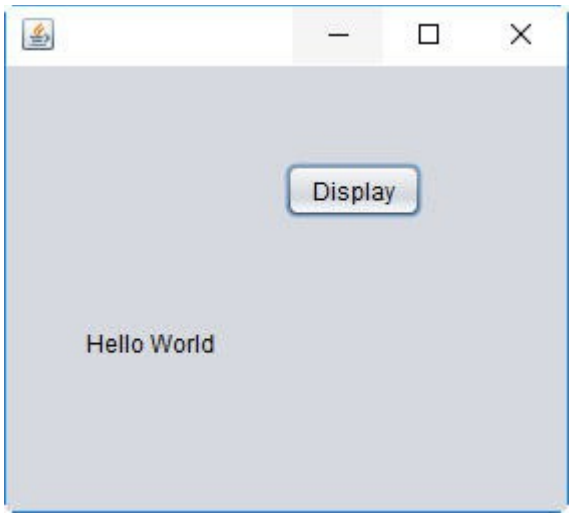
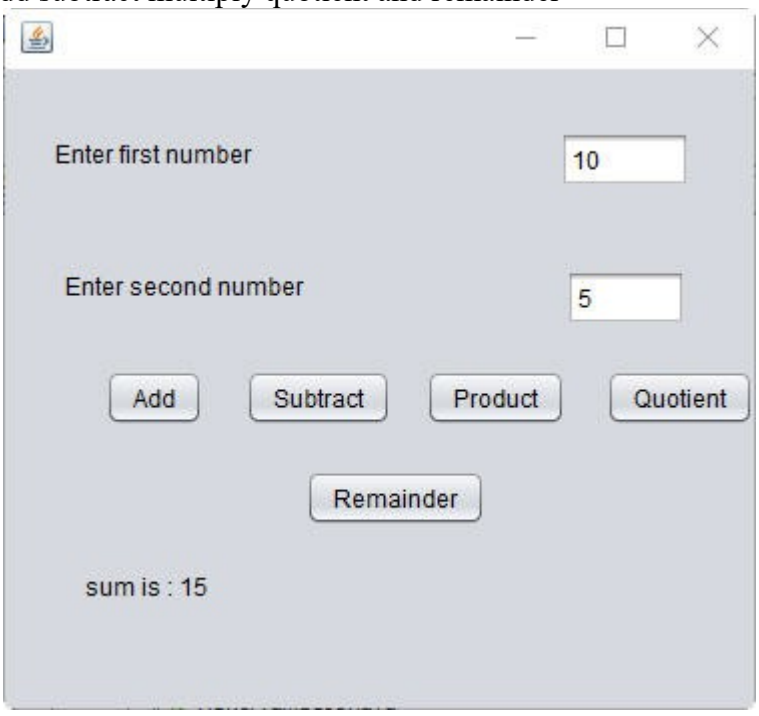
1. Program to display Hello world in a label



Coding for Display Button

```
jLabel1.setText("Hello World");
```

2. Program to add subtract multiply quotient and remainder



Coding for Add Button

```
int a,b,sum;
a=Integer.parseInt(jTextField1.getText());
b=Integer.parseInt(jTextField2.getText());
sum=a+b;
jLabel3.setText("sum is : " + sum);
```

Coding for subtract button

```
int a,b,diff;
a=Integer.parseInt(jTextField1.getText());
b=Integer.parseInt(jTextField2.getText());
diff=a-b;
jLabel3.setText("difference is : " + diff);
```

Coding for Product Button

```
int a,b,product;
a=Integer.parseInt(jTextField1.getText());
b=Integer.parseInt(jTextField2.getText());
product=a*b;
jLabel3.setText("product is : " + product);
```

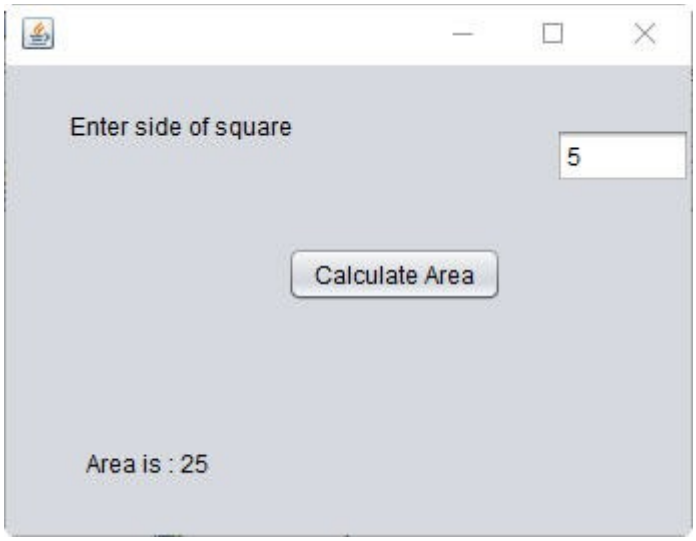
Coding for Quotient Button

```
int a,b,quotient;
a=Integer.parseInt(jTextField1.getText());
b=Integer.parseInt(jTextField2.getText());
quotient=a/b;
jLabel3.setText("quotient is : " + quotient);
```

Coding for Remainder Button

```
int a,b,remainder;
a=Integer.parseInt(jTextField1.getText());
b=Integer.parseInt(jTextField2.getText());
remainder=a%b;
jLabel3.setText("remainder is : " + remainder);
```

3. Program to find area of square based on side of square

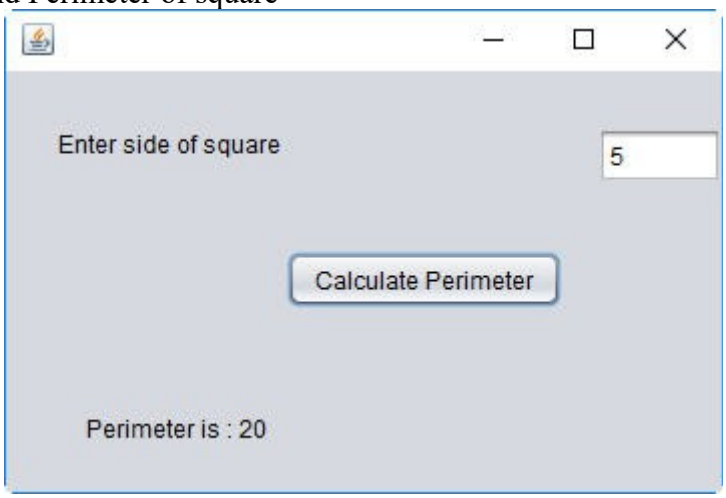


Coding for Calculate Area Button

```
int side,area;
side=Integer.parseInt(jTextField1.getText());
area=side*side;
```

jLabel2.setText("Area is : " +area);

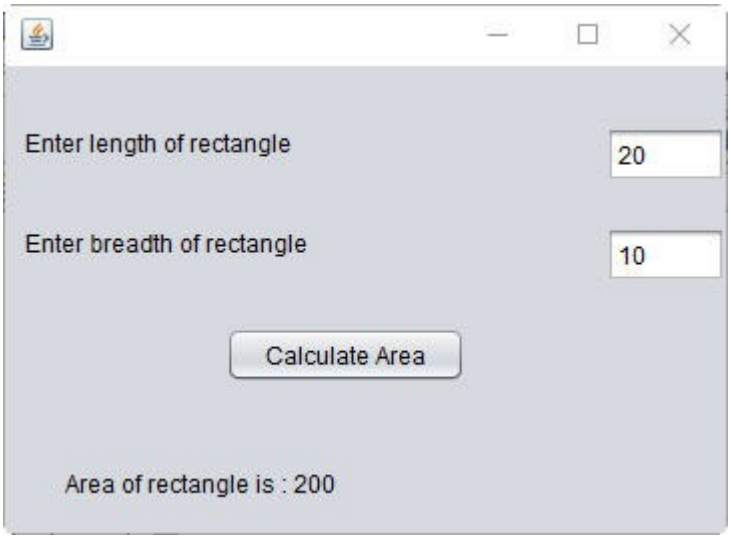
4. Program to find Perimeter of square



Coding for Calculate Perimeter Button

```
int side,perimeter;
side=Integer.parseInt(jTextField1.getText());
perimeter=4*side;
jLabel2.setText("Perimeter is : " +perimeter);
```

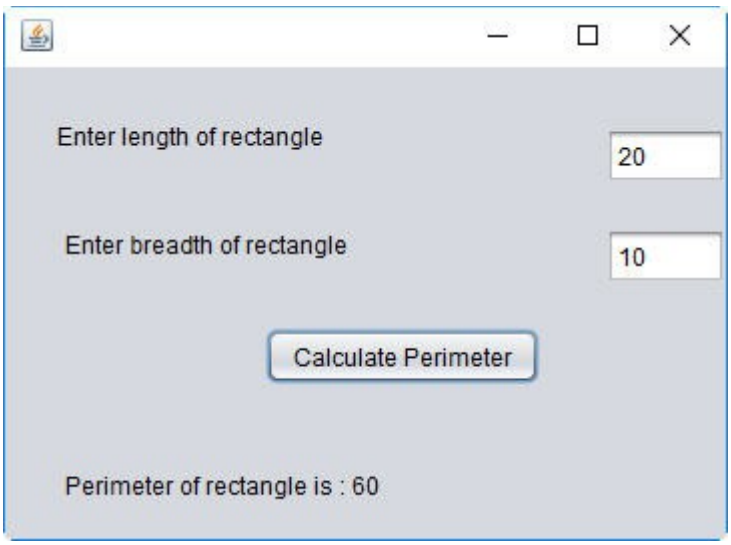
5. Program to find area of rectangle based on length and breadth of rectangle



Coding for Calculate Area Button

```
int l,b,area;
l=Integer.parseInt(jTextField1.getText());
b=Integer.parseInt(jTextField2.getText());
area=l*b;
jLabel3.setText("Area of rectangle is : " +area);
```

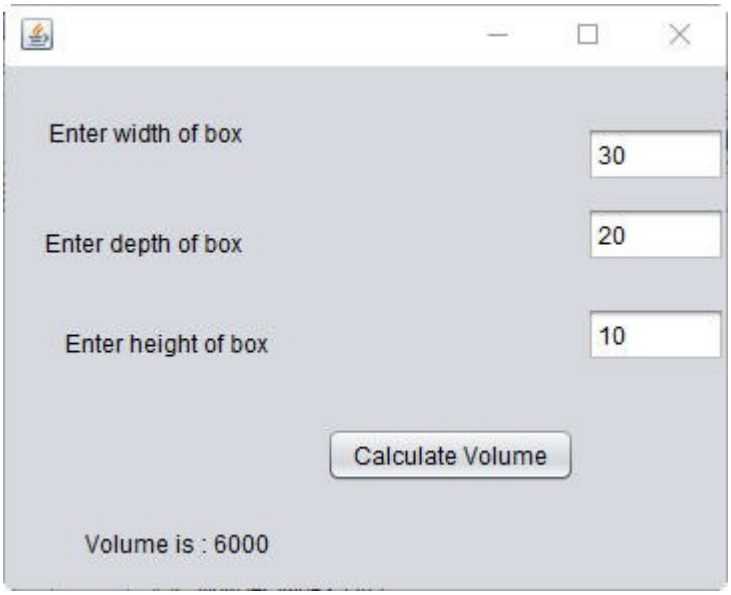
6. Program to find perimeter of rectangle based on length and breadth of rectangle



Coding for Calculate Perimeter Button

```
int l,b,perimeter;
l=Integer.parseInt(jTextField1.getText());
b=Integer.parseInt(jTextField2.getText());
perimeter=2*(l+b);
jLabel3.setText("Perimeter of rectangle is : " + perimeter);
```

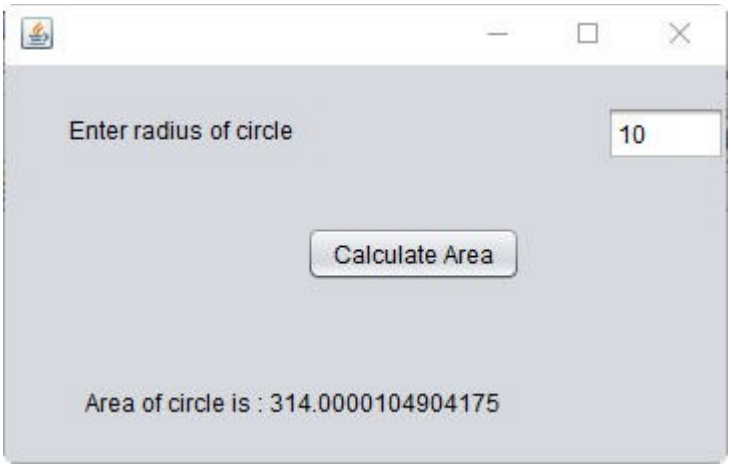
7. Program to find volume of box based on width, depth and height of box



Coding for Calculate Volume button

```
int w,d,h,volume;
w=Integer.parseInt(jTextField1.getText());
d=Integer.parseInt(jTextField2.getText());
h=Integer.parseInt(jTextField3.getText());
volume=w*d*h;
jLabel4.setText("Volume is : " + volume);
```

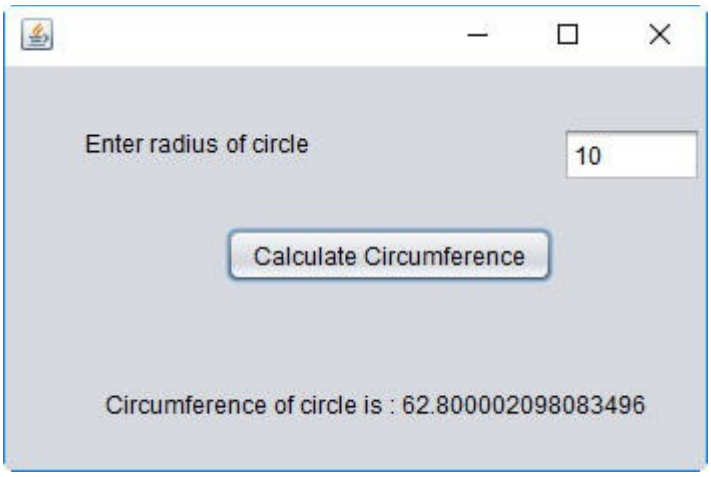
8. Program to find area of circle based on radius of circle



Coding for Calculate Area Button

```
double radius,area;
radius=Double.parseDouble(jTextField1.getText());
area=3.14f*radius*radius;
jLabel2.setText("Area of circle is : " + area);
```

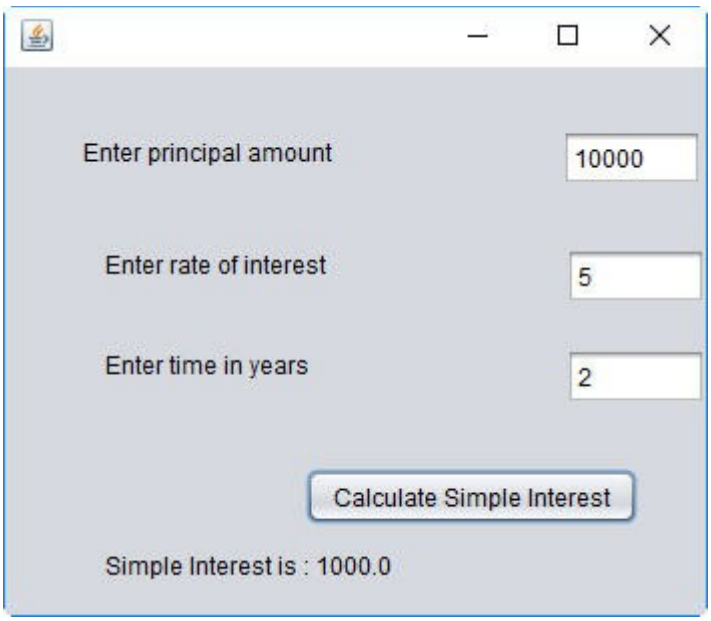
9. Program to find circumference of circle based on radius of circle



Coding for Calculate Circumference Button

```
double radius,circumference;
radius=Double.parseDouble(jTextField1.getText());
circumference=2*3.14f*radius;
jLabel2.setText("Circumference of circle is : " + circumference);
```

