

1. Write a java program to display the contents of the file  
in reverse order.
2. Write an awt application which will have a button with caption 'OK'. When user will try to click on the button the button should change caption to 'KO'.
3. Write a threaded applet which will display circle with different colours. Colour will change after 1 second. Accept radius of the circle as parameter.
4. Write an application which will accept 2 file names from command line. Then append the contents of file 1 to other file. Do necessary validations ?
5. Write a program to count characters, words , line in a file read the file name from user
6. How is menu created in java ? Explain with suitable example
7. Write a java program to display the contents of the file in reverse order.
8. Write a Java program to display ten buttons with labels one, two,-----, ten using flow layout. Use array of Buttons.
9. Write a program to copy content one file into another file replace the numbers with '\*' and change the case.
10. Design a screen with two textfields and two radio buttons. Accept a number in a first textfield . If a square radio button is selected, display the square of a number in a second textfield and If a cube radio button is selected, display the cube of a number in a second textfield. If accepted number is invalid through user defined exception