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- ^{1.} Write a program to display default value of all primitive data types of java.
- ² Write a program to display default value of all primitive data types of java.
 - Write a program to give the example of operators:
 - i. Increment and decrement operators
 - ii. Arithmetic Operator
 - iii. Relational Operator
 - iv. Bitwise Operator
 - v. Conditional Operator
- 3. Write a program to give the example of control statements:
 - i. If statements.
 - ii. Switch Statements.
 - iii. For loop.
 - iv. While Statements.
 - v. Do While statements
- ^{4.} Write a program to calculate the following:
 - i. Find the length of array.
 - ii. Demonstrate a one-dimensional array.
 - iii. Demonstrate a two-dimensional array.
 - iv. Demonstrate a multi-dimensional array
- 5. Write a program to display any message
- ^{6.} Write a program to create a room class, the attributes of this class is room no, roomtype, roomarea and ACmachine. In this class the member functions are:
 - i. setdata (to set the value of attributes)
 - ii. and displaydata (to display the attributes)
- 7. Write a program for the following:
 - i. Example for call by value.
 - ii. Example for call by reference.
- 8. Write a program to demonstrate static variables, methods, and blocks.
- 9. Write a program to illustrate the concept of following:
 - i. Single inheritanceii. Multilevel inheritance

 - iii. Hierarchical inheritance
- ^{10.} Write a program to demonstrate the concept of private, public and protected access specifier.
- ¹¹. Write a program to demonstrate constructor and constructor overloading.
- ^{12.} Write a program to demonstrate copy constructor.

- ^{13.} Write a program to demonstrate methods overloading.
- ^{14.} Write program to demonstrate methods overriding.
- Write a program to create a class named shape. In this class we have three sub classes circle, triangle and square each class has two-member function named draw () and erase (). Create these using polymorphism concepts.

 Write a program to give the example for 'super' keyword.

- ¹⁷. Write a program to demonstrate abstract class.
- ^{18.} Write a program to give example for multiple inheritance in Java.
- Create an outer class with a function display, again create another class inside the outer class named inner with a function called display and call the two functions in the main class.
 Write a program to create a package named mypack and import it in circle
- class.
- ^{21.} Write a program for example of try and catch block.
- ^{22.} Write a program for example of multiple catch statements occurring in a program
- ^{23.} Write a program to illustrate usage of try/catch with finally clause
- ^{24.} Write a program to describe usage of throws clause.
- ^{25.} Write a program for creation of user defined exception.
- ^{26.} Write a program to get the input from the user and store it into file.
- ²⁷. Write a program to display all character from a file.
- ²⁸. Write a program to illustrate the concept of generics in java.