**Q.1. Write a java program to find the Fibonacci series using recursive**

public class FibonacciRecursive {

public static void main(String[] args) {

int n = 10; // Change the value of n as needed

System.out.println("Fibonacci Series up to " + n + " terms:");

for (int i = 0; i < n; i++) {

System.out.print(fibonacci(i) + " ");

}

}

static int fibonacci(int n) {

if (n <= 1) {

return n;

} else {

return fibonacci(n - 1) + fibonacci(n - 2);

}

}

}

**Q. 2. Write a java program to multiply two given matrices.**

public class MatrixMultiplicationExample{

public static void main(String args[]){

int a[][]={{1,1,1},{2,2,2},{3,3,3}};

int b[][]={{1,1,1},{2,2,2},{3,3,3}};

int c[][]=new int[3][3]; //3 rows and 3 columns

for(int i=0;i<3;i++){

for(int j=0;j<3;j++){

c[i][j]=0;

for(int k=0;k<3;k++)

{

c[i][j]+=a[i][k]\*b[k][j];

}//end of k loop

System.out.print(c[i][j]+" "); //printing matrix element

}//end of j loop

System.out.println();//new line

}

}}

**Q.3. Write a java program for Method overloading**

public class Sum {

public int sum(int x, int y) { return (x + y); }

public int sum(int x, int y, int z)

{

return (x + y + z);

}

public double sum(double x, double y)

{

return (x + y);

}

public static void main(String args[])

{

Sum s = new Sum();

System.out.println(s.sum(10, 20));

System.out.println(s.sum(10, 20, 30));

System.out.println(s.sum(10.5, 20.5));

}

}

**Q.4 Write a java program to display the employee details using Scanner class.**

import java.util.Scanner;

public class EmployeeDetails {

public static void main(String[] args) {

Scanner scanner = new Scanner(System.in);

System.out.print("Enter employee name: ");

String name = scanner.nextLine();

System.out.print("Enter employee ID: ");

int employeeId = scanner.nextInt();

scanner.nextLine();

System.out.print("Enter employee position: ");

String position = scanner.nextLine();

System.out.print("Enter employee salary: ");

double salary = scanner.nextDouble();

System.out.println("\nEmployee Details:");

System.out.println("Name: " + name);

System.out.println("Employee ID: " + employeeId);

System.out.println("Position: " + position);

System.out.println("Salary: " + salary);

scanner.close();

}

}

**Q.5. Write a java program that checks whether a given string is palindrome or**

**not.**

public class PalindromeString

{

public static void main(String[] args) {

String string = "Kayak";

boolean flag = true;

string = string.toLowerCase();

for(int i = 0; i < string.length()/2; i++){

if(string.charAt(i) != string.charAt(string.length()-i-1)){

flag = false;

break;

}

}

if(flag)

System.out.println("Given string is palindrome");

else

System.out.println("Given string is not a palindrome");

}

}

**Q. 6. Write a java program to represent Abstract class with example.**

abstract class Sunstar {

abstract void printInfo();

}

class Employee extends Sunstar {

void printInfo()

{

String name = "avinash";

int age = 21;

float salary = 222.2F;

System.out.println(name);

System.out.println(age);

System.out.println(salary);

}

}

class Base {

public static void main(String args[])

{

Sunstar s = new Employee();

s.printInfo();

}

}

**Q.7. Write a java program to implement Interface using extends keyword.**

interface Shape {

void draw();

}

class Circle implements Shape {

private double radius;

Circle(double radius) {

this.radius = radius;

}

public void draw() {

System.out.println("Drawing a circle with radius " + radius);

}

}

public class InterfaceExample {

public static void main(String[] args) {

Circle circle = new Circle(5.0);

circle.draw();

}

}

**Q.8 Write a program for passing parameters using Applet.**

import java.applet.Applet;

import java.awt.Graphics;

public class ParameterApplet extends Applet {

private String message;

public void init() {

message = getParameter("message");

if (message == null) {

message = "Hello, World!";

}

}

public void paint(Graphics g) {

g.drawString(message, 20, 20);

}

}

HTML

<html>

<head>

<title>Parameter Passing Applet</title>

</head>

<body>

<applet code="ParameterApplet.class" width="300" height="50">

<param name="message" value="Welcome to Applet Programming!">

</applet>

</body>

</html>