1. Design a java program to show the use of Type Casting.
2. Design a java program to show the use of Overloading.
3. Design a java program to show the use of Overriding.
4. Design a java program to show the use of Concatenation.
5. Design a java program to find the Square root and Cube root of a number.
6. Design a java program to show the use of String methods.
7. Design a java program to show the use of equals() method.
8. Design a java program to show the use of Hierarchical Inheritance.
9. Design a java program to show the use of Multilevel Inheritance.
10. Design a java program to show the use of Single Inheritance.
11. Design a java program to show the use of Hybrid Inheritance or Interface.
12. Design a java program to show the use of FileInputStream Class.
13. Design a java program to show the use of FileOutputStream Class.
14. Design a java program to show the use of SimpleReader Class.
15. Design a java program to show the use of SimpleWriter Class.
16. Design a java program to show the use of SequenceInputStream Class.
17. Design a java program to show the use of LinearSearch.
18. Design a java program to show the use of BinarySearch.
19. Design a java program to show the use of Stack.
20. Design a java program to show the use of LinkedList.
21. Design a java program to show the use of Queue.
22. Design a java program to show the use of sleep() method.
23. Design a java program to show the use of scanner class for creating a table of a given number.
24. Design a java program to show the use of scanner class for making calculator.
25. Design a java program to show the use of scanner class for calculating area of triangle, circle, square, and rectangle.
26. Design a java program to show the use of scanner class to find the given number is even or odd.
27. Design a java program to show the use of scanner class to print a marksheet.