Course Code	Course Title	C	H	I	E	T
17U6MAP4	LAB: Practical in JAVA Programming	1	2	50	50	100

S.No.	List of 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	Develop a Java program using exception handling to find the slope of the line between two points.