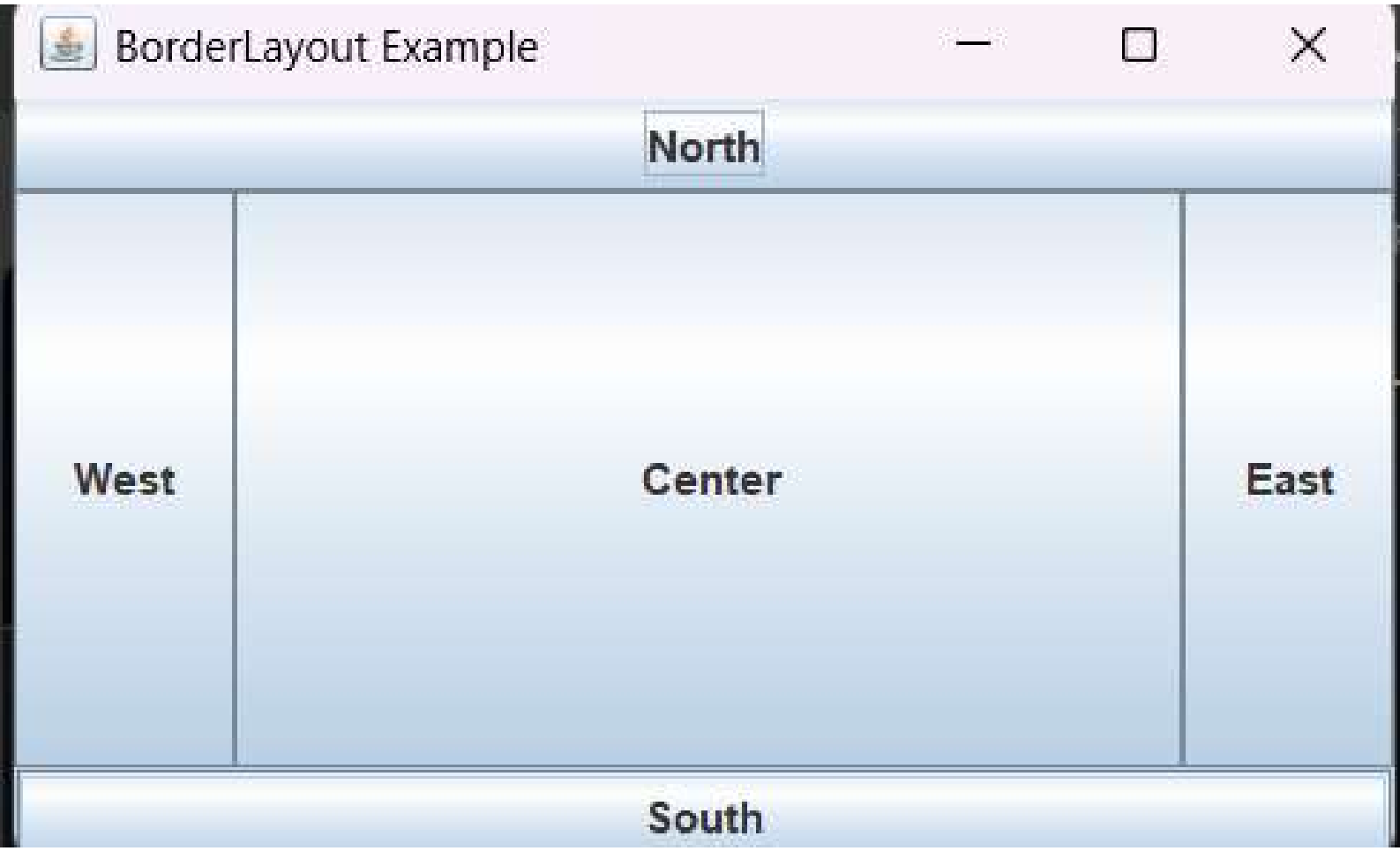
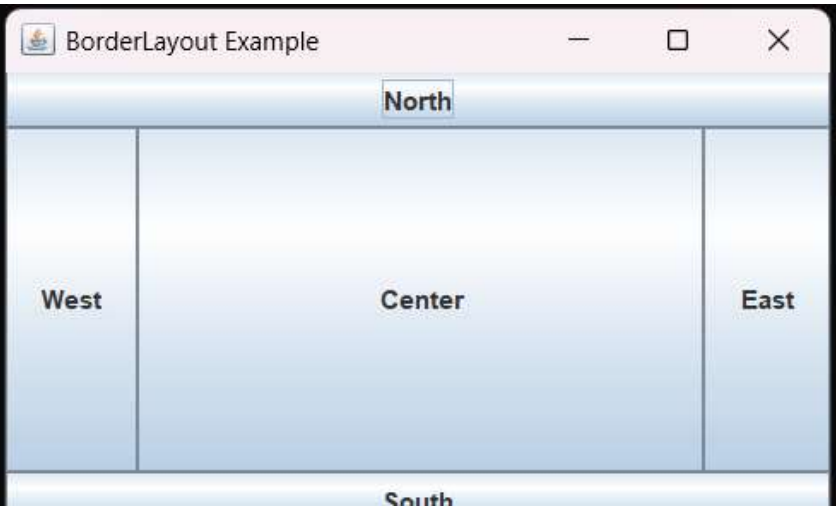
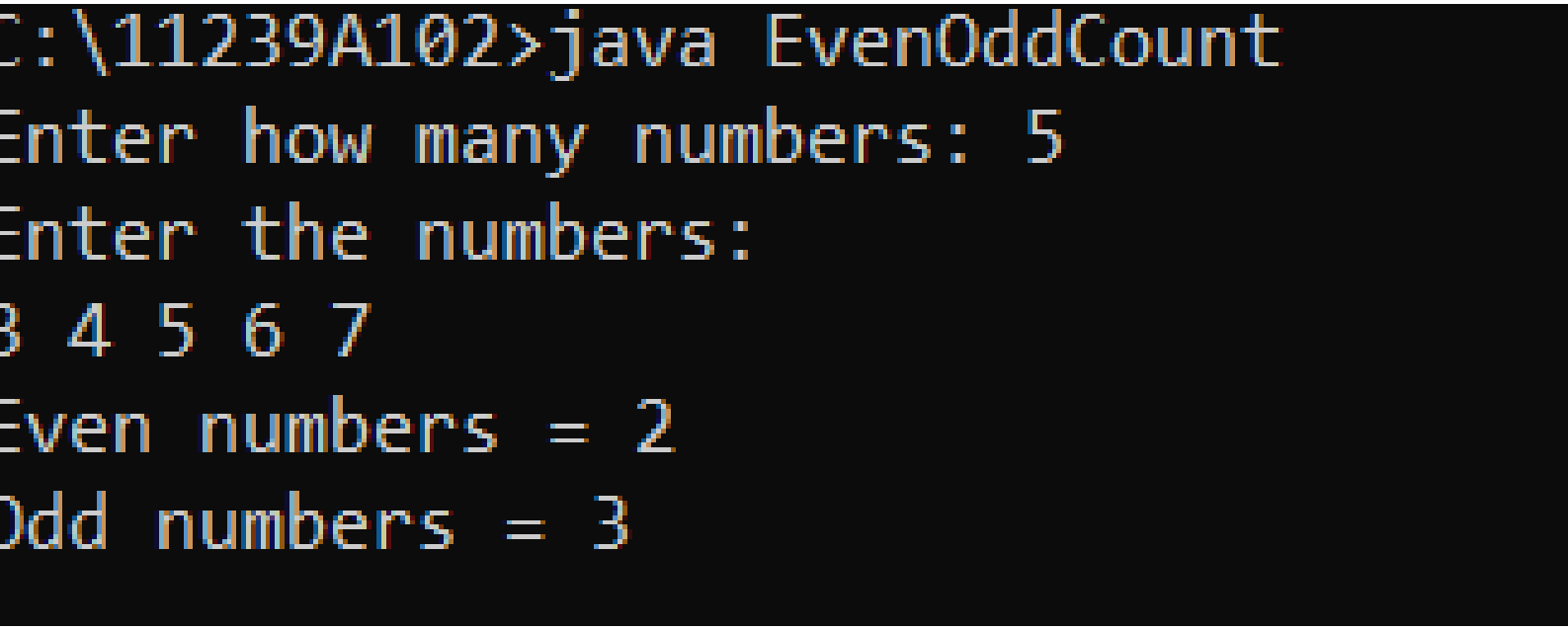
```
C:\11239A102>javac ArraySumAvg.java

C:\11239A102>java ArraySumAvg
Enter number of elements: 5
Enter the numbers:
1 2 3 4 5
Sum = 15
Average = 3.0
```


BorderLayout Example
North
West
Center
East
South

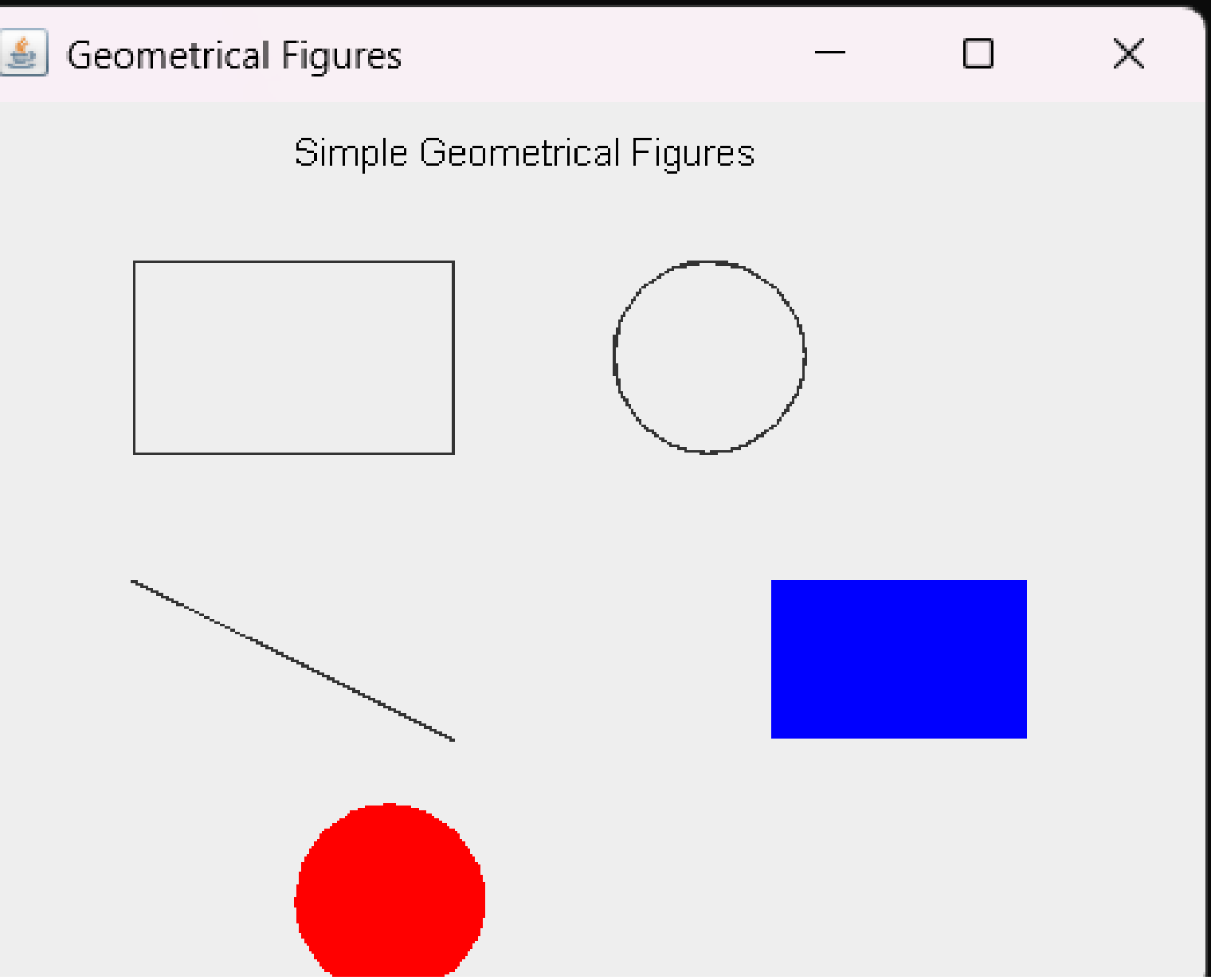
```
C:\11239A102>javac BorderLayoutExample.java

C:\11239A102>java BorderLayoutExample
```



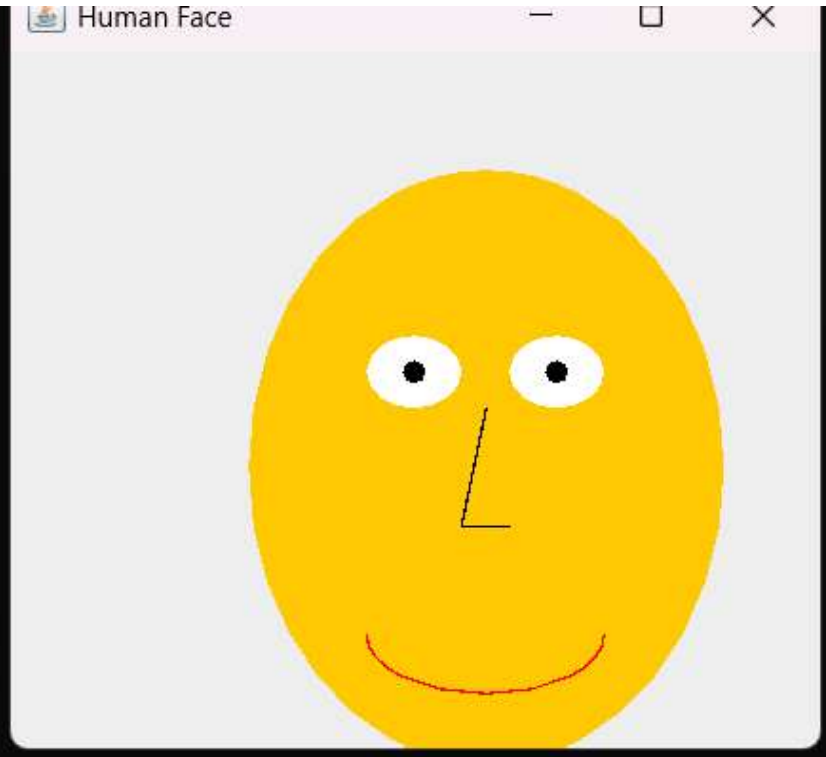

C:\11239A102>java EvenOddCount
Enter how many numbers: 5
Enter the numbers:
3 4 5 6 7
