1. Use Eclipse or Net bean platform and acquaint yourself with the various menus. Create a test project, add a test class, and run it. See how you can use auto suggestions, auto fill. Try code formatter and code refactoring like renaming variables, methods, and classes. Try debug step by step with a small program of about 10 to 15 lines which contains at least one if else condition and a for loop.

2. Implement the concept of encapsulation

3. Implement the concept of single inheritance

4. Implement the concept of multilevel inheritance

5. Implement the concept of hierarchical inheritance

6. Implement the concept of method overloading

7. Implement the concept of method overriding

8. Implement the concept of abstract class

1. Write a program to demonstrate swing components

2. Write a java program that works as a simple calculator. Use a grid layout to arrange buttons for the digits and for the +,-,*,% operators. Add a text field to display the result. Handle any possible exception like divide by zero.

3. Write a program to demonstrate Applet

4. Write a program to synchronize the thread acting on the same object.

5. Write a Java program to handle checked and unchecked exceptions. Also, demonstrate the usage of custom exceptions in real time scenario.

6. Write a java program that handles all mouse events and shows the event name at the center of the window when mouse event is fired. [Use adapter class]

7. Write a program to demonstrate the working of packages structures to store multiple classes.

8. Write a program to demonstrate interface and different types of constructors.