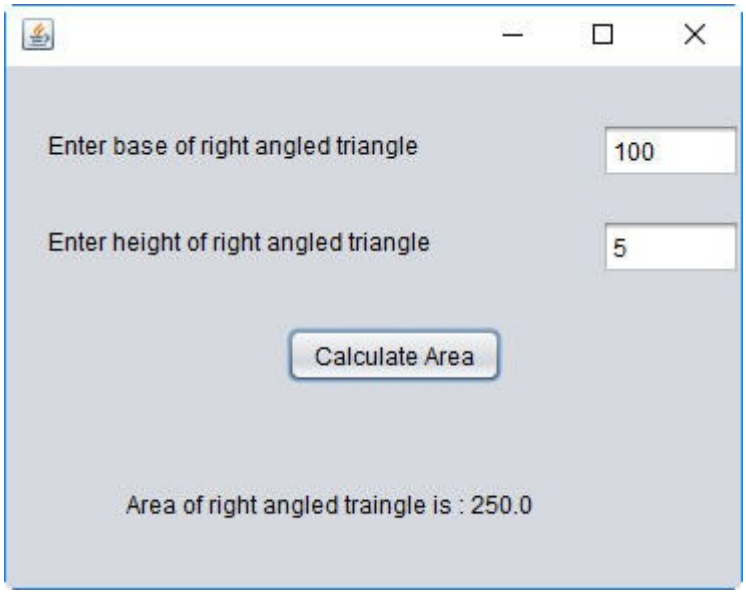
10. Program to calculate Simple Interest based on Principal Amount, Rate of Interest and Time in Years



Coding for Calculate Simple Interest

```
double p,r,t,si;
p=Double.parseDouble(jTextField1.getText());
r=Double.parseDouble(jTextField2.getText());
t=Double.parseDouble(jTextField3.getText());
si=(p*r*t)/100;
jLabel4.setText("Simple Interest is : " + si);
```

11. Program to calculate area of right angled triangle based on base and height of right angled triangle

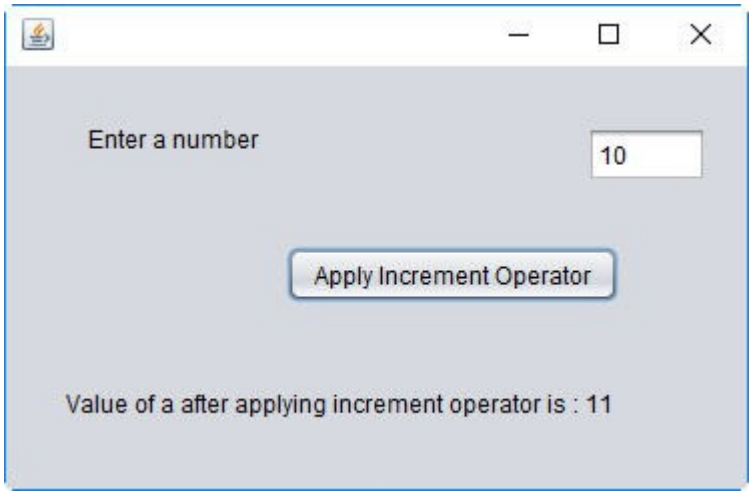


Coding for Calculate Area Button

```
double b,h,area;
b=Double.parseDouble(jTextField1.getText());
h=Double.parseDouble(jTextField2.getText());
area=0.5f*b*h;
```

jLabel3.setText("Area of right angled traingle is : "+area);

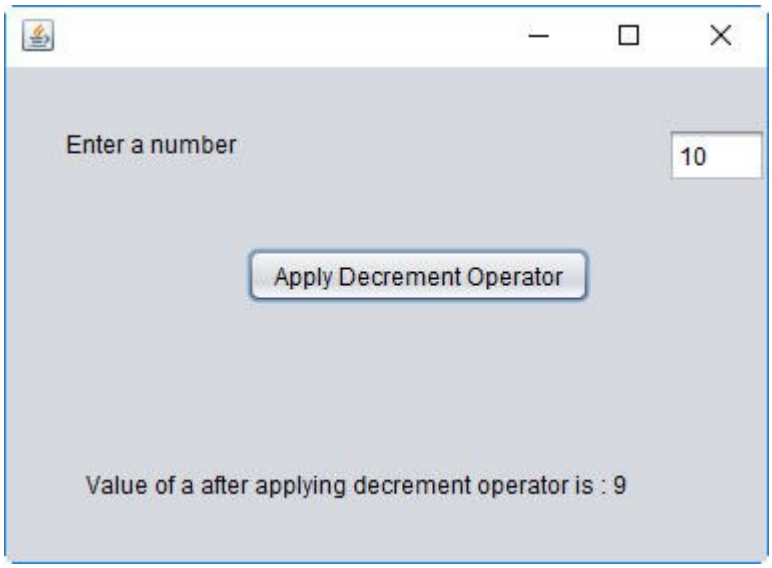
12. Program to demonstrate increement operator (++)



Coding for Apply Increment Operator Button

```
int a;
a=Integer.parseInt(jTextField1.getText());
a++;
jLabel2.setText("Value of a after applying increment operator is : " + a);
```

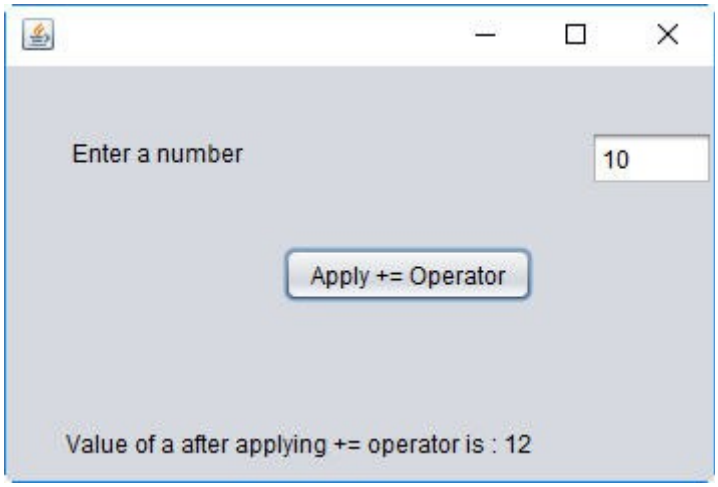
13. Program to demonstrate decrement operator (--)



Coding for Apply Decrement Operator Button

```
int a;
a=Integer.parseInt(jTextField1.getText());
a--;
jLabel2.setText("Value of a after applying decrement operator is : " + a);
```

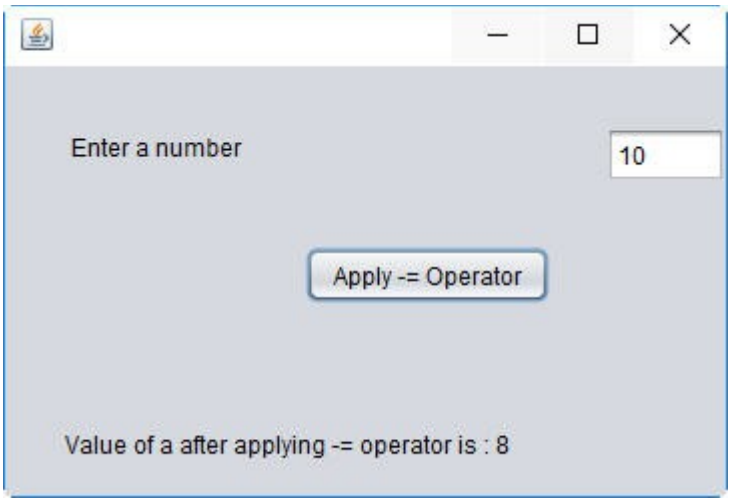
14. Program to demonstrate short hand assignment operator (+=)



Coding for Apply += Operator Button

```
int a;
a=Integer.parseInt(jTextField1.getText());
a+=2;
jLabel2.setText("Value of a after applying += operator is : " +a);
```

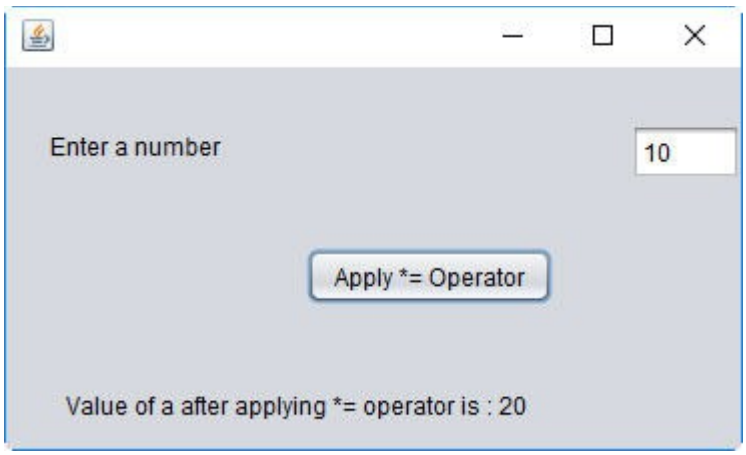
15. Program to demonstrate short hand assignment operator (-=)



Coding for Apply -= Operator Button

```
int a;
a=Integer.parseInt(jTextField1.getText());
a-=2;
jLabel2.setText("Value of a after applying -= operator is : " +a);
```

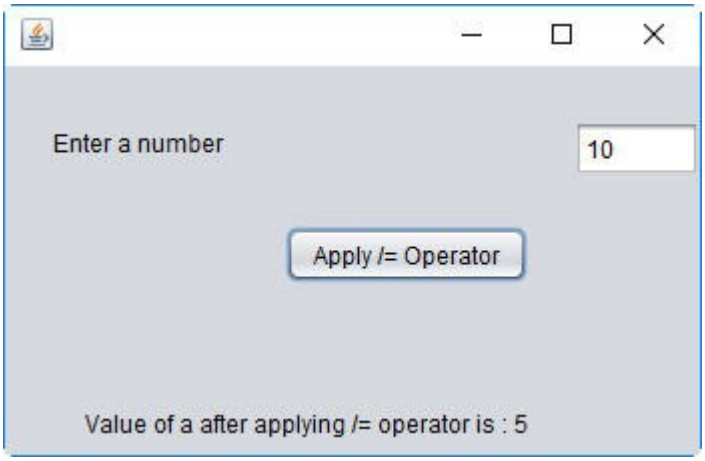
16. Program to demonstrate short hand assignment operator (*=)



Coding for Apply *= Operator Button

```
int a;
a=Integer.parseInt(jTextField1.getText());
a*=2;
jLabel2.setText("Value of a after applying *= operator is : " +a);
```

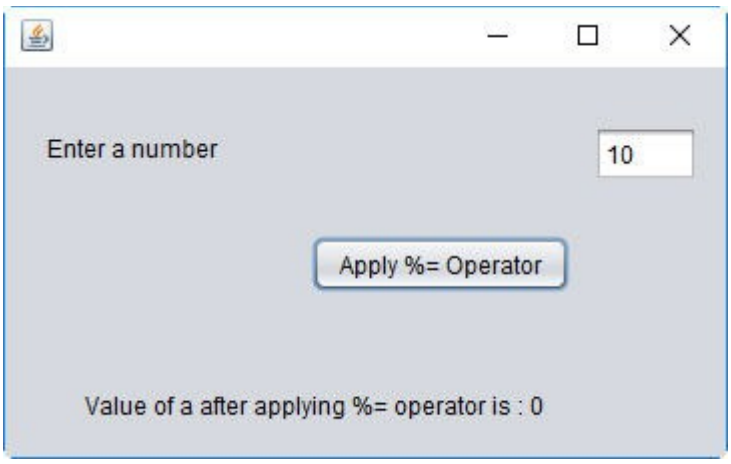
17. Program to demonstrate short hand assignment operator (/=)



Coding for Apply /= Operator Button

```
int a;
a=Integer.parseInt(jTextField1.getText());
a/=2;
jLabel2.setText("Value of a after applying /= operator is : " +a);
```

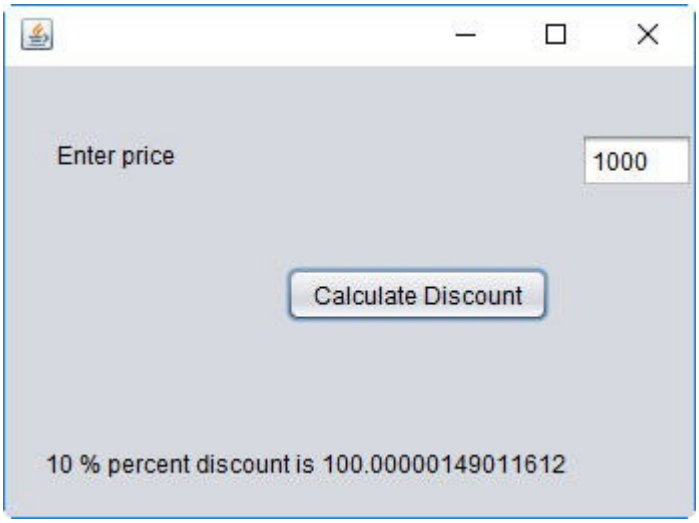
18. Program to demonstrate short hand assignment operator (%=)



Coding for Apply %= Operator Button

```
int a;
a=Integer.parseInt(jTextField1.getText());
a%=2;
jLabel2.setText("Value of a after applying %= operator is : " +a);
```

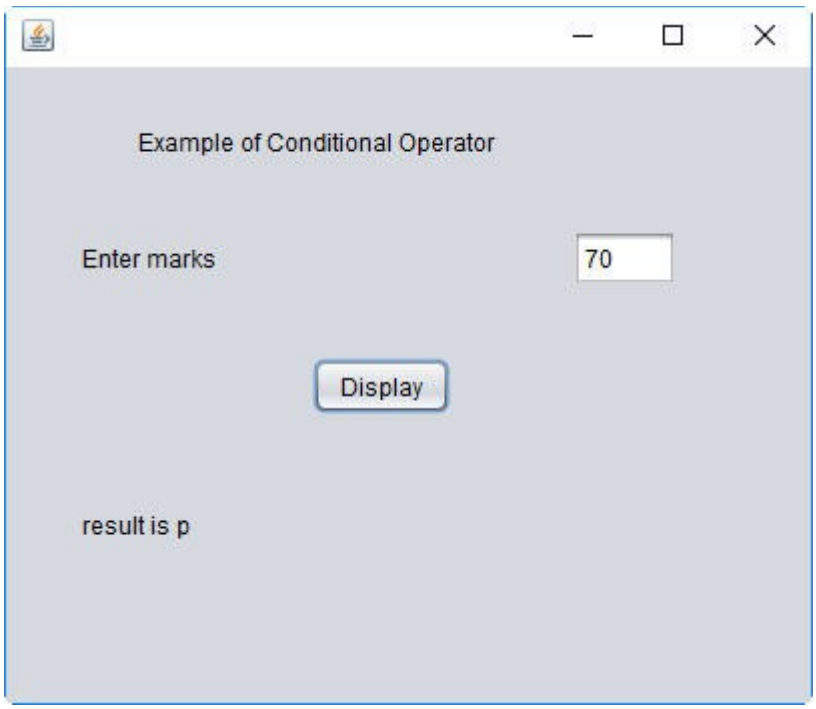
19. Program to calculate 10% discount on amount entered by user



Coding for Calculate Discount Button

```
double price,discount;
price=Double.parseDouble(jTextField1.getText());
discount=0.1f*price;
jLabel2.setText("10 % percent discount is " + discount);
```

