***Experiment Number :* 11**

AIM: Create a Graphics package that has classes and interfaces for figures Rectangle, Triangle, Square and Circle.Test the package by finding the area of these figures.

Algorithm

Experiment Number : **12**

AIM: Write a user defined exception class to authenticate the user name and password

Algorithm

***Experiment Number :* 13**

AIM: Find the average of N positive integers, raising a user defined exception for each negative input.

Algorithm

***Experiment Number :* 14**

AIM: Define 2 classes; one for generating Fibonacci numbers and other for displaying even numbers in a given range. Implement using threads. (Runnable Interface).

Algorithm

Experiment Number : **15**

AIM: Program to maintain a list of Strings using ArrayList from collection framework, and perform built-in operations.

Algorithm

Experiment Number : **16**

AIM: Program to demonstrate the creation of queue object using the PriorityQueue class

Algorithm

***Experiment Number :* 17**

AIM: Program to demonstrate the working of Map interface by adding, changing and removing elements.

Algorithm

***Experiment Number :* 18**

AIM: Program to find maximum of three numbers using AWT.

Algorithm

***Experiment Number :* 19**

AIM: Implement a simple calculator using AWT components.

Algorithm

***Experiment Number :* 20**

AIM: Write a program to write to a file, then read from the file and display the contents on the console.

Algorithm