

Java Practical Sheet

- 1) Write a Java program to create Class and Object
- 2) Write a Java program to print 1 to 10 using for loop
- 3) Write a Java program to print Odd numbers upto 100 using while loop
- 4) Write a Java program to print Even numbers upto 100 using do while loop
- 5) Write a Java program to print Numbers divisible by 7 up to 100
- 6) Write a Java program to demonstrate Default Constructor
- 7) Write a Java program to demonstrate Parameterised Constructor
- 8) Write a Java program to demonstrate Single Inheritance
- 9) Write a Java program to demonstrate Multievel Inheritance

10) Class Number has a variable x which is an integer number. Class Square is derived from class number which prints square of the given number and class Cube is derived from class Square which prints the cube of the integer number.
Write a program to demonstrate the mechanism.

11) Write a program to demonstrate "final" keyword

12) Write a program to demonstrate "final" Class

13) Write a program to demonstrate "abstract" keyword for function

14) Write a program to demonstrate "abstract" keyword for Class

15) Write a program to demonstrate concept of interface in java

16) Write a program to demonstrate "implements" keyword in Java

17) Create a package "pkg" with a class "Myclass" with appropriate functions and use it in Java Program

18) Package “Calculate” has classes “sum” and “sub” with performs addition and subtraction of 2 integer variables using required functions respectively.

Write a Java program to demonstrate this mechanism.

19) Write a program to demonstrate a Thread class.

20) Write a program to demonstrate a “sleep” method of Thread class

21) Write a program to demonstrate a Multiple threads in a same java program.

22) Write a program to demonstrate a Thread priorities.

23) Write a program to create a simple applet using Applet tag of java

24) Create an Applet and use drawRect() function to draw a Rectangle

25) Create an Applet and use drawLine() function to draw a Line

26) Create an Applet and use drawOval() function to draw a Oval

27) Create an Applet and show Indian Flag on it

- 28) Create an Applet and use MouseListener in it
- 29) Create an Applet and use ActionListener in it
- 30) Create an Applet and use AWT components in it.

* * * * * *All the best* * * * * *