

## JAVA PROGRAM LIST MODULE1

1. Write the code to print "hello" message.
2. Write the code to print command line arguments as input.
3. Write the program to print sum, multiply, divide and subtraction of two numbers using constant values.
4. Write the code to print area of circle using constant float values.
5. Write the code to swap two numbers without using third variable.
6. Write the code to print student data using Scanner class.
7. Write the code to read the price of an item in decimal form (like 75.95) and print the output in paisa(like 7595).
8. Write the code to convert value of byte data type to short, integer to short type, long to float type and float type to integer type.
9. Write the program to print sum of two numbers using command line arguments.
10. Write the code to print mathematical functions using Math class.
11. Write the code to print biggest of two number using if else statement.
12. Write the code to print following conditions using nested if:

Conditions	Discount
If amount>=20000	10%
If amount>=10000 && amount<20000	5%
If amount>=5000 && amount<10000	2%
IF amount<5000	0%

Also print net payment

13. Write a program to display a colour name depending on the colour value using switch case. Use char as a type of choice.

14. Write the code to display weekdays using switch case. Use string as a type of choice.

15. Write a program to print prime number using while loop.

16. Write a program to print factorial using for loop.

17. Write a program to print palindrome of any digit number using do while loop.

18. Write a program to print Fibonacci series.

19. Write a program to print following pyramids using nested for.

```
1
21
321
4321
54321
```

20. Write a program to print following pyramids using nested for.

```
55555
4444
333
22
1
```

21. Write a code to print sum and average of array using for each loop.

22. Write a code to print sorted array using bubble sort.

23. Write a program to print multiplication of matrix.

24. Write a program to print factorial using recursion.

25. Write the code to print string methods using String class.

26. Write the code to split given string in different lines.

27. Write the program to copy some characters of string into array.

28. Write the program to distinguish between mutable and immutable string objects.

29. Write a program to use different String Buffer class methods.
30. Write a program to print the area of a rectangle by creating a class named 'Area' having two methods. First method named as 'setDim' takes length and breadth of rectangle as parameters and the second method named as 'getArea' returns the area of the rectangle. Length and breadth of rectangle are entered through keyboard.
31. Write the code to show the difference between class variable, instance variable and local variable.
32. Assign and print the roll number, phone number and address of two students having names "Sam" and "John" respectively by creating two objects of class 'Student'
33. Write a program to print the area and perimeter of a triangle having sides of 3, 4 and 5 units by creating a class named 'Triangle' without any parameter in its constructor.
34. Write a program to print the area of two rectangles having sides (4,5) and (5,8) respectively by creating a class named 'Rectangle' with a method named 'Area' which returns the area and length and breadth passed as parameters to its constructor.
35. Write a program to print the area of a rectangle by creating a class named 'Area' taking the values of its length and breadth as parameters of its constructor and having a method named 'returnArea' which returns the area of the rectangle. Length and breadth of rectangle are entered through keyboard.
36. Print the sum, difference and product of two complex numbers by creating a class named 'Complex' with separate methods for each operation whose real and imaginary parts are entered by user.
37. Add two distances in inch-feet by creating a class named 'AddDistance'.
38. Write a program for a static methods that accepts data and returns the result.

39. Write a program to implement constructor overloading.

40. Create a class area to implement area of rectangle, area of square and area of circle using method overloading.