II Year II Semester L T P C

Code: 17CS411 0 0 3 2

JAVA PROGRAMMING LAB

Exercise - 1 (Basics)

- a. Write a JAVA program to display default value of all primitive data type of JAVA
- b. Write a java program that display the roots of a quadratic equation ax2+bx=0. Calculate the discriminate D and basing on value of D, describe the nature of root.
- c. Five Bikers Compete in a race such that they drive at a constant speed which may or may not be the same as the other. To qualify the race, the speed of a racer must be more than the average speed of all 5 racers. Take as input the speed of each racer and print back the speed of qualifying racers.
- d. Write a case study on public static void main(250 words)

Exercise - 2 (Operations, Expressions, Control-flow, Strings)

- a. Write a JAVA program to search for an element in a given list of elements using binary search mechanism.
- b. Write a JAVA program to sort for an element in a given list of elements using bubble sort
- c. Write a JAVA program to sort for an element in a given list of elements using merge sort.
- d. Write a JAVA program using String Buffer to delete, remove character.

Exercise – 3

- a. Write a JAVA program to implement class mechanism. Create a class, methods and invoke them inside main method.
- b. Write a JAVA program to implement constructor.

Exercise - 4 (Methods)

- a. Write a JAVA program to implement constructor overloading.
- b. Write a JAVA program implement method overloading.

Exercise - 5 (Inheritance)

- a. Write a JAVA program to implement Single Inheritance
- b. Write a JAVA program to implement multi level Inheritance
- c. Write a java program for abstract class to find areas of different shapes

Exercise - 6 (Inheritance - Continued)

- a. Write a JAVA program give example for "super" keyword.
- b. Write a JAVA program to implement Interface. What kind of Inheritance can be achieved

Exercise - 7 (Exception)

- a. Write a JAVA program that describes exception handling mechanism
- b. Write a JAVA program Illustrating Multiple catch clauses

Exercise – 8 (Runtime Polymorphism)

- a. Write a JAVA program that implements Runtime polymorphism
- b. Write a Case study on run time polymorphism, inheritance that implements in above problem

Exercise – 9 (User defined Exception)

- a. Write a JAVA program for creation of Illustrating throw
- b. Write a JAVA program for creation of Illustrating finally
- c. Write a JAVA program for creation of Java Built-in Exceptions

d. Write a JAVA program for creation of User Defined Exception

Exercise – 10 (Threads)

- a. Write a JAVA program that creates threads by extending Thread class .First thread display "Good Morning "every 1 sec, the second thread displays "Hello "every 2 seconds and the third display "Welcome" every 3 seconds ,(Repeat the same by implementing Runnable)
- b. Write a program illustrating is Alive and join () c). Write a Program illustrating Daemon Threads.

Exercise - 11 (Threads continuity)

- a. Write a JAVA program Producer Consumer Problem
- b. Write a case study on thread Synchronization after solving the above producer consumer problem

Exercise – 12 (Packages)

- a. Write a JAVA program illustrate class path
- b. Write a case study on including in class path in your os environment of your package.
- c. Write a JAVA program that import and use the defined your package in the previous Problem

Exercise - 13 (Applet)

- a. Write a JAVA program to paint like paint brush in applet.
- b. Write a JAVA program to display analog clock using Applet.
- c. Write a JAVA program to create different shapes and fill colors using Applet.

Exercise - 14 (Event Handling)

- a. Write a JAVA program that display the x and y position of the cursor movement using Mouse.
- b. Write a JAVA program that identifies key-up key-down event user entering text in a Applet.

Exercise - 15 (AWT)

- a. Write a JAVA programto build a Calculator in AWT
- b. Write a JAVA program to display the digital watch in AWT.

MINI PROJECT LIST

- 1. Quiz Maker
- 2. Build a graphically interactive Calculator
- 3. Producer Consumer Problem Simulator
- 4. Build a Slam book application using files as database
- 5. Build a student information management application using files as database
- 6. Build an Email administration application using files as database
- 7. Paint like application using mouse handling
- 8. Text Editor
- 9. Simple banking application using files as database
- 10. REC Aggregate Calculator
- 11. REC Semester grade point Calculator