

CONTENTS

SL No.	Programs	Pg. No.
1	Perform type casting	4
2	Program for sum of series: $1/1! + 1/2! + \dots + 1/n!$	6
3	Program to print quadratic roots using command line arguments	8
4	Program to print names in sorted order using array	10
5	Program for rectangle class using constructor	12
6	Constructor overloading	14
7	Program to create abstract class	16
8	Program to implement nesting of methods	19
9	Program to implement static methods	21
10	Program to implement single inheritance	23
11	Program to implement multiple inheritance	26
12	Program to implement method overriding	28
13	Program to implement try-catch method	30
14	Program to illustrate super and final keyword	32
15	Program to implement multiple inheritance	34
16	Program to implement the concept of import class from User defined packages	36
17	Program to import built-in packages	38
18	Program to find cube of number for various data types using package and then import and display result	40
19	Program to implement NumberFormatException	42
20	Program to implement User defined exception	44
21	Program to implement Thread using Thread class	47
22	Program to implement Thread using Runnable interface	49
23	Program to implement Thread methods	51
24	Program to implement Thread priorities	54

