**Set A**

1. Define a class ‘product’ with data members pcode, pname and price. Create 3 objects of the class and find the product having the lowest price.
2. Write a program which throws an exception when the number inputted is even.

**Set B**

1. Create a class Matrix with data members row, column and 2D integer array. Use a method to perform matrix addition.
2. Write a program which raise an exception when the number inputted is not a prime.

**Set C**

1. Java Program to count the total number of vowels and consonants in a string

2. Create an interface having prototypes of functions area() and perimeter(). Create two classes Circle and Rectangle which implements the above interface. Create a menu driven program to find area and perimeter of objects

**Set D**

1. Write a Java program to find the frequency of given character in a string.
2. Write a multithreaded program to create 2 threads. One thread should display the numbers divisible by 7 with in a limit. While other thread should display the message “Goodbye” for n times.

**Set E**

1. Write a program to find the volume of different objects using method overloading concepts.
2. Program to create a class for Employee having attributes eNo, eName, eSalary. Read n employee information and Search for an employee given eNo, using the concept of Array of Objects.

**Set F**

1. Write a Java program to search an element in an array
2. Write a multithreaded program to create 2 threads. One thread should display the message as “Welcome” for n times while other thread should display the factorial of n numbers.

**Set G**

1. Create a class contain a method interchange() which interchanges the values of two objects of the class.
2. Create a class named 'Shape' with a method to print "This is shape". Then create two other classes named 'Rectangle', 'Circle' inheriting the Shape class, both having a method to print "This is rectangular shape" and "This is circular shape" respectively. Create a class 'Square' inherited from class 'Rectangle' having a method to print "Square is in the rectangle". Now call the method of 'Shape' and 'Rectangle' class by the object of 'Square' class

**Set H**

1. Write a program to find the area of different objects using method overloading concepts.
2. Create a class named 'Member' having the Data members – Name, Age, Phone number, Address, Salary. It also has a method named 'printSalary' which prints the salary of the members. Two classes 'Employee' and 'Manager' inherits the 'Member' class. The 'Employee' and 'Manager' classes have data members 'specialization' and 'department' respectively. Now, assign name, age, phone number, address and salary to an employee and a manager by making an object of both of these classes and print the same.