1. Write a Java program to check i whether a given number is positive, negative, or zero
2. Write a Java program to find the largest of 3 numbers using the nested if...else statement.
3. Write a Java program to find the grade

For example assigning grades (A, B, C, D) based on percentage obtained by a student.

if the percentage is above **90**, assign grade **A**

if the percentage is above **75**, assign grade **B**

if the percentage is above **65**, assign grade **C**

**else** grade **D**

1. To print even numbers up to n (n = 50)
2. To print n even numbers (50 even number)
3. To find the sum of n odd numbers (1+3+5+….+n)
4. Find Ncr ?
5. To check whether the given number is palindrome ?
6. To find the single digit sum ?
7. To check whether a given number is Armstrong or not?
8. Decimal to Binary
9. Binary to Decimal ?
10. Simple interest?
11. Swapping of 2 numbers?
12. Check Prime
13. generate prime between 2 numbers
14. N prime numbers
15. Fibonacci Series(0 1 1 2 3 5 8 13 …..)
16. Perfect Number
17. generate Perfect Number between intervals
18. Mark sheet preparation

* register no
* student name
* Mark1
* Mark2
* Mark3
* Total
* result
* grade (depends on percentage

1. Simple calculator
   1. + - / \* (switch case )
2. palindrome check - string - without using reverse method (substring, length)
3. pattern gen
4. code generation (EMP245 - EMP246)
5. number to word (123) one hundred and twenty three
6. String Number of vowels,words
7. string reverse
8. find the sum n numbers (cmd line args)
9. Array revers
10. array sorting (ASC /DESC)
11. Linear Search
12. Binary search
13. string array sorting (compareTo)
14. Matrix operation (+, - , \* )
15. Find the area of triangle and square (oops)
16. Check Prime or not (oops)
17. Student marksheet preparation (oops)
18. Distance (oops)
19. Time (oops)
20. Matrix (oops)
21. Utility class (static methods and properties)
22. Inheritance (Person, Staff, Employee)
23. Method Over Loading (Shape class)
24. Packages (Shape program)
25. Packages (Utility, Helper class)
26. Abstract class Demo (Shape program)
27. Interface implementation (Shape)
28. ArrayList implementation in Distance class (toString())
29. HashTable implementation in Student class (toString())
30. File operations using FileInputStream and FileOutputStream
31. BufferedInputStream and BufferedOutputStream demo
32. ObjectInputStream & ObjectOutputStram
    1. Bean Class Product(productid,productName,pricequantity)

getter and setter method