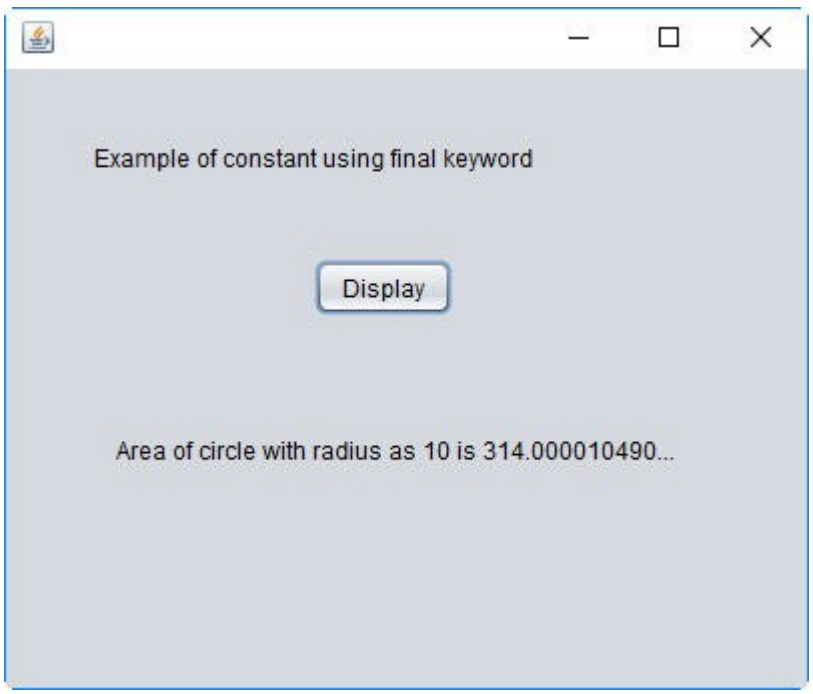
20. Program to demonstrate conditional or ternary operator if marks are greater than 40 result is p else it is f



Coding for Display Button

```
char result;
int marks;
marks=Integer.parseInt(jTextField1.getText());
result=(marks>=40?'p':'f');
jLabel3.setText("result is " + result);
```

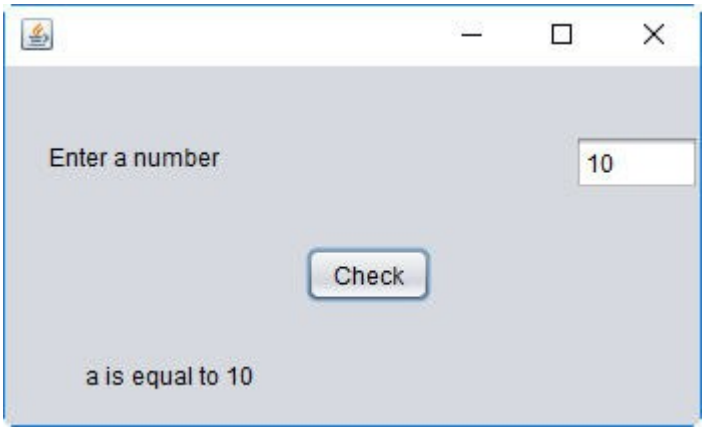
21. Program to declare a constant using final keyword



Coding for Display Button

```
final double pi=3.14f;
double area;
area=pi*10*10;
jLabel2.setText("Area of circle with radius as 10 is " +  area);
```

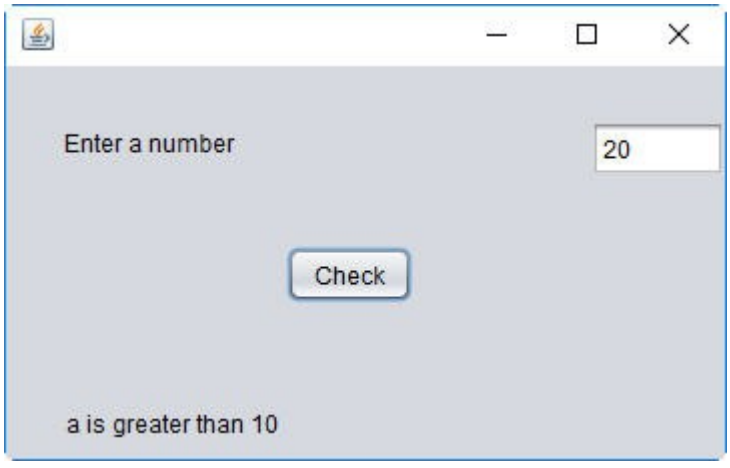
22. Program to check whether number is equal to 10 or not



Coding for Check Button

```
int a;
a=Integer.parseInt(jTextField1.getText());
if(a==10)
{
jLabel2.setText("a is equal to 10 ");
}
```

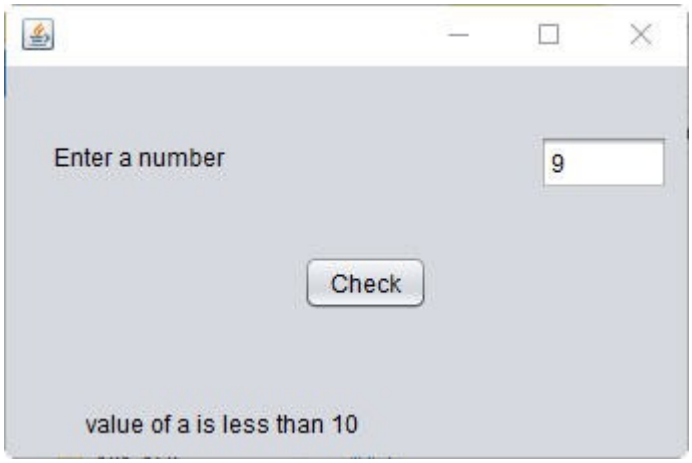
23. Program to check whether number is greater than 10 or not



Coding for Check Button

```
int a;
a=Integer.parseInt(jTextField1.getText());
if(a>10)
{
        jLabel2.setText("a is greater than 10");
}
```

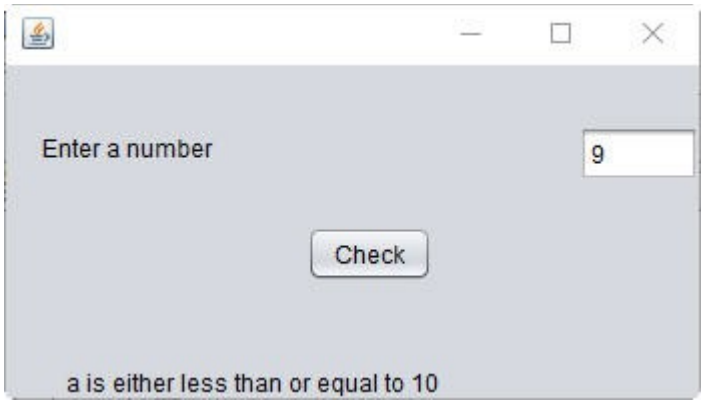
24. Program to check whether number is less than 10 or not



Coding for Check Button

```
int a;
a=Integer.parseInt(jTextField1.getText());
if(a<10)
{
        jLabel2.setText("value of a is less than 10");
}
```

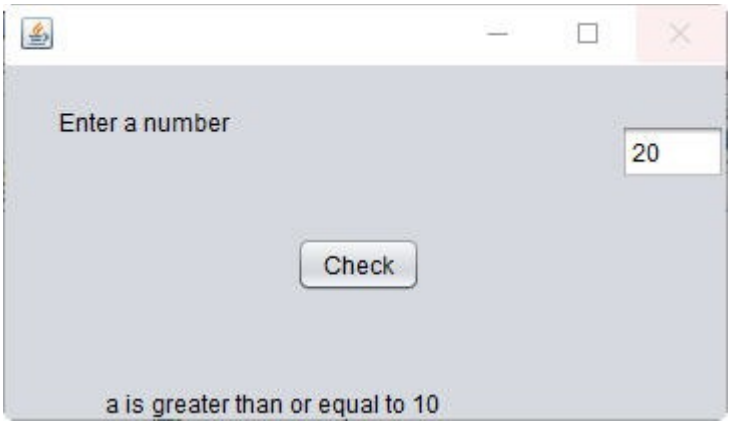
25. Program to check whether a is either less than or equal to 10



Coding for Check Button

```
int a;
a=Integer.parseInt(jTextField1.getText());
if(a<=10)
{
   jLabel2.setText("a is either less than or equal to 10");
}
```

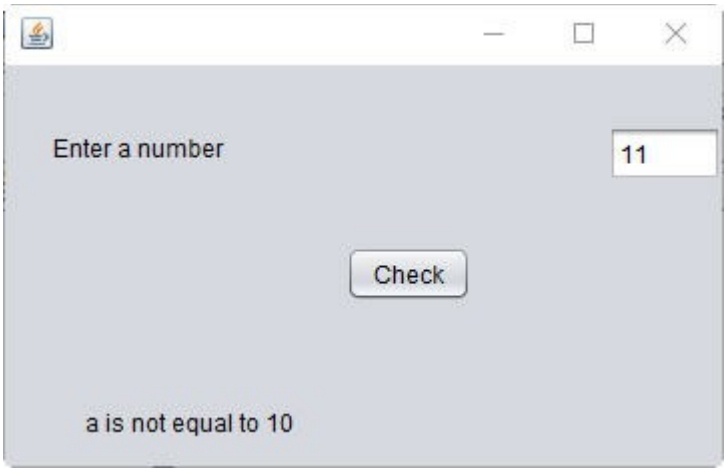
26. Program to check whether a is either greater than 10 or not



Coding for check button

```
int a;
a=Integer.parseInt(jTextField1.getText());
if(a>=10)
{
        jLabel2.setText("a is greater than or equal to 10");
}
```

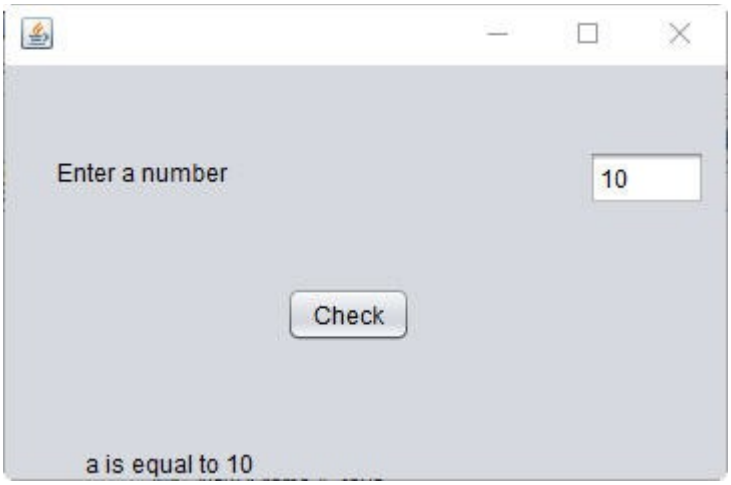
27. Program to check whether a is not equal to 10



Coding for check button

```
int a;
a=Integer.parseInt(jTextField1.getText());
if(a!=10)
{
        jLabel2.setText("a is not equal to 10");
}
```

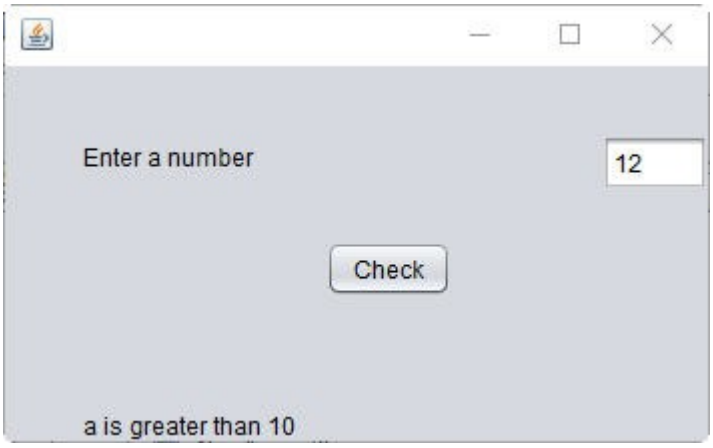
28. Program to check whether a is equal to 10 or not



Coding for Check Button

```
int a;
a=Integer.parseInt(jTextField1.getText());
if(a==10)
{
        jLabel2.setText("a is equal to 10");
}
else
{
        jLabel2.setText("a is not equal to 10");
}
```

29. Program to check whether a is greater than 10 or not



Coding for Check Button

```
int a;
a=Integer.parseInt(jTextField1.getText());
if(a>10)
{
        jLabel2.setText("a is greater than 10");
}
else
{
```

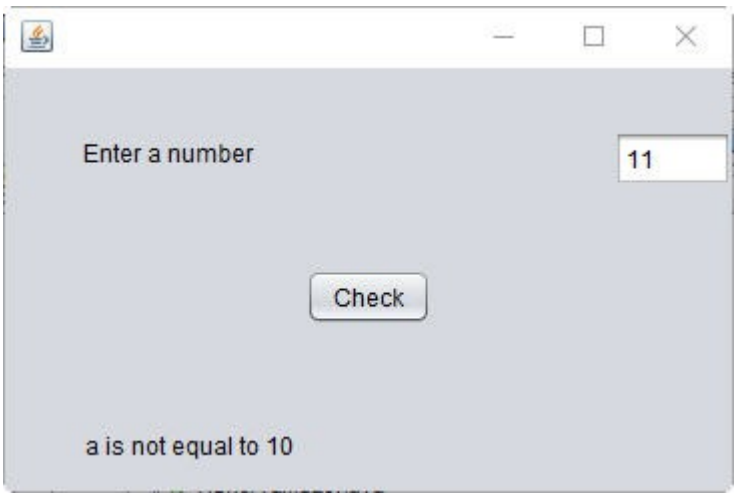
```
        jLabel2.setText("a is either less than 10 or equal to 10");
}
```

30. Program to check whether a is less than 10 or not

Coding for Check Button

```
int a;
a=Integer.parseInt(jTextField1.getText());
if(a<10)
{
        jLabel2.setText("a is less than 10");
}
else
{
        jLabel2.setText("a is greater than or equal to 10");
}
```

31. Program to check whether a is not equal to 10 or not

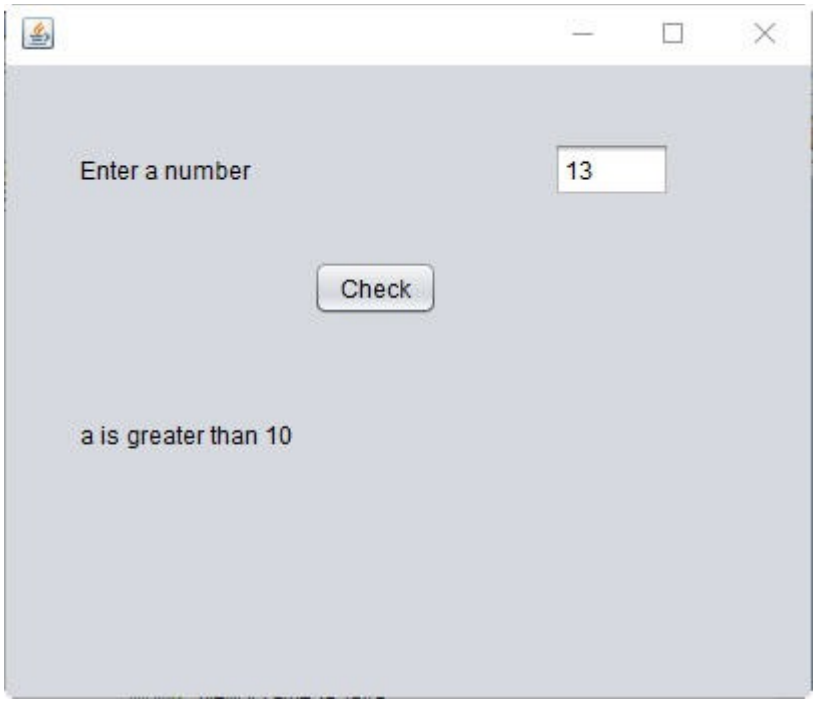


Coding for Check Button

```
int a;
a=Integer.parseInt(jTextField1.getText());
```

```
if(a!=10)
{
jLabel2.setText("a is not equal to 10");
}
else
{
jLabel2.setText("a is equal to 10");
}
```

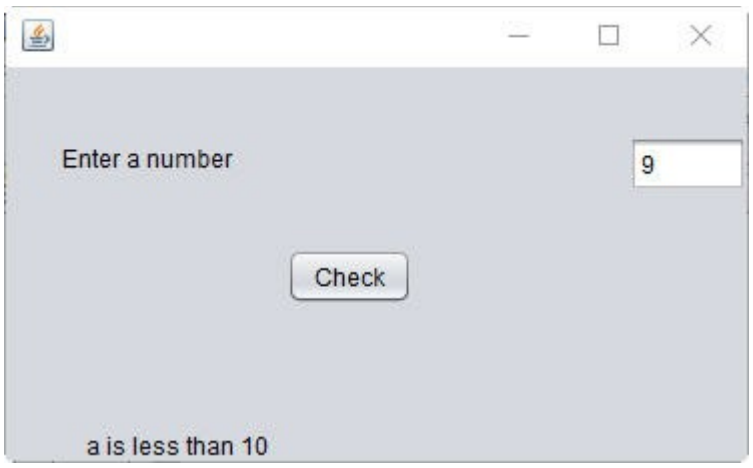
32. Program to check whether a is greater than 10 or not



