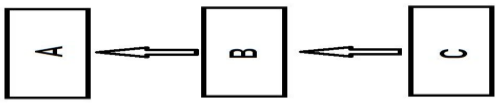
Program List

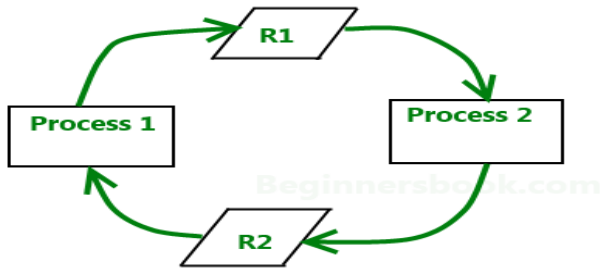
Java Programming: CS22202)

1. Write a program in java to store 20 numbers in a single Dimensional array (SDA) and display the numbers which are prime.
2. Write a program in Java to store 10 numbers (including positive and negative numbers) in a Single Dimensional Array (SDA). Display all the negative numbers followed by the positive numbers without changing the order of the numbers.
3. Write a program in java to find the largest number among 10 integer numbers using concept of command line argument.
4. Write a program to illustrate the order of constructor calls in case of multi-level inheritance as shown in Figure-2.

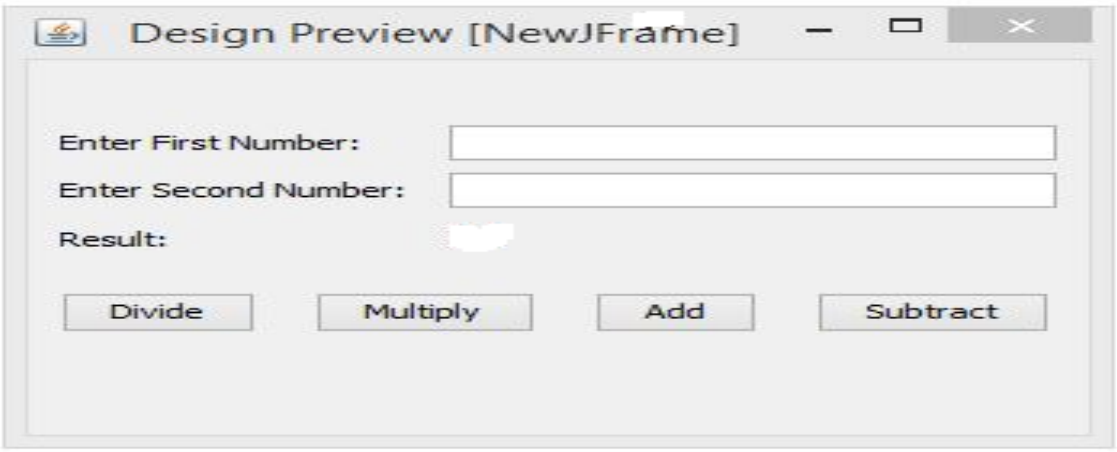


5. Write a program to print the details (price, id, name) of the book using the concept of constructor overloading.
6. Write a program in java to compute the volume of cuboid and cube using the concept of method overloading.
7. Define a class Employee with data member as employee_id, employee_name, and employee_salary. Implement the concept of constructor overloading. Accept data for 5 objects and print it. Give input through the keyboard.
8. Write a program to compute the area of Square and Circle using multiple inheritance.
9. Write a program to calculate the area rectangle, triangle and circle using abstract method(double, double).
10. Write a program to compute the area of rectangle, triangle and circle using the concept of dynamic method dispatch (DMD).
11. Write a program in Java to compute the area of Rectangle, Triangle and Circle using the concept of Interface.

12. Write a program to illustrate the uses of default method in interface.
13. How protected access modifier effect the visibility of a member in different access locations? Explain with suitable example.
14. Write a Package (MyPackage) which has one class Student. Accept student detail through parameterized constructor. Write display () method to display details such as Name, roll number, marks obtained (in any three subjects). Create a main class which will use package and calculate total marks and percentage.
15. Write a program in java to withdraw the amount from your savings bank account. If the withdrawal amount is less than the balance then the application must throw an exception and print the message" Insufficient Balance "otherwise "Transaction is Successful" using throw clause.
16. Write a program in java to illustrate throws and throw clause with suitable example.
17. Write a program to create two threads. One thread will print even number whereas other will print odd number between 1 to 20.
18. Write a program to create two threads such that one will print table of 15 whereas other will print table of 25 in a sequenced manner.
19. Write a program to create two threads such that thread one will print odd number from 1 to 30 whereas thread two will print Even No from 30 to 2 in a sequenced manner.
20. Write a program to print main thread and default thread priority, daemon thread with suitable examples of each.
21. Write a program to implement the Deadlock as follows:



22. Write a program to design a GUI based application using swing, which will print the factorial value of any integer.
23. Write a program to design a GUI based application to check whether any integer number is palindrome or not using swing.
24. Write a program to design a GUI based application to check whether any integer number is positive, negative or zero.
25. Write a program to design a GUI based application to swap any 2 integer numbers using swing.
26. Design a grid layout of 4x3 and border layout using Java swing.
27. Write a program to design a frame to compute the largest number among 5 integer numbers using the ActionListener interface.
28. Write a program to design a GUI based application which check whether any number is palindrome or not.
29. Write a program in java to create a thread using runnable interface and set the name of the created thread by your own. Create three threads and set their priorities (MAX, MIN, NORM) and show output of it.
30. Write a program to design a GUI based application using swing which will compute the average of any three integer numbers.
31. Design the following GUI frame for the implementation of the simple calculator (Add, Sub, multiply) using the ActionListener interface.
32. Design the following GUI frame as shown in Figure-4 for the implementation of the simple calculator using the ActionListener interface.


Design Preview [NewJFrame]
Enter First Number:
Enter Second Number:
Result:
Divide
Multiply
Add
Subtract