**List of Java Programs**

1. Write a program to find out the area of a circle.
2. Write a program to find out the sum of series $1+\frac{1}{2}+\frac{1}{3}+\frac{1}{4}+…..+\frac{1}{N}$ .
3. Write a program that will accept command-line arguments and display the same.
4. Write a program to sort the elements of an array in ascending order
5. The Fibonacci sequence is defined by the following rule. The first two values in the sequence are 1 and 1. Every subsequent value is the run of the two values preceding it. Write a Java program that uses both recursive and non-recursive functions to print the nth value in the Fibonacci sequence.
6. Write a program to accept and display employee details (using BufferedReader ().
7. Write a program to create a bank class with methods deposit (), withdraw () and display ().
8. Write a program to perform different arithmetic operations (using string Tokenizer and trim).
9. Write a program that accepts elements of a matrix and displays its transpose.
10. Write a program to accept the values of different data types from a single line and separate them using the STRINGTOKENIZER Class.
11. Write a program to accept the value of a year from the user and check whether it is a leap year or not.
12. Write a program to accept the salary data of every month (January to December) from the user and calculate the gross salary. (Using parameterized constructor).
13. Write a program to find out the HCF and LCM.
14. Write a program to test whether a string is a palindrome or not.
15. Write a program to generate the required number of primes using methods.
16. Write a program for sorting a given list of names in ascending order.
17. Write a program to make a frequency count of words in a given text.
18. Write a program to design a class “Shape” (implement Runtime polymorphism) using abstract methods and classes.
19. Write a program to design a class that performs String’s methods (Equal, Reverse, Change case, trim, etc.)
20. (a) Write a program to handle the Exception using try and multiple Catch blocks.

 (b) Write a program to implement “throw” and “throws”.

 (c) Write a program to implement Custom Exceptions.

1. Write a program to create a package that accesses the members of an external class as well as the same package.
2. WAP to show the partial implementation of “interface” (calculation of salary of employees).
3. Write a program that reads a file name from the user, then displays information about whether the file exists, whether the file is readable, whether the file is writable, the type of file, and the length of the file in bytes.
4. Write a program to create an Arithmetic calculator using the Applet class and Event handling.
5. Write a program to draw the line, rectangle, oval, text, etc., using the graphics methods.
6. Write a program to create a Frame window using the Frame class.
7. Write a program to create UI components on a Frame window using the Frame class.
8. Write a program that works as a simple calculator. Use a grid layout to arrange buttons for the digits and for the + - X% operations. Add a text field to display the result.
9. Write a program to implement the System Clock.
10. Write a program to implement Interthread Communication
11. Write a program for handling mouse events.
12. Write a Program to create a List Box and a Text Area. Fill up the List Box with some file names. When the user double clicks on any filename in the list box, the file should be opened and its contents should be displayed in the text Area.
13. Write a program that helps in creating 3 push buttons, named 3 colors. When a button is clicked, that particular color is set as the background color in the frame.
14. Write a program to implement Choice, CheckBox, and RadioButton with Event handling.
15. Write a program to implement Layout Manager (Flow Layout, Border Layout, Grid Layout, CardLayout).
16. Write a program that will read a text and count all occurrences of a particular word.
17. Write a program that will read a string and rewrite it in alphabetical order, for example, the word “STRING” should be written as “GINRST”.
18. Write a program to implement a DialogBox.
19. Write a program to implement a Smiley face with some colors using an Applet.
20. Write a program to create a Frame that displays the student’s information.
21. Write a program to change the Font and Color of the text using these classes.
22. Write a program to implement the life cycle of servlets.
23. Write a program to store the cookies on the client side and the server side.
24. Write a JSP program that calculates factorial / Fibonacci series values for an integer number, while the input is taken from an HTML form.
25. Write a JSP program that shows a Sample Order Form and the system date and time, also shows the use of the action tag

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