Coding for Check Button

```
int a;
a=Integer.parseInt(jTextField1.getText());
if(a>10)
{
jLabel2.setText("a is greater than 10");
}
else
{
jLabel2.setText("a is either less than or equal to 10");
}
```

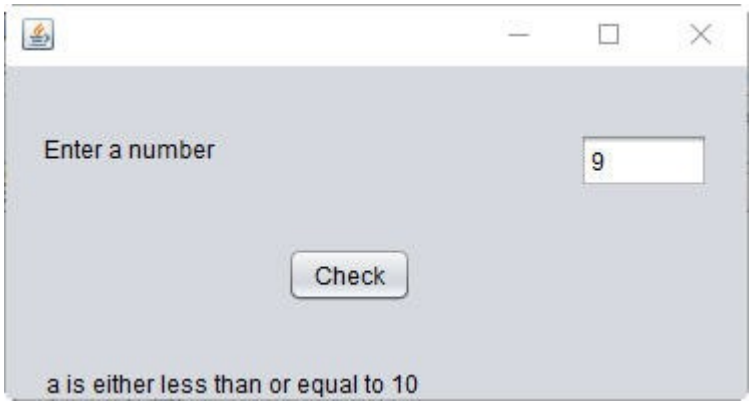
33. Program to check whether a is less than 10 or not



Coding for Check Button

```
int a;
a=Integer.parseInt(jTextField1.getText());
if(a<10)
{
jLabel2.setText("a is less than 10");
}
else
{
jLabel2.setText("a is either greater than or equal to 10");
}
```

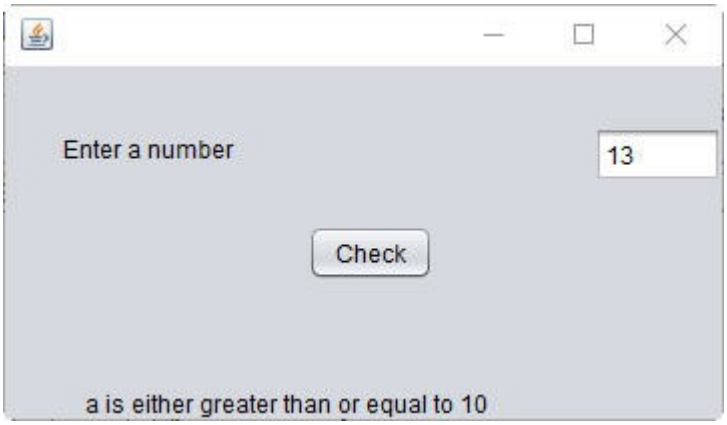
34. Program to check whether a is greater than 10 or less than 10



Coding for Check Button

```
int a;
a=Integer.parseInt(jTextField1.getText());
if(a>10)
{
jLabel2.setText("a is greater than 10");
}
else
{
jLabel2.setText("a is either less than or equal to 10");
}
```

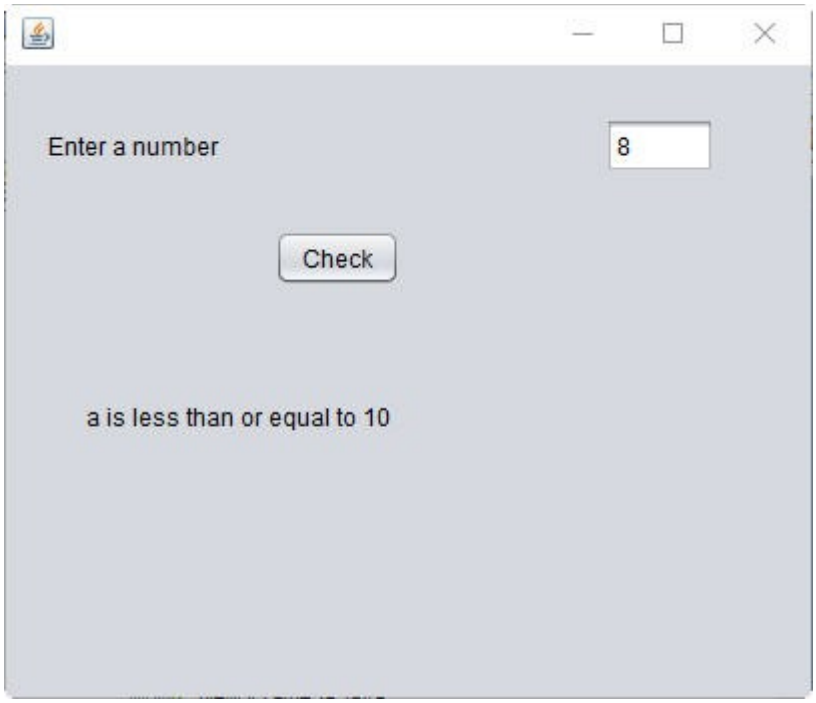
35. Program to check whether a is greater than 10 or less than or equal to 10



Coding for Check Button

```
int a;
a=Integer.parseInt(jTextField1.getText());
if(a>=10)
{
jLabel2.setText("a is either greater than or equal to 10");
}
else
{
jLabel2.setText("a is less than 10");
}
```

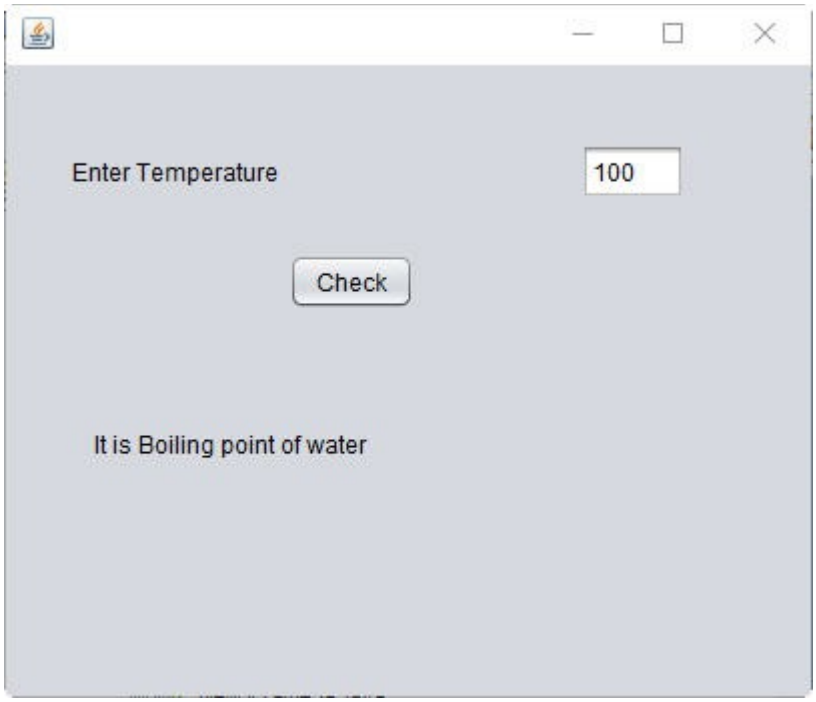
36. Program to check whether a is less than or greater than or equal to 10



Coding for Check Button

```
int a;
a=Integer.parseInt(jTextField1.getText());
if(a<=10)
{
jLabel2.setText("a is less than or equal to 10");
}
else
{
jLabel2.setText("a is greater than 10");
}
```

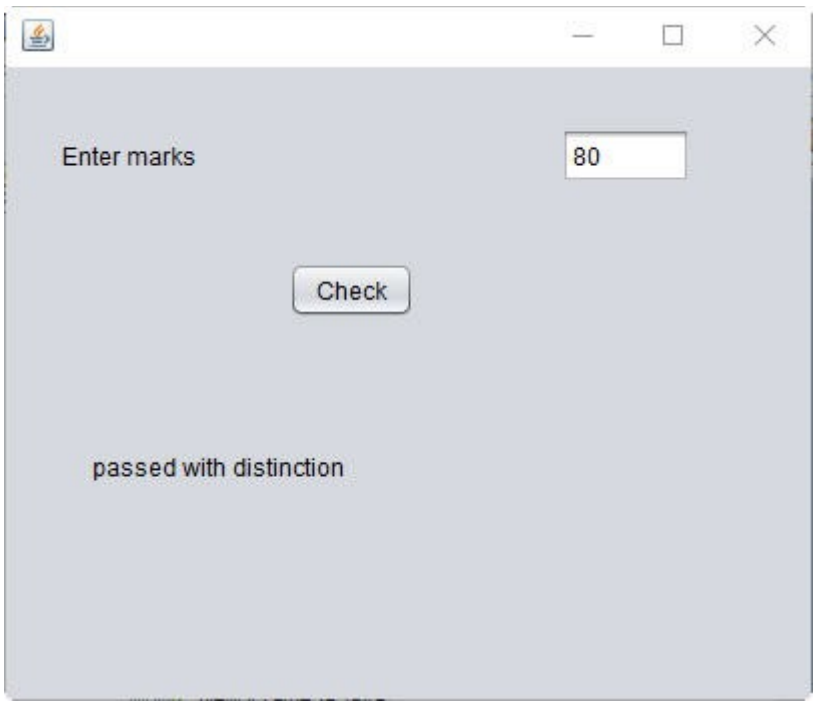
37. Program to input temperature from user and check whether it is equal to boiling point of water or not



Coding for Check Button

```
int temp;
temp=Integer.parseInt(jTextField1.getText());
if(temp==100)
{
   jLabel2.setText("It is Boiling point of water");
}
else
{
   jLabel2.setText("It is not boiling point of water");
}
```

38. Program to input marks from user and check whether student has passed with distinction or not. Marks more than 75 or equal to 75 means passed with distinction



Coding for Check Button

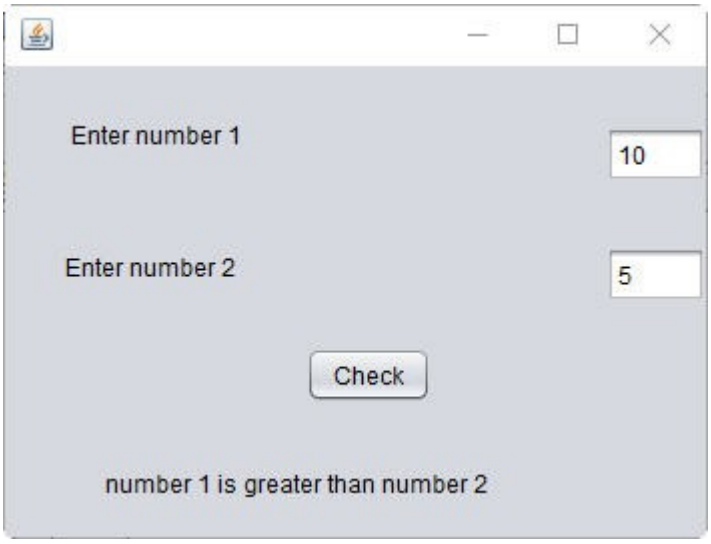
```
int marks;
marks=Integer.parseInt(jTextField1.getText());
if(marks>=75)
{
   jLabel2.setText("passed with distinction");
}
else
{
   jLabel2.setText("pass");
}
```

39. Program to input age of a person and check whether person is eligible to vote or not, person with age greater than 18 or equal to 18 is eligible to vote

Coding for Check Button

```
int age;
age=Integer.parseInt(jTextField1.getText());
if(age>=18)
{
   jLabel2.setText("You are eligible to vote");
}
else
{
   jLabel2.setText("You are not eligible to vote");
}
```

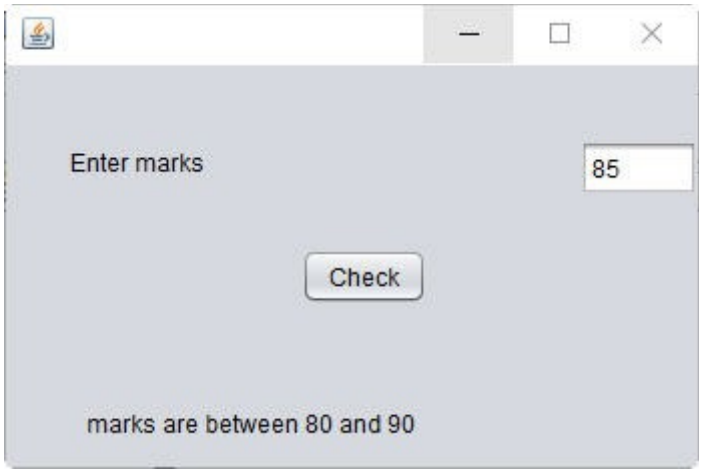
40. Program to input two numbers and check whether number 1 is greater than number 2



Coding for Check Button

```
int a,b;
a=Integer.parseInt(jTextField1.getText());
b=Integer.parseInt(jTextField2.getText());
if(a>b)
{
   jLabel3.setText("number 1 is greater than number 2");
}
else
{
   jLabel3.setText("number 2 is greater than number 1");
}
```

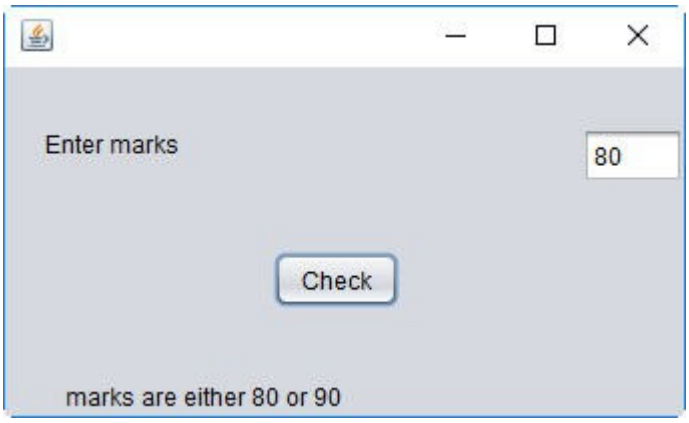
41. Program to input marks from user and check whether marks are between 80 and 90



Coding for Check Button

```
int marks;
marks=Integer.parseInt(jTextField1.getText());
if((marks>=80) && (marks<=90))
{
   jLabel2.setText("marks are between 80 and 90");
}
else
{
   jLabel2.setText("marks are not between 80 and 90");
}
```

42. Program to input marks from user and check whether marks are equal to 80 or 90

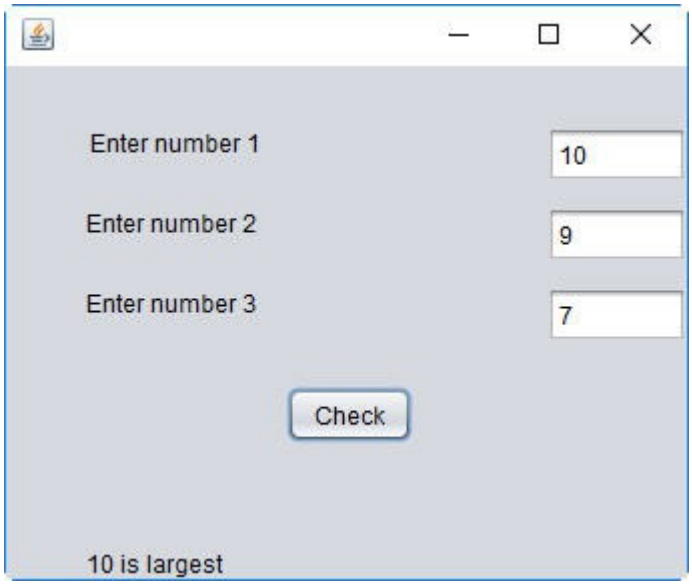


Coding for Check Button

```
int marks;
marks=Integer.parseInt(jTextField1.getText());
if((marks==80) || (marks==90))
{
   jLabel2.setText("marks are either 80 or 90");
}
else
{
   jLabel2.setText("marks are neither 80 nor 90");
```

