1. **Write a Java program that takes a number as input and prints its multiplication table up to 10.**
2. **Write a Java program to display the following pattern.**

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1. **Write a Java program to display the following pattern.**

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1. **Write a Java program to print the area of a triangle.**
2. **Write a Java program to print the area and perimeter of a circle.**
3. **Write a Java program to sum the elements of an array.**
4. **Write a Java Program to check Even or Odd number.**
5. **Write a Java Program for Arithmetic Operation using Switch Case.**
6. **Write a Java Program for Average.**
7. **Write a Java Program for Palindrome.**
8. **Write a Java Program for Armstrong.**
9. **Write a Java Program for Factorial.**
10. **Write a Java Program for Prime Number.**
11. **Write a Java Program for Fibonacci Series.**
12. **Write a Java program to reverse a string.**
13. **Write a Java Program for Type Casting.**
14. **Write a Java Program to show the usage of String Methods.**
15. **Find the smallest and largest element from the array**
16. **Designed a class SortData that contains the method asec() and desc**
17. **Designed a class that demonstrates the use of default constructor.**
18. **Write a java program for parameterized constructor.**
19. **Write a java program for constructor overloading.**
20. **Write a java program for copy constructor.**
21. **Designed a class that demonstrates the use of method overloading.**
22. **Write a java program to implement method overriding.**
23. **Write a java program to demonstrate the implementation of abstract class.**
24. **Write a java program to show the usage of abstract class in multiple classes.**
25. **Write a java program to implement Single Level Inheritance.**
26. **Write a java program to implement Hierarchical Inheritance.**
27. **Write a java program to implement Hybrid Inheritance.**
28. **Write a java program to implement Multilevel Inheritance.**
29. **Write a java program to implement Multiple Inheritance using Interface.**
30. **Write a java program to show the usage of packages.**
31. **Write a java program for addition of two matrices and print the sum for the same.**
32. **Write a java program for multiplying two matrices and print the product for the same.**
33. **Write a java program to implement the vectors.**
34. **Write a java program to implement thread life cycle.**

* Java Thread Example by extending Thread class
* Java Thread Example by implementing Runnable interface

1. **Write a java program to implement the sleep() method.**
2. **Write a java program to implement exception handling.**
3. **Unhandled Exception**
4. **Handled Exception**
5. **Write a java program to implement Console Class for using readLine() method.**
6. **Write a java program to implement Console Class for using readPassword() method.**
7. **Write a java program to implement FileInputStream Class.**
8. **Write a java program to implement FileOutputStream**
9. **Write a java program to implement BufferedInputStream Class.**
10. **Write a java program to implement BufferedOutputStream Class.**
11. **Write a java program to implement DataInputStream Class.**
12. **Write a java program to implement DataOutputStream Class.**
13. **Write a java program to implement SequenceInputStream Class.**
14. **Write a java program to implement FileReaderClass.**
15. **Write a java program to implement FileWriter Class.**
16. **Write a java program to implement BufferedReader Class.**
17. **Write a java program to implement BufferedWriter Class.**
18. **Write a java program to implement CharArrayReader Class.**
19. **Write a java program to implement CharArrayWriter Class.**
20. **Write a java program to implement PrintWriter Class.**
21. **Write a java program to copy the contents from one file to other file.**
22. **Write a java program to use Frame class by extending and creating objects.**
23. **Write a java program to show the IP address of a given hostname in label.**
24. **Write a java program to add Button, Label in a single frame.**
25. **Write a java program to add TextField and TextArea in a Single frame.**
26. **Write a java program to add Choice in a given frame.**
27. **Write a java program to add List in a given frame.**
28. **Write a java program to add Scrollbar in a given frame.**
29. **Write a java program to create two Frame where add Checkbox in first Frame and Radio Button in second Frame.**
30. **Write a java program to create Menu Bar and add Menus and Submenus.**
31. **Write a java program to add Panel in a given frame**
32. **Write a java program for Java MouseListener.**
33. **Write a java program for Java MouseMotionListener.**
34. **Write a java program for Java KeyListener.**
35. **Write a java program for Java ItemListener.**
36. **Write a java program for MouseAdapter.**
37. **Write a java program for MouseMotionAdapter.**
38. **Write a java program for KeyAdapter**
39. **Write a java program for BorderLayout.**
40. **Write a java program for FlowLayout.**
41. **Write a java program for GridLayout.**
42. **Write a java program for Java Member inner class.**
43. **Design an AWT program to print the factorial for an input value.**
44. **Design an AWT program to create the calculators.**
45. **Design an AWT application that contains the interface to add student information and display the same.**