JAVA PROGRAMMING LAB

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1. Remember the key concepts and principles of Java programming, including function overloading and static variable declaration.
2. Apply the concept of Array Size Exception to handle errors related to array sizes effectively.
3. Distinguish and handle Null Pointer Exceptions in Java programs with precision.
4. Create interactive applets in Java to draw grid lines and design visually appealing interfaces.
5. Develop code to retrieve and display personal details upon a button click event effectively.
6. Implement various mouse handling events such as mouse clicks, mouse movement, and mouse drag events efficiently.
7. Design and incorporate a menu bar with pull-down menus in Java applications to enhance user experience.