}

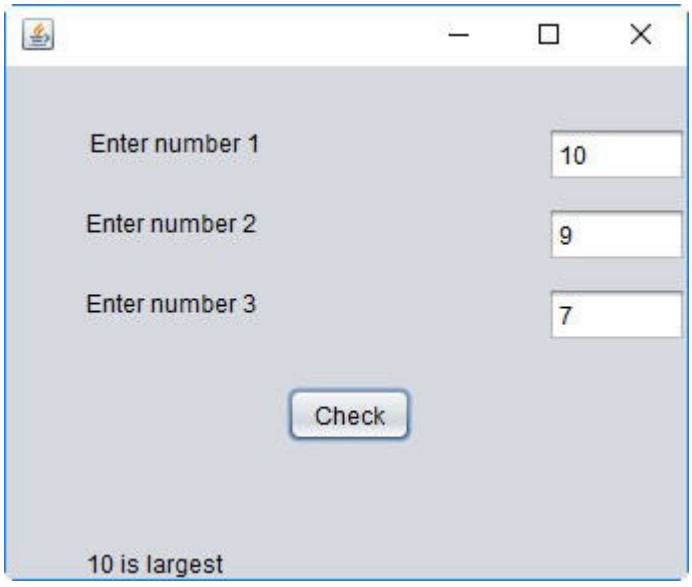
43. Program to input three numbers and find largest of them without using fourth variable



Coding for Check Button

```
int marks;
marks=Integer.parseInt(jTextField1.getText());
if((marks==80) || (marks==90))
{
   jLabel2.setText("marks are either 80 or 90");
}
else
{
   jLabel2.setText("marks are neither 80 nor 90");
}
```

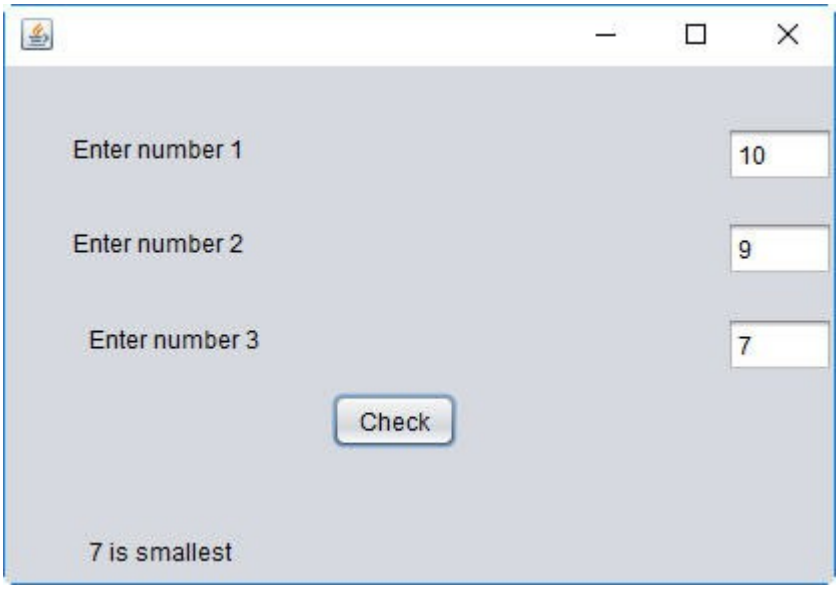
44. Program to input three numbers from user and find largest of them using a fourth variable



Coding for Check Button

```
int a,b,c,max;
a=Integer.parseInt(jTextField1.getText());
b=Integer.parseInt(jTextField2.getText());
c=Integer.parseInt(jTextField3.getText());
max=a;
if(b>max)
{
max=b;
}
if(c>max)
{
max=c;
}
jLabel4.setText(max + " is largest");
```

45. Program to input three numbers and find smallest of them without using fourth variable

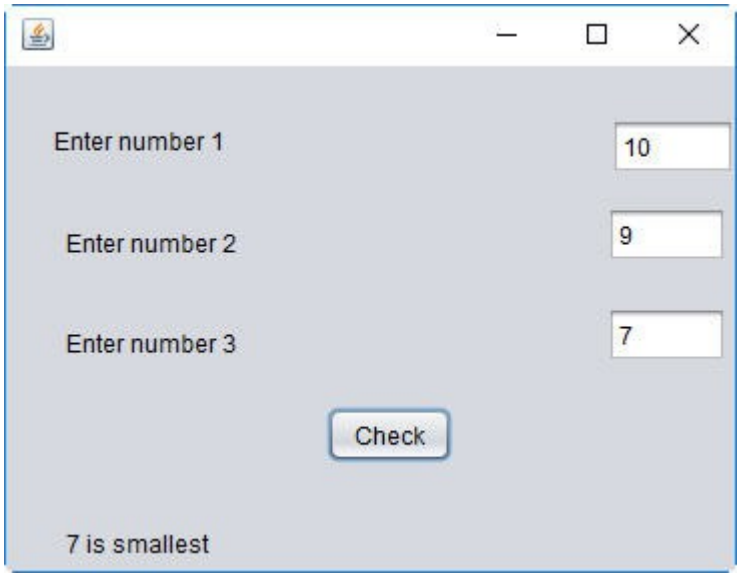


Coding for Check Button

```
int a,b,c;
a=Integer.parseInt(jTextField1.getText());
b=Integer.parseInt(jTextField2.getText());
c=Integer.parseInt(jTextField3.getText());
if((a<b) && (a<c))
{
   jLabel4.setText(a + " is smallest");
}
if((b<a) && (b<c))
{
   jLabel4.setText(b + " is smallest");
}
if((c<a) && (c<b))
{
   jLabel4.setText(c + " is smallest");
```

}

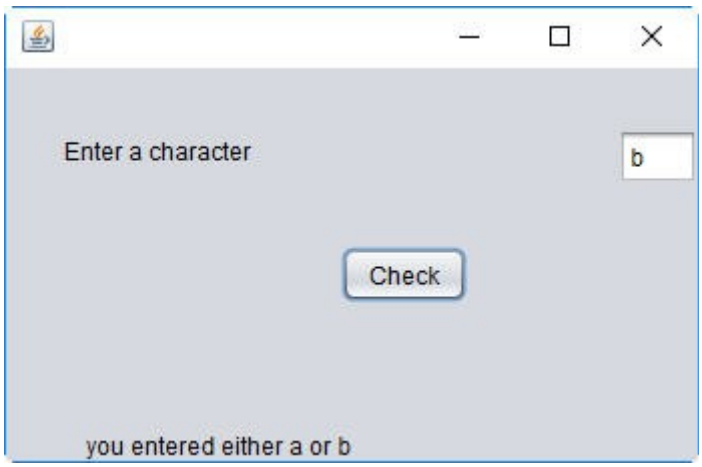
46. Program to input three numbers and find smallest of them using fourth variable



Coding for Check Button

```
int a,b,c,min;
a=Integer.parseInt(jTextField1.getText());
b=Integer.parseInt(jTextField2.getText());
c=Integer.parseInt(jTextField3.getText());
min=a;
if(b<min)
{
min=b;
}
if(c<min)
{
min=c;
}
jLabel4.setText(min + " is smallest");
```

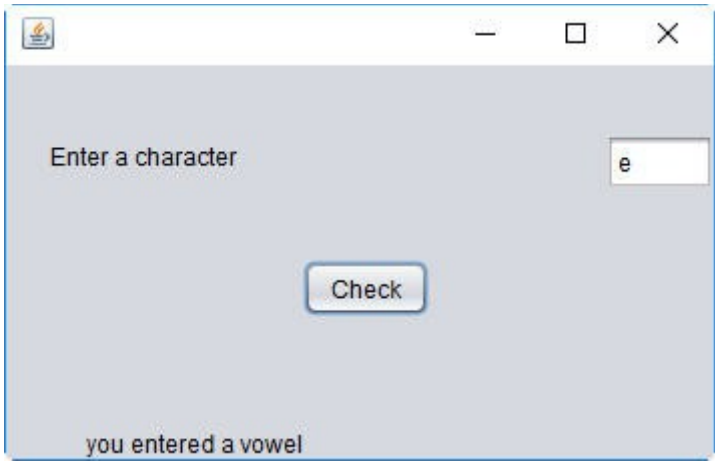
47. Program to input a character from user and check whether it is equal to a or b



Coding for Check Button

```
char ch;
ch=jTextField1.getText().charAt(0);
if((ch=='a') || (ch=='b'))
{
   jLabel2.setText("you entered either a or b");
}
else
{
   jLabel2.setText("you have neither entred a nor b");
}
```

48. Program to input a character from user and check whether it is vowel or not using if-else statement

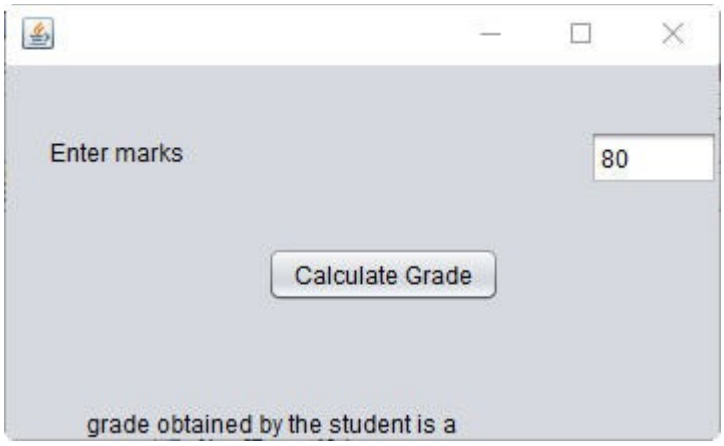


Coding for Check Button

```
char ch;
ch=jTextField1.getText().charAt(0);
if((ch=='a') || (ch=='e') || (ch=='i') || (ch=='o') || (ch=='u'))
{
jLabel2.setText("you entered a vowel");
}
else
{
jLabel2.setText("you have not entered a vowel");
}
```

49. Program to input marks of user and compute grade of user based on following table

>=80 and <=100	a
>=70 and < 80	b
>=60 and < 70	c
< 60	d

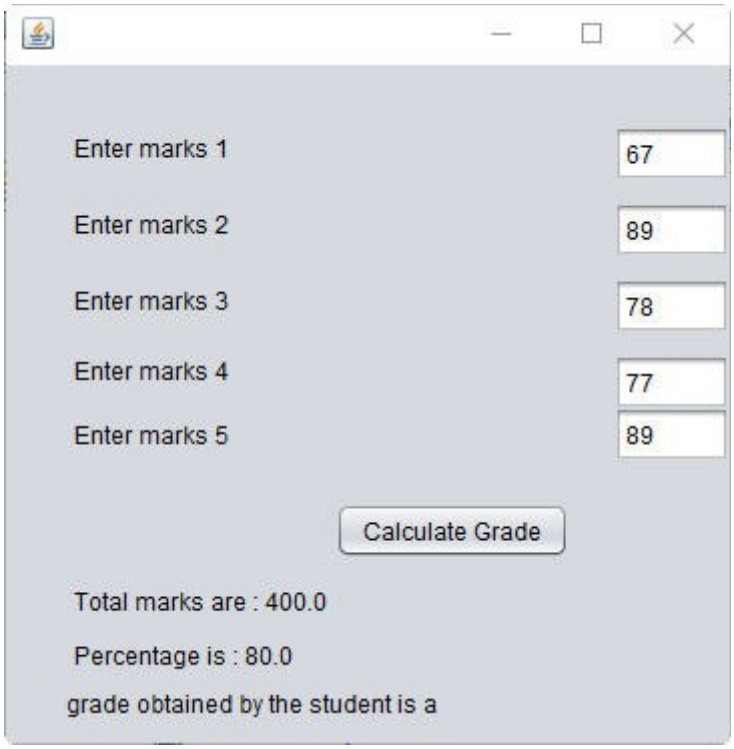


Coding for Calculate Grade Button

```
int marks;
char grade;
marks=Integer.parseInt(jTextField1.getText());
if((marks>=80) &&(marks<=100))
{
grade='a';
}
else if((marks>=70) && (marks<80))
{
grade='b';
}
else if((marks>=60) && (marks<70))
{
grade='c';
}
else
{
grade='d';
}
jLabel2.setText("grade obtained by the student is " + grade);
```

50. Program to input marks in five subjects from user and calculate total, percentage and grade of student based on following table

>=80 and <=100	a
>=70 and < 80	b
>=60 and < 70	c
< 60	d

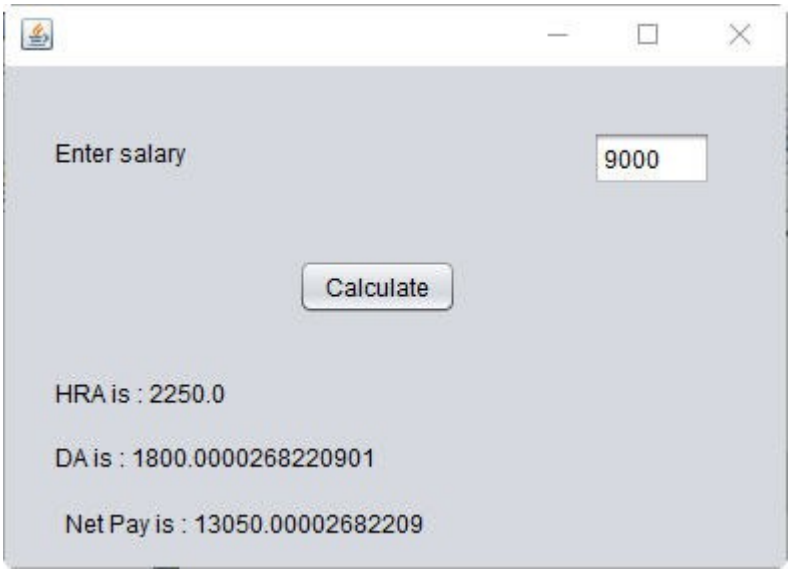


Coding for Calculate Grade Button

```
int marks1,marks2,marks3,marks4,marks5;
double total=0,percentage=0;
char grade;
marks1=Integer.parseInt(jTextField1.getText());
marks2=Integer.parseInt(jTextField2.getText());
marks3=Integer.parseInt(jTextField3.getText());
marks4=Integer.parseInt(jTextField4.getText());
marks5=Integer.parseInt(jTextField5.getText());
total=marks1+marks2+marks3+marks4+marks5;
percentage=total/5;
if((percentage>=80) &&(percentage<=100))
{
grade='a';
}
else if((percentage>=70) && (percentage<80))
{
grade='b';
}
else if((percentage>=60) && (percentage<70))
{
grade='c';
}
else
{
grade='d';
}
jLabel6.setText("Total marks are : " + total);
jLabel7.setText("Percentage is : "+percentage);
jLabel8.setText("grade obtained by the student is " + grade);
```

51. Program to input basic salary from user and calculate hra and da and netpay based on following table

Salary >= 6000 and <= 10000	Hra = 25% Da = 20%
Salary >= 2000 and < 6000	Hra = 20% Da = 15%
<2000	Hra = 15% Da = 10%



Coding for Calculate Button

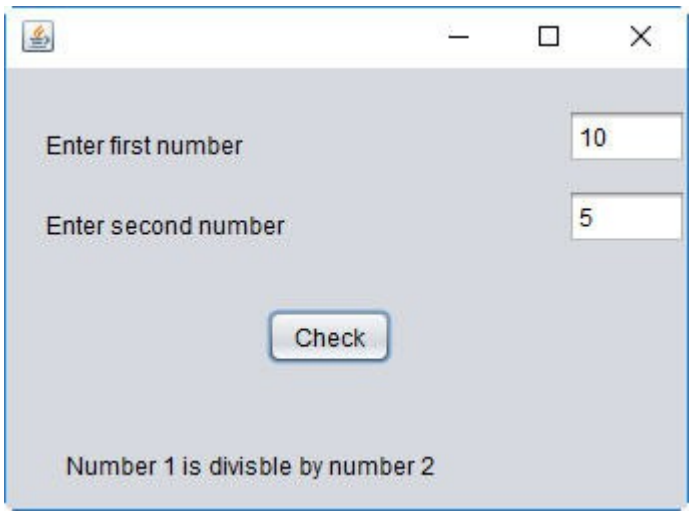
```
double salary,hra=0,da=0,netpay=0;
salary=Double.parseDouble(jTextField1.getText());
if((salary>=6000) && (salary<=10000))
{
   hra=0.25f*salary;
   da=0.2f*salary;
}
else if((salary>=2000) && (salary<6000))
{
   hra=0.2f*salary;
   da=0.15f*salary;
}
else
{
   hra=0.15f*salary;
   da=0.1f*salary;
}
netpay=salary+hra+da;
jLabel2.setText("HRA is : " +hra);
jLabel3.setText("DA is : " + da);
jLabel4.setText("Net Pay is : " + netpay);
```

