

OBJECT ORIENTED PROGRAMMING THROUGH JAVA LAB

B. Tech II Year II Semester- CSE-DS

Course Code:

Course Outcomes:

L	T	P	C
0	0	2	1

1. Apply basic Java constructs and OOP to solve mathematical problems.
2. Apply Inheritance in Java programs and Analyze Exception Handling code
3. Implement File input/output and multithreading concepts in advanced Java programs.
4. Design different GUI applications using GUI layouts.
5. Apply Applet development and Database connectivity to build GUI applications

Week 1 & 2

1. Write a program to find total, average of given two numbers by using function with command-line arguments, static data members.
2. Write a program to illustrate class and objects.
3. Write a program to illustrate method & constructor overloading.
4. Write a program to illustrate parameter passing using objects.
5. Write a program to illustrate Array Manipulation.

Week 3

6. Write a program to illustrate different types of inheritances.
7. Write a java program to illustrate Method overriding.
8. Write a java program to demonstrate the concept of polymorphism (Dynamic Method Dispatch).
9. Write a program to demonstrate final keyword.

Week 4 & 5

10. Write a program to illustrate the use of creation of packages.
11. Write a java program to handle the situation of exception handling using multiple catch blocks.
12. Write a program to implement the concept of User defined Exceptions.

Week 6 & 7

13. Write a program to illustrate Multithreading and Multitasking.
14. Write a program to illustrate thread priorities.
15. Write a program to illustrate Synchronization

Week 8 & 9:

16. Write a program to implement StringTokenizer.
17. Write a program to read one line at a time, and write it to another file.

Week 10 & 11

18. Write a program to illustrate Event Handling (keyboard, Mouse events)
19. Write a program to illustrate applet life cycle and parameter passing.

Week 12:

20. Write a program to develop a calculator application using AWT.

Week 13

21. Write a program to illustrate JDBC.