

Semester IV

Subject Name: Practical in JAVA		Duration: 2 hrs/Cycle
Subject Code: 4PGML(2015 on)		Credit : 2
S.NO	Programs	
1	Program to find out the area of the triangle.	
2	Use a command line argument to find out the biggest of three integers.	
3	Create a java program to display student name, roll no. and marks of three subjects where the information is obtained at runtime.	
4	Develop a Java program to display all prime numbers between two limits.	
5	Develop a Java program to solve a quadratic equation.	
6	Develop a Java program to generate sequence of numbers with the following format.	
7	Generate Fibonacci sequence using a constructor.	
8	Develop a Java program with the idea of multiple constructors to find the area of a triangle.	
9	Use a Java program to find the area of a circle, a triangle, a square and a rectangle. Use method overloading if possible.	
10	Develop a Java program which will accept the marks of all the students of various subjects in a particular semester. Find out the top scorer and the top score in each subject.	
11	Develop a Java program that performs string sorting.	
12	Develop a Java program with inheritance to display the area of a triangle and display the altitude of a triangle. Assume that the sides are input.	
13	Develop a Java program using interface to display student details.	
14	Create a Java program that will implement the usage of more than one package.	
15	Create an applet program that demonstrates passing a parameter to the applet program.	
16	Develop a Java program using exception handling to find the slope of the line between two points.	