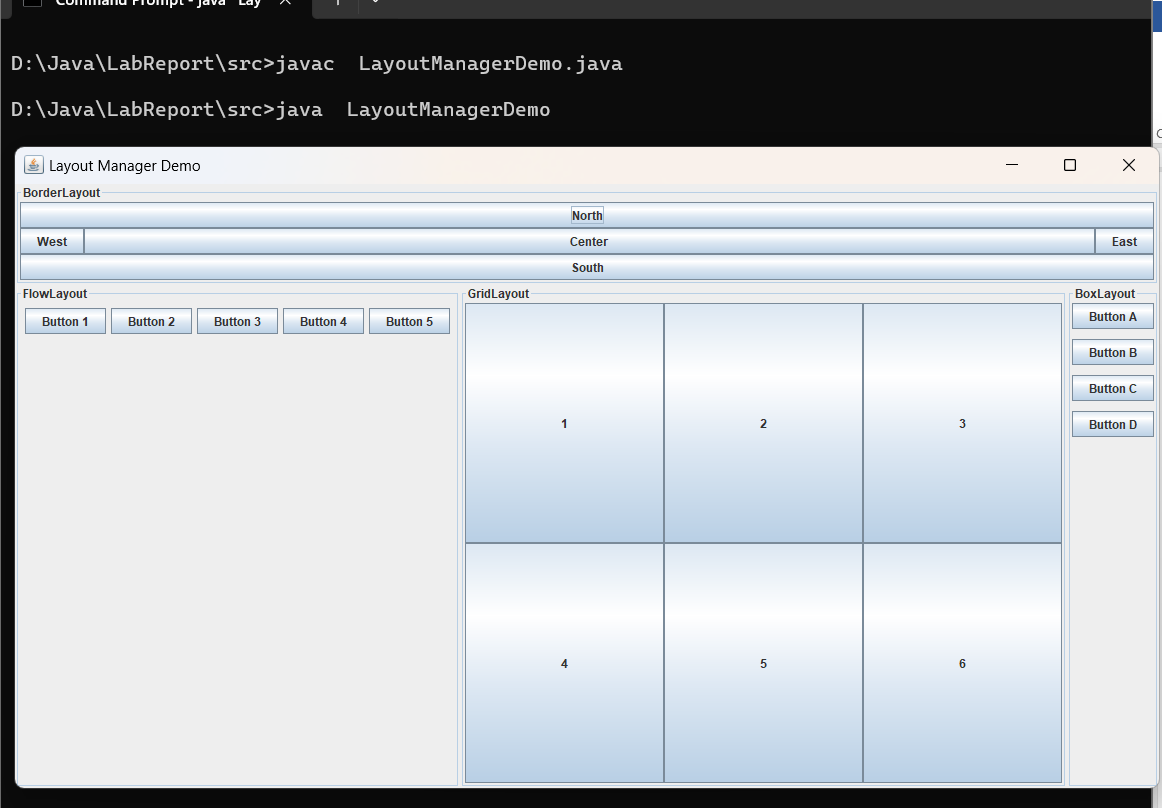
**Lab# 11: Java Applications**

**Outputs:**

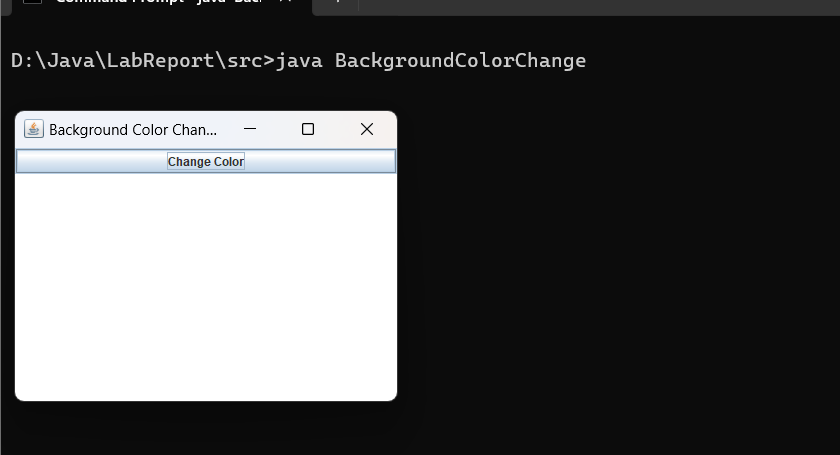
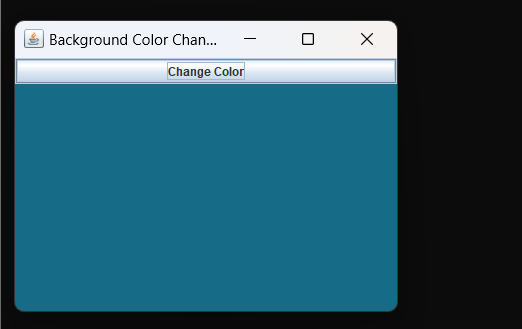
**1) Write a program to create Swing application that receive two numbers through a JTextFeilds and display the multiplication two numbers in a JTextField when the OK button is pressed and when exit button is pressed the program will terminate.**