52. Program to input a number and check whether it is even or odd

Coding for Check Even Odd Button

```
int a;
a=Integer.parseInt(jTextField1.getText());
if(a%2==0)
{
   jLabel2.setText("Number is Even");
}
else
{
   jLabel2.setText("Number is Odd");
}
```

53. Program to input two numbers and check whether number 1 is divisible by number 2 or not

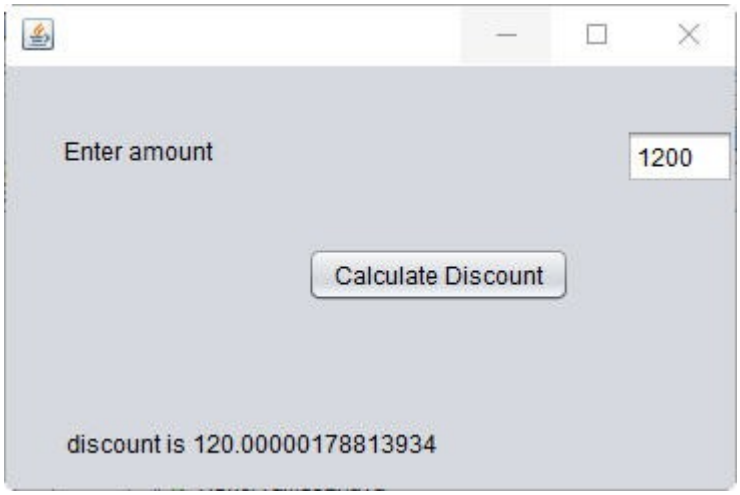


Coding for Check Button

```
int a,b;
a=Integer.parseInt(jTextField1.getText());
b=Integer.parseInt(jTextField2.getText());
if(a%b==0)
{
   jLabel3.setText("Number 1 is divisble by number 2");
}
else
```

```
{
   jLabel3.setText("Number 1 is not divisble by number 2");
}
```

54. Program to input amount from user and calculate discount as based on following condition if amount>=1000 discount is 10% else 5 %



Coding for Calculate Discount Button

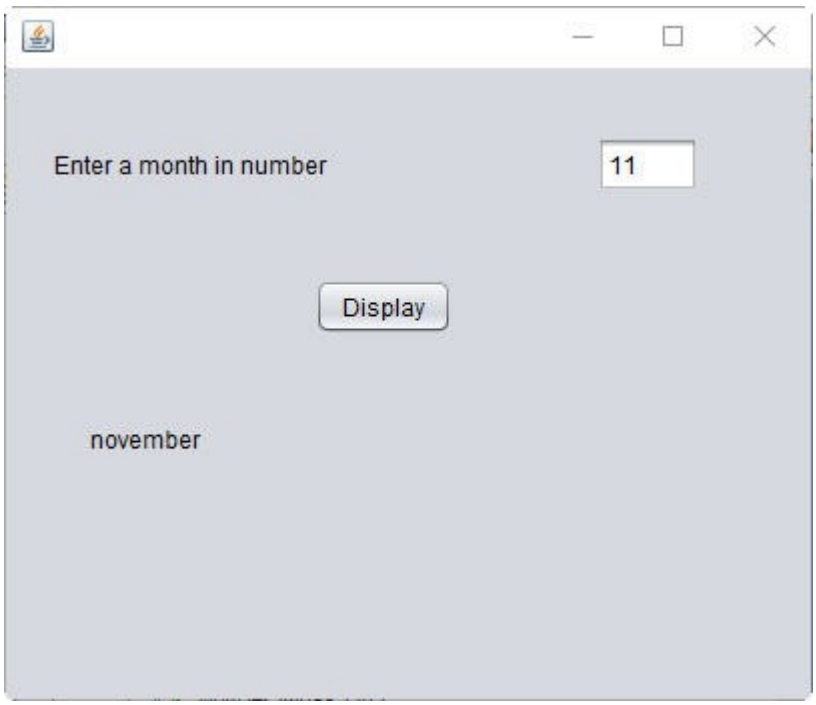
```
double price,discount;
price=Double.parseDouble(jTextField1.getText());
if(price>=1000)
{
discount=0.1f*price;
}
else
{
discount=0.05f*price;
}
jLabel2.setText("discount is " + discount);
```

55. Program to input day in number and display day in words using switch statement

Coding for Display Button

```
int day;
day=Integer.parseInt(jTextField1.getText());
switch(day)
{
case 1:
jLabel2.setText("monday");
break;
case 2:
jLabel2.setText("tuesday");
break;
case 3:
jLabel2.setText("wednesday");
break;
case 4:
jLabel2.setText("thursday");
break;
case 5:
jLabel2.setText("friday");
break;
case 6:
jLabel2.setText("saturday");
break;
case 7:
jLabel2.setText("sunday");
break;
default:
jLabel2.setText("enter a day between 1 and 7");
}
```

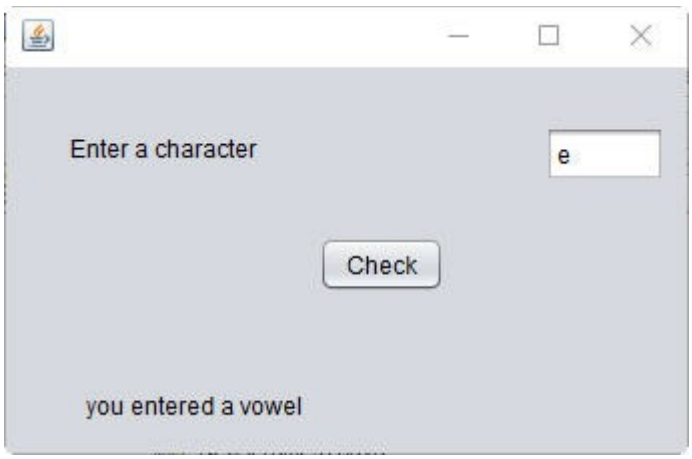
56. Program to input month in number and display month in words using switch statement



Coding for Display Button

```
int month;
month=Integer.parseInt(jTextField1.getText());
switch(month)
{
case 1:
jLabel2.setText("january");
break;
case 2:
jLabel2.setText("february");
break;
case 3:
jLabel2.setText("march");
break;
case 4:
jLabel2.setText("april");
break;
case 5:
jLabel2.setText("may");
break;
case 6:
jLabel2.setText("june");
break;
case 7:
jLabel2.setText("july");
break;
case 8:
jLabel2.setText("august");
break;
case 9:
jLabel2.setText("september");
break;
case 10:
jLabel2.setText("october");
break;
case 11:
jLabel2.setText("november");
break;
case 12:
jLabel2.setText("december");
break;
default:
jLabel2.setText("enter a month between 1 and 12");
}
```

57. Program to input a character from user and check whether it is vowel or not using switch statement



Coding for Check Button

```
char ch;
ch=jTextField1.getText().charAt(0);
switch(ch)
{
case 'a':
jLabel2.setText("you entered a vowel");
break;
case 'e':
jLabel2.setText("you entered a vowel");
break;
case 'i':
jLabel2.setText("you enetred a vowel");
break;
case 'o':
jLabel2.setText("you enetred a vowel");
break;
case 'u':
jLabel2.setText("you entered a vowel");
break;
default:
jLabel2.setText("enter a vowel (a,e,i,o,u)");
}
```

58. Program to input three numbers and display numbers in ascending order

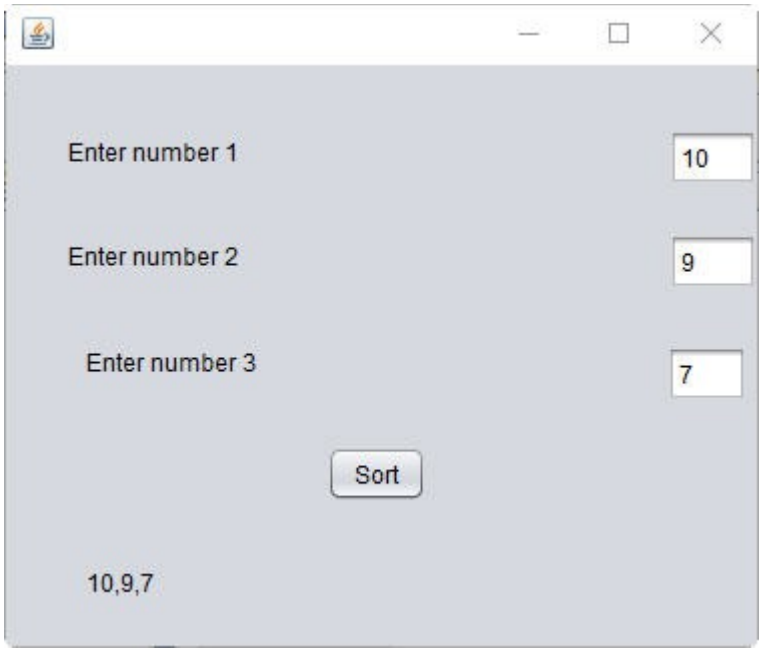
Coding for Sort Button

```
int a,b,c,low,low2,low3;
    a=Integer.parseInt(jTextField1.getText());
    b=Integer.parseInt(jTextField2.getText());
    c=Integer.parseInt(jTextField3.getText());

        low=a;
     low2=a;
     low3=a;
        if(b<low)
        {
                low=b;
        }
        if(c<low)
        {
                low=c;
        }
        if(a==low)
        {
                if(b<c)
                {
                        low2=b;
                        low3=c;
                }
                else
                {
                        low2=c;
                        low3=b;
                }
        }
        else
                if(b==low)
                {
                        if(a<c)
```

```
                {
                        low2=a;
                        low3=c;
                }
                else
                {
                        low2=c;
                        low3=a;
                }
        }
        else
                if(c==low)
                {
                        if(a<b)
                        {
                                low2=a;
                                low3=b;
                        }
                        else
                        {
                                low2=b;
                                low3=a;
                        }
                }
    jLabel4.setText(low + "," + low2 + "," + low3);
```

59. Program to input three numbers and sort numbers in descending order



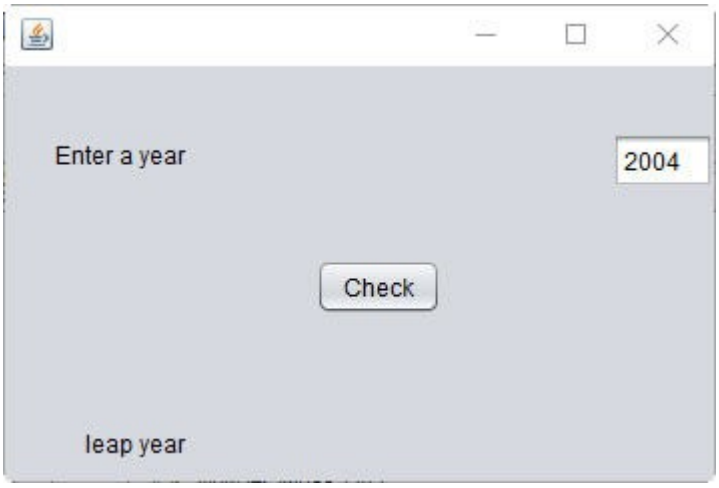
Coding for Sort Button

```
int a,b,c,big,big2,big3;
    a=Integer.parseInt(jTextField1.getText());
    b=Integer.parseInt(jTextField2.getText());
    c=Integer.parseInt(jTextField3.getText());
```

```
   big=a;
big2=a;
big3=a;
   if(b>big)
   {
          big=b;
   }
   if(c>big)
   {
          big=c;
   }
   if(a==big)
   {
          if(b>c)
          {
                big2=b;
                big3=c;
          }
          else
          {
                big2=c;
                big3=b;
          }
   }
   else
          if(b==big)
          {
                if(a>c)
                {
                      big2=a;
                      big3=c;
                }
                else
                {
                      big2=c;
                      big3=a;
                }
          }
          else
                if(c==big)
                {
                      if(a>b)
                      {
                            big2=a;
                            big3=b;
                      }
                      else
                      {
                            big2=b;
                            big3=a;
                      }
                }
```

```
jLabel4.setText(big + "," + big2 + "," + big3);
```

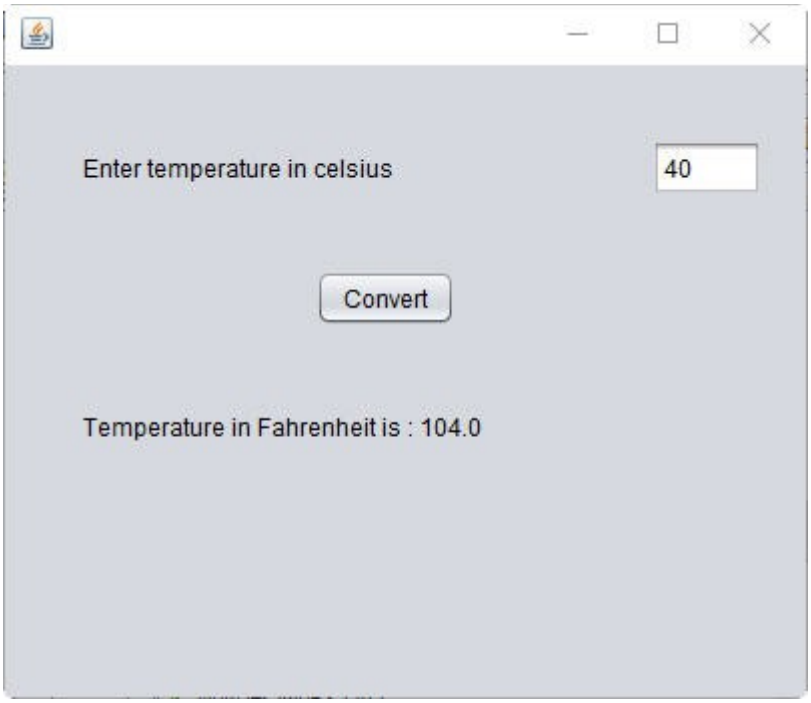
60. Program to input year in number and check whether year is a leap year or not



Coding for Check Button

```
int year;
   year=Integer.parseInt(jTextField1.getText());
   if((year%100==0) || (year%400==0))
   {
      jLabel2.setText("leap year");
   }
   else
   {
      if(year%4==0)
      {
         jLabel2.setText("leap year");
      }
      else
      {
         jLabel2.setText("not a leap year");
      }
   }
```

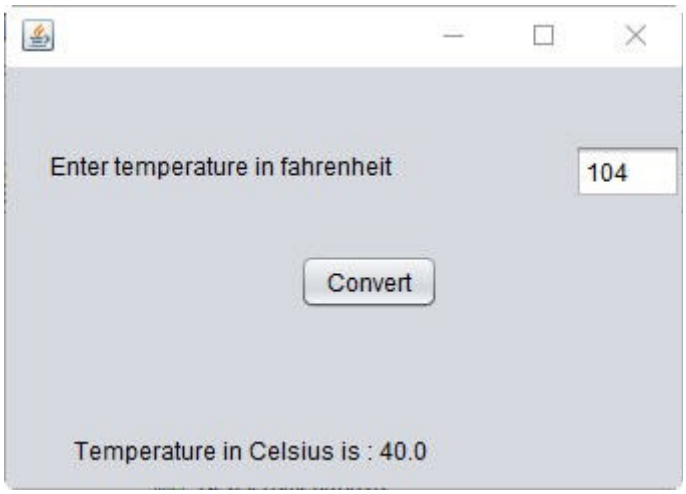
61. Program to input temperature in celsius and convert it to fahrenheit using formula conv=(1.8*temp)+32;



Coding for Convert Button

```
double temp,conv;
temp=Double.parseDouble(jTextField1.getText());
conv=(1.8*temp)+32;
jLabel2.setText("Temperature in Fahrenheit is : " + conv);
```

