JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA
KAKINADA – 533 003, Andhra Pradesh, India
DEPARTMENT OF ELECTRONICS AND COMMUNICATION ENGINEERING

II Year - I Semester		L	T	P	C
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OOPS THROUGH JAVA LAB					

Course Outcomes: At the end of the course, students will be able to

		Knowledge Level (K)#
CO1	Identify classes, objects, members of a class and the relationship amongthemneeded for aspecificproblem	K3
CO2	Implementprogramstodistinguishdifferentformsofinheritance	K4
CO3	Createpackagesandtoreusethem	K3
CO4	DevelopprogramsusingExceptionHandlingmechanism	K3
CO5	Developmultithreaded applicationusingsynchronizationconcept.	K6
CO6	DesignGUIbased applicationsusingSwings andAWT.	K6

Listofprogramstobeexecuted:

1. The Fibonacci sequence is defined by the following rule. The first 2 values in the sequence are 1, 1.Every subsequent value is the sum of the 2 values preceding it. Write a Java Program that uses bothrecursive and non-recursivefunctionsto print thenthvalueof theFibonacci sequence.
2. Write a Java Program that prompts the user for an integer and then prints out all the prime numbers uptothat integer.
3. Writeajavaprogramtoimplement callbyvalue andcall byreferencemechanisms.
4. WriteaJavaProgram thatchecks whether agivenstringis apalindromeornot.
5. WriteaJavaProgramtocheckthecompatibilityformultiplication,ifcompatiblemultiplytwomatricesand find its transpose.
6. WriteaJavaprogram toimplementconstructor overloadingandmethodoverloading.
7. WriteaJavaProgram thatillustrates howruntimepolymorphismis achieved.
8. WriteaJavaProgramthat illustratestheuseof superkeyword.
9. WriteaJavaProgramtocreateanddemonstrate packages.
10. Write a Java Program, using String Tokenizer class, which reads a line of integers and then displayseachinteger and the sumof all integers.
11. Write a Java Program that reads on file name form the user then displays information about whetherthe file exists, whether the file is readable/ writable, the type of file and the length of the file in bytesanddisplay thecontent of theusing FileInputStream class.
12. WriteaJavaProgramthatdisplays thenumber of characters,linesand wordsinatext/textfile.
13. Write a Java Program to implement a Queue, using user defined Exception Handling (also make use ofthrow, throws).

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14. Write a Java Program that creates 3 threads by extending Thread class. First thread displays "Good Morning" every 1 sec, the second thread displays "Hello" every 2 seconds and the third displays"Welcome"every 3 seconds. (Repeat thesamebyimplementingRunnable).

15. WriteaJavaProgram demonstratingthe lifecycleofathread.

16. Writean Appletthat displaysthe contentofa file.

17. Write a Java Program that works as a simple calculator. Use a gridlay out to arrange buttons for the digits and for the +-*?% operations. Add atext field to display the result

18. Writea Java Program for handling mouse events, keyboard events.

19. Write a Java Program that allows user to draw lines, rectangles and ovals.

20. Write a Java Program that lets users create Piecharts. Design your own user interface (with Swings & AWT).