Even numbers = 2
Odd numbers = 3

```
C:\11239A102>javac ExceptionExample.java

C:\11239A102>java ExceptionExample.java
Enter first number: 8
Enter second number: 6
Result = 1
Program finished safely.
```

```
:\11239A102>javac GeometricalFigures.java

:\11239A102>java GeometricalFigures
```



```
C:\11239A102>javac HumanFace.java

C:\11239A102>java HumanFace
```



```
C:\11239A102>javac InterfaceExample.java

C:\11239A102>java InterfaceExample
Dog eats bones.
Dog sleeps in the kennel.
```

```
:\11239A102>javac MatrixAddition.java

:\11239A102>java MatrixAddition
nter rows and columns: 2 2
nter first matrix:
 4 5 6
```

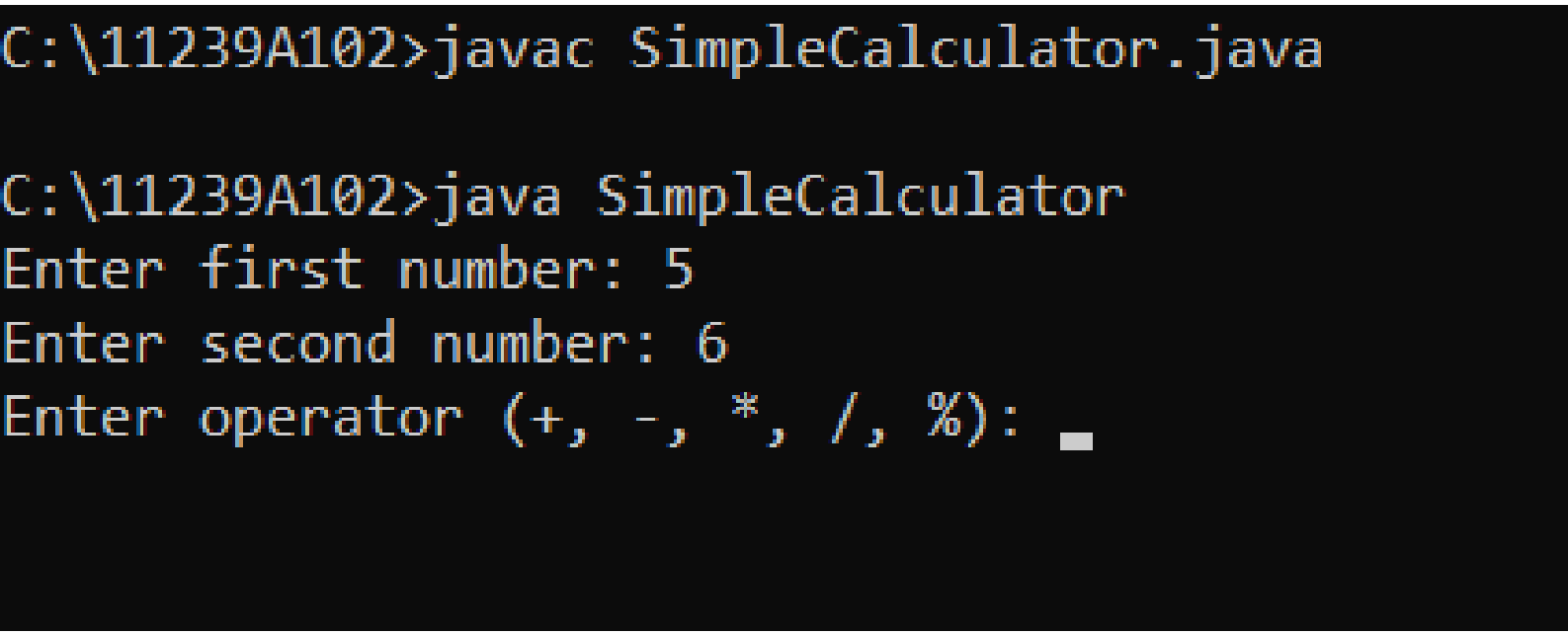
```
C:\11239A102>javac MatrixMultiplication.java

C:\11239A102>java MatrixMultiplication
Enter rows and columns of first matrix: 2 2
Enter rows and columns of second matrix: 2 2
Enter first matrix:
3 4 5 6
Enter second matrix:
5 6 7 8
Result of multiplication:
43 50
67 78
```

```
C:\11239A102>javac MaxMinArray.java

C:\11239A102>java MaxMinArray
Enter how many numbers: 5
Enter the numbers:
4 5 3 2 6
Maximum = 6
Minimum = 2
```

```
C:\11239A102>javac MultiThreadExample.java

C:\11239A102>java MultiThreadExample