62. Program to input temperature in fahrenheit and convert it to celsius



Coding for Convert Button

```
double temp,conv;
temp=Double.parseDouble(jTextField1.getText());
conv=(temp-32)/1.8;
jLabel2.setText("Temperature in Celsius is : " + conv);
```

63. Program to display numbers from 0 to 9 using for loop

Coding for Display Button

```
int i;
for(i=0;i<10;i++)
{
jLabel1.setText(jLabel1.getText()+ " " + i);
}
```

64. Program to display numbers from 0 to 10 using for loop

Coding for Display Button

```
int i;
for(i=0;i<=10;i++)
{
jLabel1.setText(jLabel1.getText()+ " " + i);
}
```

65. Program to display numbers from 9 to 0 using for loop (in reverse order)

Coding for Display Button

```
int i;
for(i=9;i>=0;i--)
{
jLabel1.setText(jLabel1.getText()+ " " + i);
}
```

66. Program to display numbers from 10 to 0 using for loop (in reverse order)

Coding for Display Button

```
int i;
for(i=10;i>=0;i--)
{
jLabel1.setText(jLabel1.getText()+ " " + i);
}
```

67. Program to print numbers from 0 to 10 using for loop with a gap of 2 between the numbers

Coding for Display Button

```
int i;
for(i=0;i<=10;i+=2)
{
jLabel1.setText(jLabel1.getText()+ " " + i);
}
```

68. Program to display numbers from 0 to 50 using for loop with a gap of 5 between the numbers

Coding for Display Button

```
int i;
for(i=0;i<=50;i+=5)
{
jLabel1.setText(jLabel1.getText()+ " " + i);
}
```

69. Program to display numbers from 50 to 1 using for loop (in reverse order)

Coding for Display Button

```
int i;
for(i=50;i>=1;i-=5)
{
jLabel1.setText(jLabel1.getText()+ " " + i);
}
```

70 . Program to calculate sum of numbers from 1 to 10 using for loop

Coding for Display Button

```
int i;
int sum=0;
for(i=1;i<=10;i++)
{
sum=sum+i;
}
jLabel1.setText("sum of numbers from 1 to 10 is " + sum);
```

71. Program to calculate sum of even numbers from 1 to 10 using for loop

Coding for Display Button

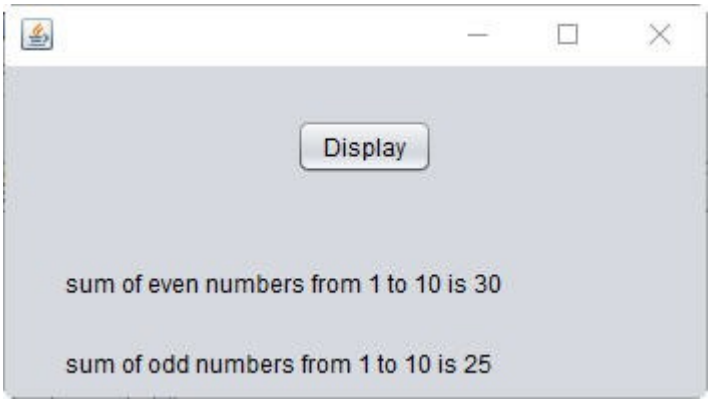
```
int i;
int sumeven=0;
for(i=1;i<=10;i++)
{
if(i%2==0)
{
sumeven=sumeven+i;
}
}
jLabel1.setText("sum of even numbers from 1 to 10 is " + sumeven);
```

72. Program to calculate sum of odd numbers from 1 to 10 using for loop

Coding for Display Button

```
int i;
int sumodd=0;
for(i=1;i<=10;i++)
{
if(i%2!=0)
{
sumodd=sumodd+i;
}
}
jLabel1.setText("sum of odd numbers from 1 to 10 is " + sumodd);
```

73. Program to calculate sum of even numbers and odd numbers from 1 to 10 using for loop

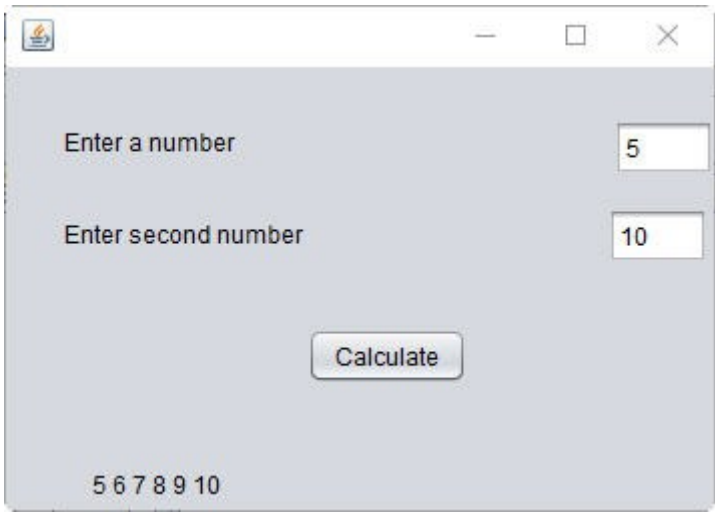


Coding for Display Button

```
int i;
int sumeven=0;
int sumodd=0;
for(i=1;i<=10;i++)
{
if(i%2==0)
{
sumeven=sumeven+i;
}
else
{
sumodd=sumodd+i;
}
}
```

```
jLabel1.setText("sum of even numbers from 1 to 10 is " + sumeven);
jLabel2.setText("sum of odd numbers from 1 to 10 is " + sumodd);
```

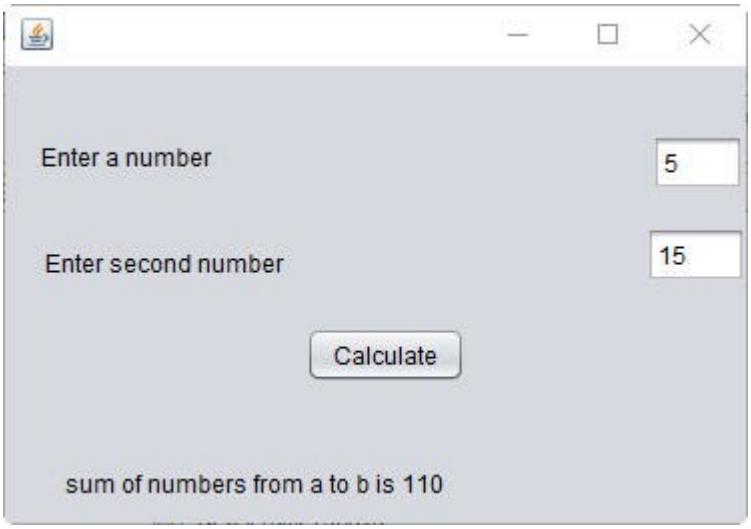
74. Program to input two numbers and display numbers between them



Coding for Calculate Button

```
int a,b;
int i;
a=Integer.parseInt(jTextField1.getText());
b=Integer.parseInt(jTextField2.getText());
for(i=a;i<=b;i++)
{
jLabel3.setText(jLabel3.getText()+ " " + i);
}
```

75. Program to input two numbers and calculate sum of numbers between two numbers using for loop

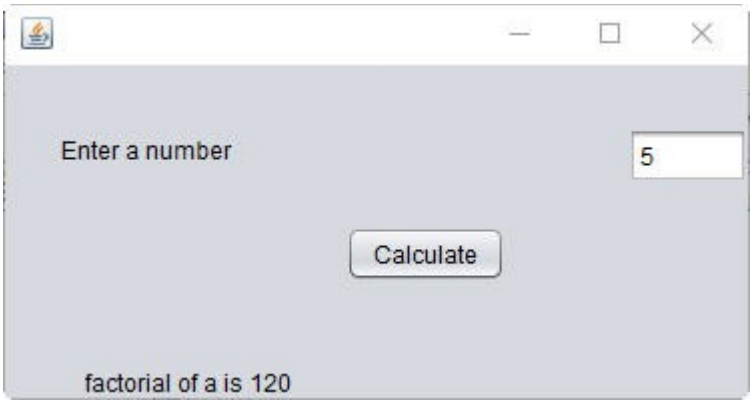


Coding for Calculate Button

```
int a,b;
```

```
int i;
int sum=0;
a=Integer.parseInt(jTextField1.getText());
b=Integer.parseInt(jTextField2.getText());;
for(i=a;i<=b;i++)
{
sum=sum+i;
}
jLabel3.setText("sum of numbers from a to b is " + sum);
```

76. Program to input a number and calculate factorial of number using for loop



Coding for Calculate Button

```
int a;
int i;
int fact=1;
a=Integer.parseInt(jTextField1.getText());
for(i=1;i<=a;i++)
{
fact=fact*i;
}
jLabel2.setText("factorial of a is " + fact);
```

77. Program to input a number and check whether the number is prime or not using for loop

Coding for Check Button

```
int i;
```

```
int a;
int prime=1;
a=Integer.parseInt(jTextField1.getText());
for(i=2;i<=a/2;i++)
{
if(a%i==0)
{
prime=0;
break;
}
}
if(prime==1)
{
jLabel2.setText("number entered is prime ");
}
else
{
jLabel2.setText("number enetred is not prime");
}
```

78. Program to display first 11 terms of fibonicci series using for loop

Coding for Display Button

```
int i;
int a=1;
int b=1;
int c;
jLabel1.setText(jLabel1.getText() + " " + a);
jLabel1.setText(jLabel1.getText() + " " + b);
for(i=2;i<=10;i++)
{
c=a+b;
jLabel1.setText(jLabel1.getText() + " " + c);
a=b;
b=c;
}
```

79. Program to print patetrn of stars in jTextArea using for loop

Coding for Display Button

```
int i,j;
for(i=1;i<=5;i++)
{
for(j=1;j<=i;j++)
{
jTextArea1.append("*");
}
jTextArea1.append("\n");
}
```

80. Program to input a number and display table of number from 1 to 10 using for loop

Coding for Display Button

```
int i,a;
a=Integer.parseInt(jTextField1.getText());
for(i=1;i<=10;i++)
{
jLabel2.setText(jLabel2.getText()+ " " + i*a);
```

}

81. Program to display numbers from 0 to 9 using while loop

Coding for Display Button

```
int i;
i=0;
while(i<10)
{
jLabel1.setText(jLabel1.getText()+ " " + i);
i++;
}
```

82. Program to display numbers from 1 to 10 using while loop

Coding for Display Button

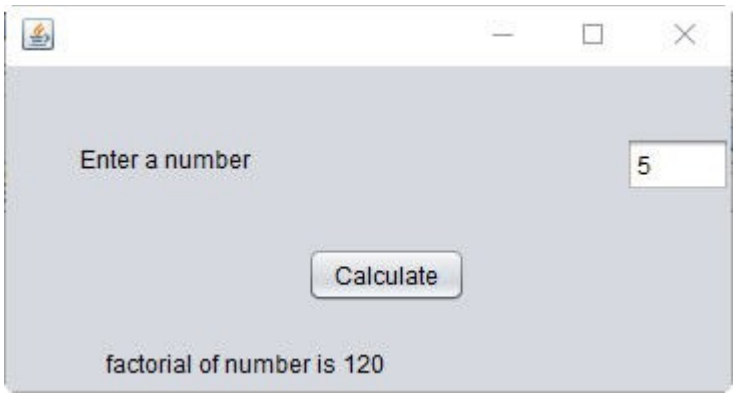
```
int i;
i=1;
while(i<=10)
{
jLabel1.setText(jLabel1.getText()+ " " + i);
i++;
}
```

83. Program to display numbers from 1 to 10 with a gap of 2 between the numbers using while loop

Coding for Display Button

```
int i;
i=1;
while(i<=10)
{
jLabel1.setText(jLabel1.getText() + " " + i);
i=i+2;
}
```

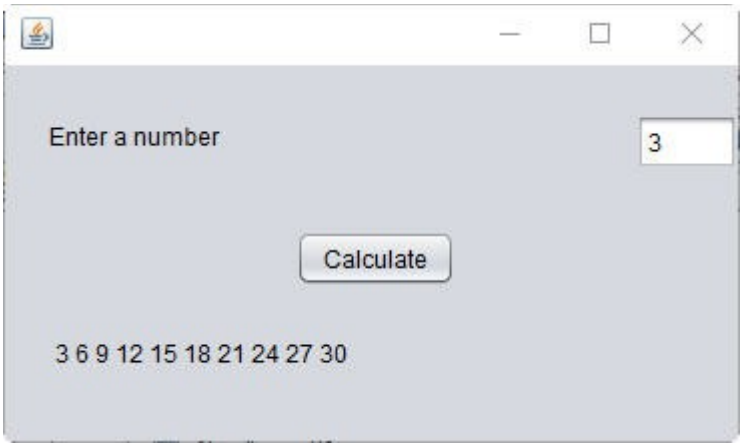
84. Program to input a number and calculate factorial of number using while loop



Coding for Calculate Button

```
int i=1;
int a;
int fact=1;
a=Integer.parseInt(jTextField1.getText());
while(i<=a)
{
fact=fact*i;
i++;
}
jLabel2.setText("factorial of number is " + fact);
```

85. Program to input a number and display table of number from 1 to 10 using while loop



Coding for Calculate Button

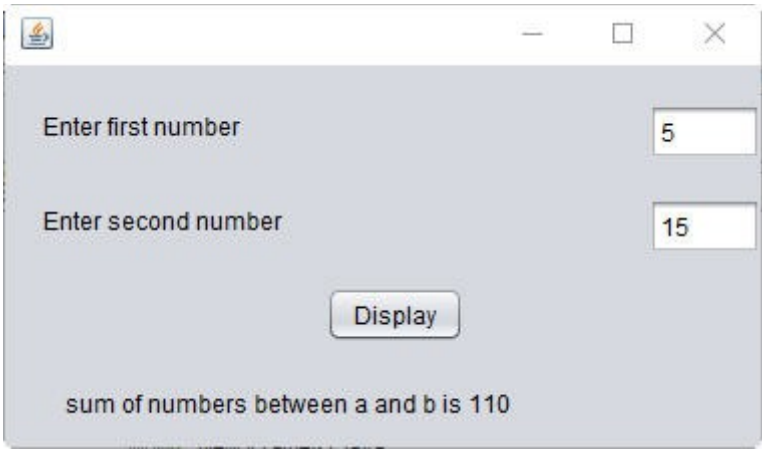
```
int i,a;
a=Integer.parseInt(jTextField1.getText());
i=1;
while(i<=10)
{
jLabel2.setText(jLabel2.getText()+ " " + a*i);
i++;
}
```

86. Program to calculate sum of numbers from 0 to 10 using while loop

Coding for Display Button

```
int i;
i=1;
int sum=0;
while(i<=10)
{
sum=sum+i;
i++;
}
jLabel1.setText("sum of numbers is " + sum);
```

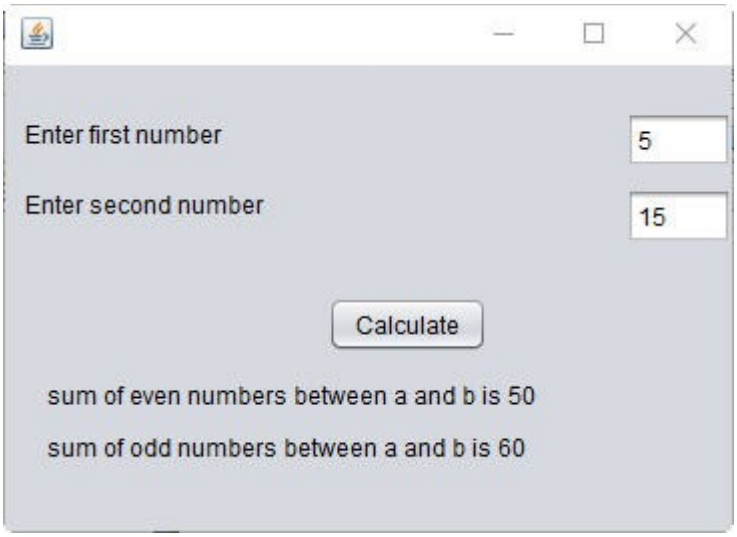
87. Program to input two numbers and calculate sum of numbers between them using while loop