****

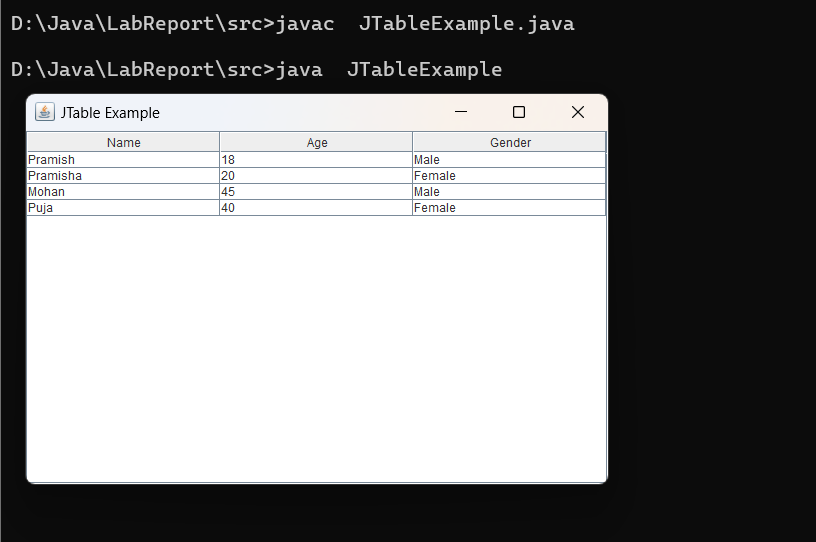
**2) Write a program to demonstrate concept of layout manager.**

****

**3) Write a program to change background color of a frame using action event.**

****

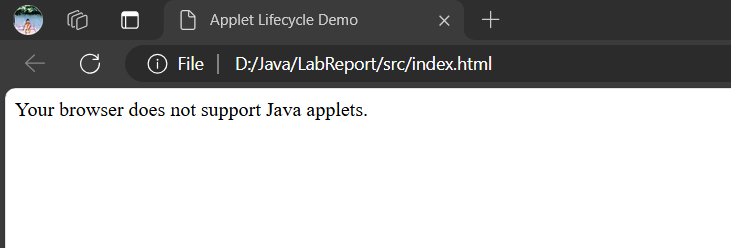
**4) Write a program to create a table using Jtable class and then add it to the Jframe container.**

****

**Unit 12: Introduction to Java Applets**

**Outputs:**

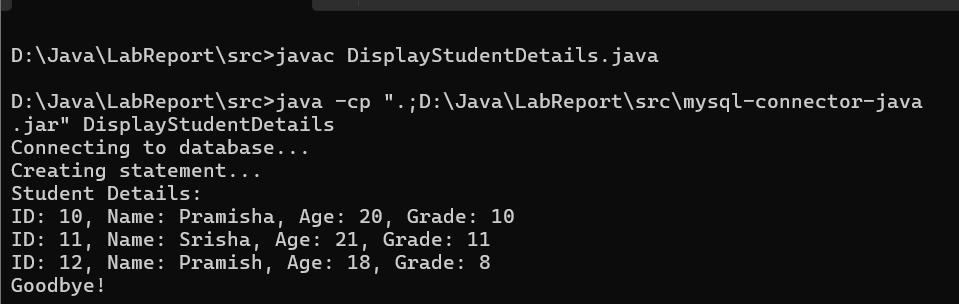
1. **Write a program to demonstrate concept of lifecycle of applet.**

****

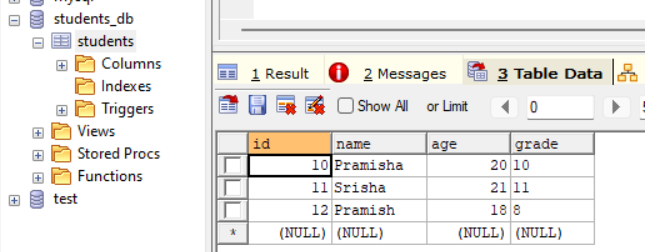
**Lab# 13: Database Programming using JDBC**

**Output:**

**1) Write a program to display student details from student table.**

****

**Database:**

****