INDEX

SL	TITLE OF PROGRAM	PAGE	SIGNATURE
No		NO	
1	Write a program that asks a user to enter an integer n and then determines whether n is prime or not. Your program can perform this by dividing n by all integers from 2 to n-1 and by checking whether the remainder is 0.	1	
2	Write a Java program to find GCD and LCM of two numbers (GCD is calculated using Euclidean Algorithm. LCM is found using factorization method.	3	
3	Write a program that computes $C(n, k)$, i.e. the number of k-element subsets of a set with n elements. Remember that $C(n, k) = n!/(k! (n-k)!)$. Your program should ask the user to enter n and k, and compute and print $C(n, k)$.	5	
4	Write a Java program implement basic queue operations.	7	
5	Write a Java program to count the frequency of words, characters in the given line of text.	11	
6	Write a Java program that creates an object and initializes its data members using constructor. Use constructor overloading concept.	13	
7	Write a Java Program to implement inheritance and demonstrate use of method overriding(example: Bank account/Employee.)	15	
8	Write a program to demonstrate use of user defined package by importing the package and access the member variable of classes contained in the package.	18	
9	Write a program to demonstrate use of interfaces for two different classes. Interface should also include constants along with function prototypes.	20	
10	Write a java program to implement exception handling using multiple catch statements. Also include code to identify the significance of finally block in handling exceptions.	23	
11	Write a program to implement the concept of Exception Handling by creating user defined exceptions.	25	
12	Write a program to implement the concept of Exception Handling by creating user defined exceptions.	27	
13	Write a Java program that creates three threads. First thread displays "Good Morning" every one second, the second thread displays "Hello" every five seconds and the third thread displays "Welcome" every ten seconds.	29	
14	Illustrate thread join concept.	32	
15	Write a java program to implement mouse events like mouse pressed, mouse released and mouse moved by means of adapter classes.	35	

16	Write a java program that creates a user interface to perform	39	
	integer divisions. The user enters two numbers in the textfields,		
	Num1 and Num2. The division of Num1 and Num2 is displayed		
	in the Result field when the Divide button is clicked. If Num1 or		
	Num2 were not an integer, the program would throw a		
	NumberFormatException. If Num2 were Zero, the program		
	would throw an ArithmeticException Display the exception in a		
	message dialog box.		
17	Write a Java program to illustrate basic calculator using grid	43	
	layout manager.		
18	Develop an applet that receives an integer in one text field, and	46	
	computes its factorial Value and returns it in another text field,		
	when the button named "Compute" is clicked.		
19	Write a java program to create student report using applet, read	48	
	the input using text boxes and display the o/p using buttons.		
20	Build a Java ap plication for playing the tic-tac-toe game.	51	
	Description of the game is available on		
	http://en.wikipedia.org/wiki/Tic_tac_toe You are required to		
	implement this game with two classes, TicTacToeGame and		
	TicTacToeTester		