Coding for Display Button

```
int i,a,b,sum=0;
a=Integer.parseInt(jTextField1.getText());
b=Integer.parseInt(jTextField2.getText());
i=a;
while(i<=b)
{
sum=sum+i;
i++;
}
jLabel3.setText("sum of numbers between a and b is " + sum);
```

88. Program to input two numbers and calculate sum of even and odd numbers between two numbers using while loop

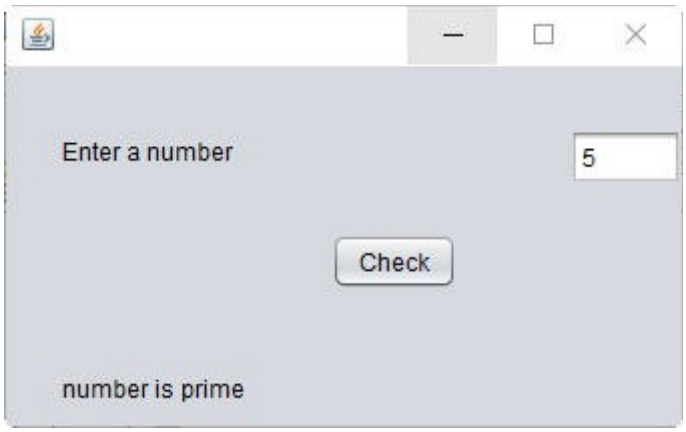


Coding for Calculate Button

```
int a,b,i;
int sumeven=0;
int sumodd=0;
a=Integer.parseInt(jTextField1.getText());
b=Integer.parseInt(jTextField2.getText());
i=a;
```

```
while(i<=b)
{
if(i%2==0)
{
sumeven=sumeven+i;
}
else
{
sumodd=sumodd+i;
}
i++;
}
jLabel3.setText("sum of even numbers between a and b is " + sumeven);
jLabel4.setText("sum of odd numbers between a and b is " + sumodd);
```

89. Program to input a number and check whether number is prime or not using while loop



Coding for Check Button

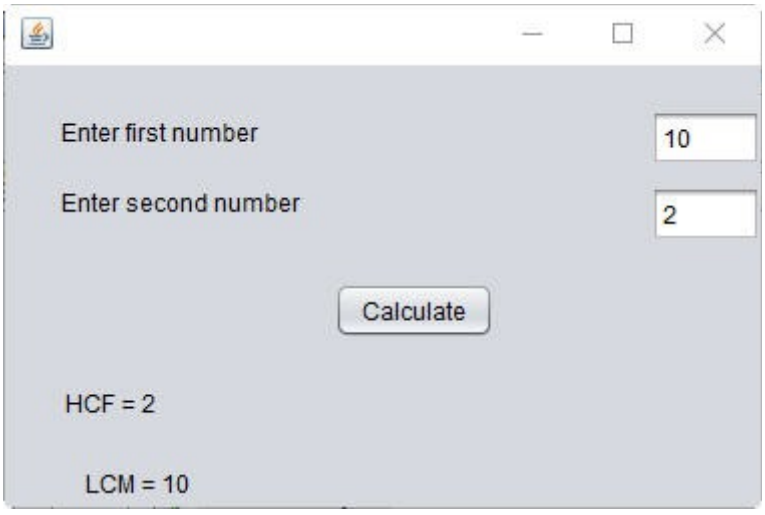
```
int i=2;
int a;
int prime=1;
a=Integer.parseInt(jTextField1.getText());
while(i<=a/2)
{
if(a%i==0)
{
prime=0;
break;
}
i++;
}
if(prime==1)
{
jLabel2.setText("number is prime ");
}
else
{
jLabel2.setText("number is not prime");
}
```

90. Program to display first 1 1terms of fibonicci series using while loop

Coding for Display Button

```
int a,b,c,i;
a=1;
b=1;
i=2;
jLabel1.setText(jLabel1.getText()+ " " + a);
jLabel1.setText(jLabel1.getText()+ " " + b);
while(i<=10)
{
c=a+b;
jLabel1.setText(jLabel1.getText()+ " " + c);
a=b;
b=c;
i++;
}
```

91. Program to input two numbers and calculate lcm and hcf of two numbers using while loop



Coding for Calculate Button

```
int a,b,c;
a=Integer.parseInt(jTextField1.getText());
b=Integer.parseInt(jTextField2.getText());
c=a*b;
```

```
while(a!=b)
{
if(a>b)
a=a-b;
else
b=b-a;
}
jLabel3.setText("HCF = "  + a);
jLabel4.setText("LCM = " + c/a);
```

92. Program to display numbers from 1 to 10 using do while loop

Coding for Display Button

```
int i=1;
do
{
jLabel1.setText(jLabel1.getText()+ " " + i);
i++;
}while(i<=10);
```

93. Program to display number 11 using do while loop example of do while loop

Coding for Display Button

```
int i;
i=11;
do
{
jLabel1.setText(jLabel1.getText()+ " " + i);
i++;
}while(i<=10);
```

94. Program to demonstrate break statement in for loop

Coding for Display Button

```
int i;
for(i=1;i<=10;i++)
{
if(i==5)
{
break;
}
jLabel1.setText(jLabel1.getText() + " " + i);
```

95. Program to demonstrate break statement in while loop

Coding for Display Button

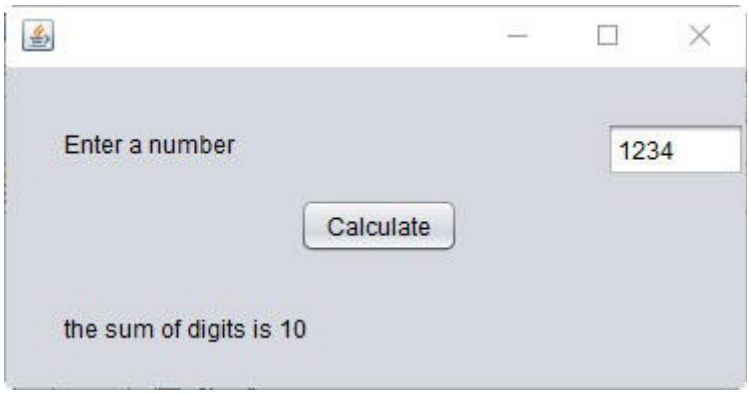
```
int i=1;
while(i<10)
{
if(i==5)
{
break;
}
jLabel1.setText(jLabel1.getText() + " " + i);
i++;
}
```

96. Program to demonstrate continue statement in for loop

Coding for Display Button

```
int i;
for(i=1;i<=10;i++)
{
if(i==5)
{
continue;
}
jLabel1.setText(jLabel1.getText() + " " + i);
}
```

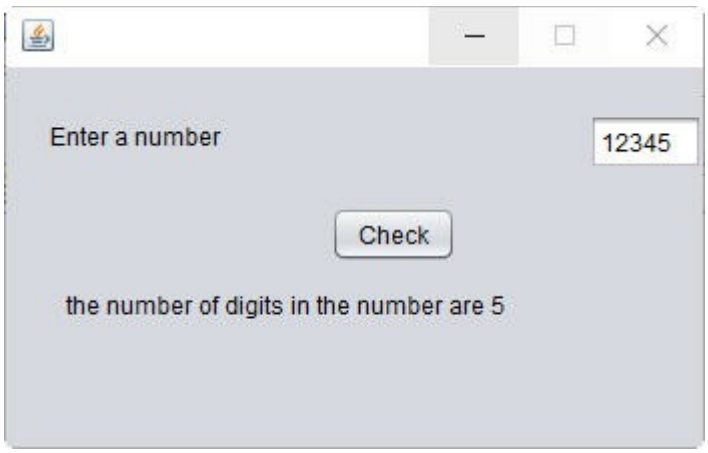
97. Program to input a number and display sum of digits of the number using do while loop



Coding for Calculate Button

```
int num,digit;
int sum=0;
num=Integer.parseInt(jTextField1.getText());
do
{
digit=num%10;
sum=sum+digit;
num=num/10;
}while(num!=0);
jLabel2.setText("the sum of digits is " + sum);
```

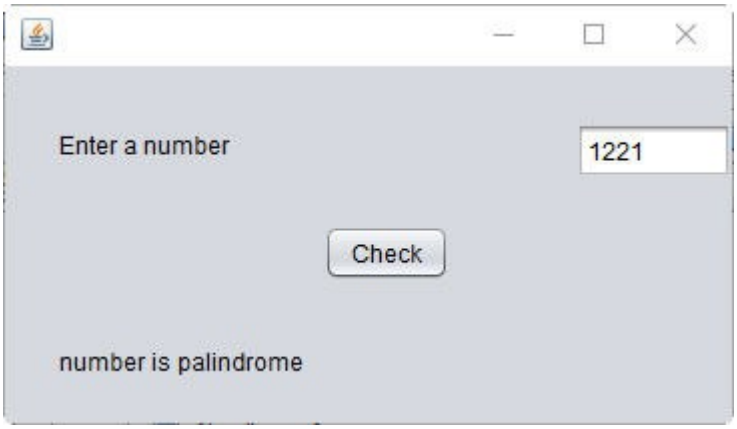
98. Program to input a number and calculate number of digits in the number using do while loop



Coding for Check Button

```
int num,digit;
int count=0;
num=Integer.parseInt(jTextField1.getText());
do
{
digit=num%10;
num=num/10;
count++;
}while(num!=0);
jLabel2.setText("the number of digits in the number are " + count);
```

99. Program to input a number and check whether number is palindrome or not using do while loop for example 1221 is palindrome whereas 1234 is not a palindrome



Coding for Check Button

```
int n,num,digit,rev=0;
num=Integer.parseInt(jTextField1.getText());
n=num;
do
{
digit=num%10;
rev=(rev*10)+digit;
num=num/10;
}while(num!=0);
```

```
if(n==rev)
{
jLabel2.setText("number is palindrome");
}
else
{
jLabel2.setText("number is not palindrome");
}
```

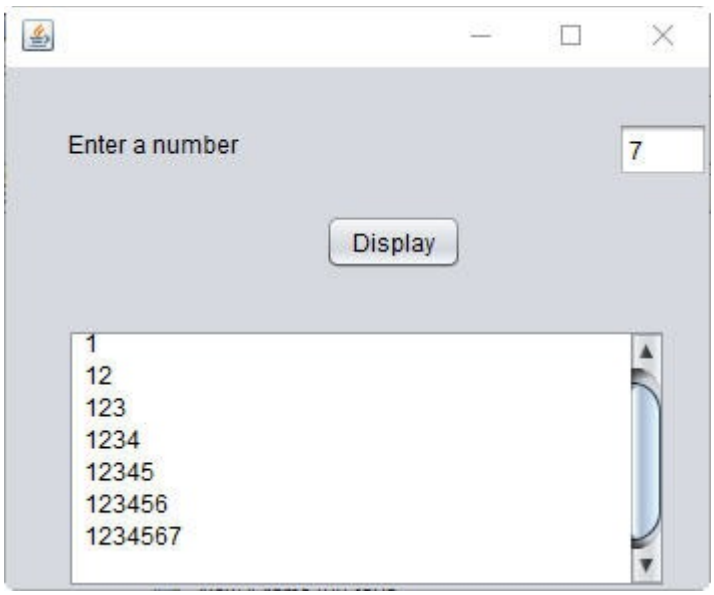
100. Program to input a number and display reverse of the number using do while loop

Coding for Display Button

```
int num,digit,rev=0;
num=Integer.parseInt(jTextField1.getText());
do
{
digit=num%10;
rev=(rev*10)+digit;
num=num/10;
}while(num!=0);
jLabel2.setText("the reverse of number is " + rev);
```

101. Program to input a number and print pattern of numbers using nested for loop
nested for loop means loop within a loop
for a number 5 output will be

```
1
12
123
1234
12345
```



Coding for Display Button

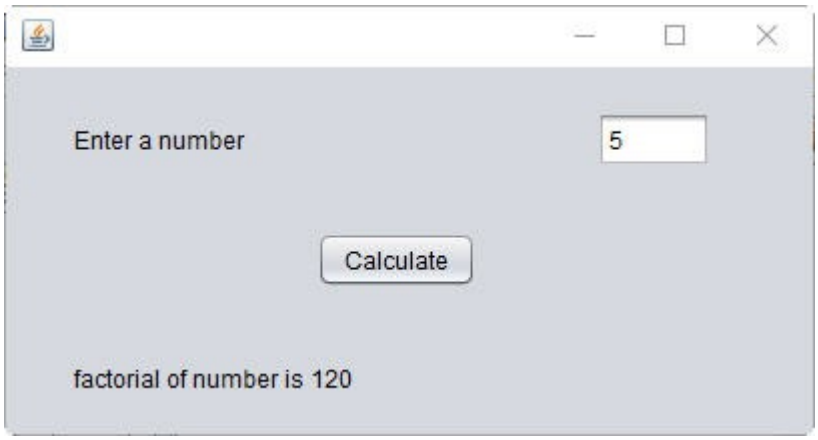
```
int n;
int i,j;
n=Integer.parseInt(jTextField1.getText());
for(i=1;i<=n;i++)
{
for(j=1;j<=i;j++)
{
jTextArea1.append(""+j);
}
jTextArea1.append("\n");
}
```

102. Program to calculate sum of series 1+1/4+1/7+1/10 + ... 1/25 using for loop

Coding for Display Button

```
double i;
double sum=0;
for(i=1;i<=25;i+=3)
{
sum=sum+(1/i);
}
jLabel1.setText(""+sum);
```

103. Program to input a number and calculate factorial of number using for loop with decrement operator



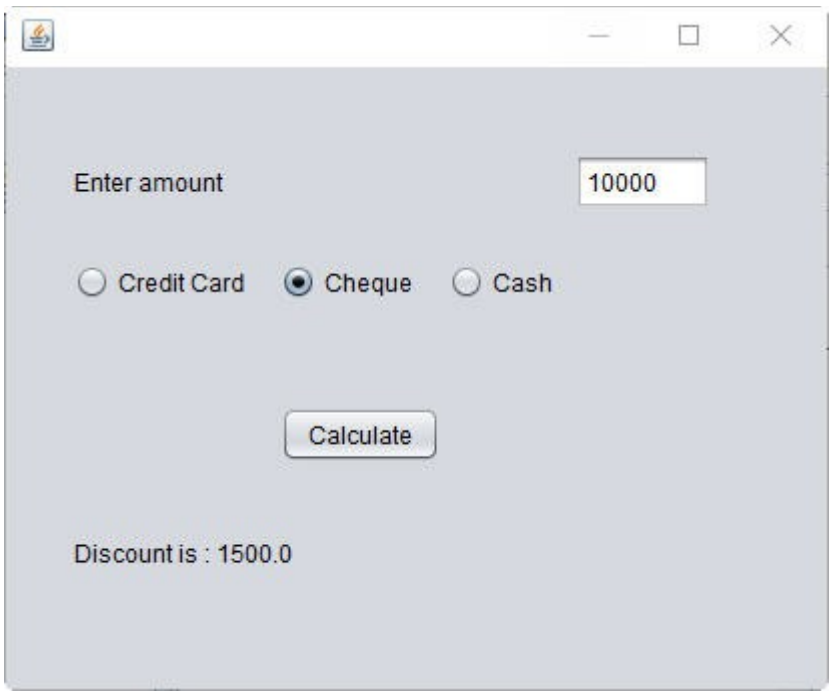
Coding for Calculate Button

```
int fact=1;
int n,i;
n=Integer.parseInt(jTextField1.getText());
for(i=n;i>=1;i--)
{
fact=fact*i;
}
jLabel2.setText("factorial of number is " + fact);
```

104. Program to demonstrate RadioButtons
Program includes three radio buttons
Credit Card, Cheque and Cash

Discount for Credit Card is 20%
Discount for Cheque is 15%
Discount for Cash is 10%

Discount is calculated based on amount entered by user in a jTextField



Coding for Calculate Button

```
int amount;
double discount=0;
amount=Integer.parseInt(jTextField1.getText());
if(jRadioButton1.isSelected()==true)
{
   discount=0.2f*amount;
}
if(jRadioButton2.isSelected()==true)
{
   discount=0.15f*amount;
}
if(jRadioButton3.isSelected()==true)
{
   discount=0.1f*amount;
}
jLabel2.setText("Discount is : " + discount);
```