YUVASHAKTHI\_JAVA\_LEARNING PATH

1. Basic arithematic operations(+,-,\*,/,%)
   * Exercises-Area & perimeter of Different shapes.
2. Command Line argument method
   * Exercises-Area & perimeter of Different shapes.
3. Excercises
4. Swapping(Total 5logics)
   * Swapping of 2 numbers with 3rd variable.
   * Swapping of 3 numbers with 4th variable.
   * Swapping a&b without using 3rd variable(by arithematic).
   * Swapping a,b,c without using 4th variable(by arithematic).
   * Other 3 logics.
5. Reverse a number(3Logics)
6. Write a program to get input from user and print sum & product of them &

* Print both output by using single output line 4.Ask user to give two double input for length and breadth of a rectangle and print area type casted to integer.

1. Interactive method

By using try catch exception method Excercises

1. Basic arithematic operations
2. Finding remainder without using module operator.
3. Get student details&marks as input and show Total& avg marks.
4. Relational operators.
   * Less than
   * Lessthan equal to
   * Greater than equal to
   * Greather than
   * Equals to
   * Not equals to
5. Logical operators
   * And && (Excecuted only when both conditions satisfied)
   * Or !! (Any one condition is true)
   * Not 1(given condition false) 7.Multiple Assignment operators
   * a=b=c=10
6. Other special assignment operators
   * a+=10
   * a-=10
   * a\*=10
   * a/=10
   * a%=10
7. Conditional statements
   * if
   * if-else
   * if-else ladder
   * Nested if

Study flowchart of every statement

1. if Excercises
2. Check a is greater than b
3. Check a is less than b
4. Check number is positive or negative or neutral
5. Check a is even or odd
6. Biggest of 3 numbers
7. Smallest of 3 numbers
8. Check person is Eligible to vote or not
9. if-else Excercises
10. Biggest of 2 numbers
11. Smallest of 2 numbers
12. Check number is positive or negative or neutral
13. Check given Number is even or odd
14. Check person is Eligible to vote or not
15. if-else ladder
16. Biggest of 2 numbers
17. Smallest of 2 numbers
18. Check given number is positive or negative or neutral
19. Find given age of the person is child or adult or senior citizen
20. If input is 1- print addition of 2nos,if 2- sub,if 3- multi,if 4-division,if 5-modulus or remainder.
21. If input is given as (+) do addition of 2nos,if (-) do sub,if (\*) do multi,if (/) do division,if (%) modulus or remainder.
22. Get temperature value from user & display a suitable message .
23. Print equivalent description for grades what students got.
24. Print equivalent day for a given number
25. Print equivalent month for a given number
26. Print no.of days of a given month(month recognized by its number)
27. Print Student grade for a subject(Excellent- E,v.good-V).
28. To find given character is vowel or consonant
29. EB-bill calculator
30. Write a program to findout the commission amount.
31. Nested-if
32. Biggest of 3 number
33. Smallest of 3 number
34. Leap year
35. Student marks-Grade 14.Un-conditional statement
    * Switch case (default) Study flowchart of switch case
36. Switch-Excercises
    1. Program to print days in words
    2. Program to calculate deg celcius,Fahrenheit,Kelvin
    3. Program to print entered number in words
    4. Program for calculator function(1=add;2=sub;3=multi;4=div;5=Modulus)
    5. Program for calculator function(+=add;-

=sub;\*=multi;/=div;%=Modulus)

* 1. Vowel or consonant
  2. Calculate SI & CI
  3. Print total num of days in a month.

1. Operators

* Post-Increment operator(i++)
* Post-Decrement operator(i--)
* Pre-Increment operator(++i)
* Pre-Decrement operator(--i) Practice operators manually.

1. Control statements
   1. while
   2. do-while
   3. for loop
2. while ,do-while & for loop Excercises
3. Print natural numbers
4. Print odd natural numbers
5. Print even natural numbers
6. Print natural numbers in reverse order
7. Print odd natural numbers in reverse order
8. Print Even natural numbers in reverse order
9. Multiplication table
10. Sum of ‘n’ natural numbers
11. Factorial of a given number
12. To add odd numbers bet a given input
13. To add odd numbers bet a given input
14. Add square of all num bet given input
15. Add square of all Odd nums bet given input
16. Add square of all Even nums bet given input [15] 1!+2!+3!+…..+n!

[16] 1!+3!+5!+…..+n!

[17] 2!+4!+6!+…..+n!

[18] (1/1!)+(1/2!)+(1/3!)+…..+(1/n!)

[19] (1/1!)+(1/3!)+(1/5!)+…..+(1/n!)

[20] (1/2!)+(1/4!)+(1/6!)+…..+(1/n!)

[21] (1/12)+(1/22)+(1/32)+…..+(1/n2)

[22] (1/12)+(1/32)+(1/52)+…..+(1/n2)

[23] (1/22)+(1/42)+(1/62)+…..+(1/n2)

1. Cube of n numbers till n?
2. Perfect number
3. Reverse a number
4. Prime num
5. Adam number
6. Prime adam number
7. Biggest of n number
8. To print each character in entered string
9. Print numbers from -10 to -1
10. Print count no of digits in a number
11. Print sum of digits of number
12. Sum of n numbers
13. Print product of digits of numbers
14. Smallest of n numbers
15. Sum of odd n numbers
16. Sum of even n numbers
17. Sum of n numbers and average
18. Fibonacci series
19. Amstrong number
20. Palindrome num
21. Convert given number from decimal to binary?
22. Convert given number from decimal to octal?
23. Convert given number from decimal to hexadecimal?
24. Convert given number from binary to decimal?
25. Convert given number from binary to octal?
26. Convert given number from binary to Hexadecimal?
27. Convert given number from octal to decimal?
28. Convert given number from octal to Hexadecimal?
29. Convert given number from octal binay?
30. Convert given number from Hexadecimal to decimal?
31. Convert given number from Hexadecimal to binary?
32. Convert given number from Hexadecimal to octal? [56]

[57]

[58]

[59]

19.Nested for loop patterns(60)

20.Arrays(Single AND multi)

21.Functions with arg with return

22.without arg without return

23.with arg without return

24.with return without arg

25.Java String functions

26.Java Matrh functions

27.String buffers

28.Function overloading

29.Constructor

30.Constructor with arg

31.constructor overloading

32.Copy constructors

33.Single inheriotence

34.multi leval inheritance

35.Hierachical inheritance

36.Method over riding

37.Static variable(class variable)