Thread A: 1
Thread B: 1
Thread B: 2
Thread A: 2
Thread B: 3
Thread A: 3
Thread B: 4
Thread A: 4
Thread B: 5
Thread A: 5
```

```
C:\11239A102>javac SearchElement.java

C:\11239A102>java SearchElement
Enter number of elements: 6
Enter 6 numbers:
3 4 5 6 7 8
Enter number to search: 5
5 found at position 3
```

```
C:\11239A102>javac SimpleApplet.java

C:\11239A102>java SimpleApplet
```


C:\11239A102>javac SimpleCalculator.java
C:\11239A102>java SimpleCalculator
Enter first number: 5
Enter second number: 6
Enter operator (+, -, *, /, %):

```
:\11239A102>javac SimplePrime.java

:\11239A102>java SimplePrime
nter a number: 5
 is a Prime Number.

:\11239A102>
```

```
C:\11239A102>java SimpleStringOps
Enter first string: mayuri
Enter second string: vyshnavi

--- String Operations ---
Uppercase: MAYURI
Lowercase: vyshnavi
Concatenation: mayuri vyshnavi
Strings are Not Equal.
```

```
C:\11239A102>javac SingleInheritance.java

C:\11239A102>java SingleInheritance
Animals eat food.
Dog barks.

C:\11239A102>
```

```
C:\11239A102>javac Student.java

C:\11239A102>java Student
Name: Anu
Roll Number: 101
Marks: 86.5
Grade: B

Name: Ravi
Roll Number: 102
Marks: 45.0
Grade: Fail
```