1. **Hello World Program**:
   * Scenario: Setting up your development environment and writing your first Java program.
   * Program: Write a simple "Hello World" program in Java and execute it.
2. **Calculator Program**:
   * Scenario: Building a basic calculator application to perform arithmetic operations.
   * Program: Implement a program that takes two numbers and an operator (+, -, \*, /) as input and performs the corresponding operation.
3. **Temperature Converter**:
   * Scenario: Creating a program to convert temperature between Celsius and Fahrenheit.
   * Program: Write a Java program to convert temperature from Celsius to Fahrenheit and vice versa.
4. **Simple Interest Calculator**:
   * Scenario: Developing a program to calculate simple interest.
   * Program: Write a Java program to calculate the simple interest based on the principal amount, interest rate, and time period.
5. **Check Even or Odd**:
   * Scenario: Determining whether a given number is even or odd.
   * Program: Write a Java program to check if a number entered by the user is even or odd.
6. **Factorial Calculator**:
   * Scenario: Calculating the factorial of a given number.
   * Program: Write a Java program to calculate the factorial of a number entered by the user.
7. **Fibonacci Series**:
   * Scenario: Generating the Fibonacci series.
   * Program: Write a Java program to generate the Fibonacci series up to a given number of terms.
8. **Sum of Digits**:
   * Scenario: Finding the sum of digits of a given number.
   * Program: Write a Java program to find the sum of digits of a number entered by the user.
9. **Leap Year Checker**:
   * Scenario: Checking if a given year is a leap year.
   * Program: Write a Java program to check if a year entered by the user is a leap year or not.
10. **Pattern Printing**:
    * Scenario: Printing patterns using asterisks (\*).
    * Program: Write a Java program to print various patterns such as a triangle, square, or diamond using nested loops.
11. **Palindrome Checker**:
    * Scenario: Determining whether a given number is a palindrome.
    * Program: Write a Java program to check if a number entered by the user is a palindrome.
12. **Reverse Number**:
    * Scenario: Reversing a given number.
    * Program: Write a Java program to reverse a number entered by the user.
13. **Prime Number Checker**:
    * Scenario: Checking if a given number is prime.
    * Program: Write a Java program to check if a number entered by the user is prime or not.