

2/4 B.Tech. FOURTH SEMESTER

EM4L3 OBJECT ORIENTED PROGRAMMING THROUGH JAVA LAB Credits:2

Lab/Practice: 3 periods/week

Internal assessment: 25 marks  
Semester end examination: 50 marks

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**Course Objectives:**

- To make the student learn a object oriented way of solving problems.
- To teach the student to write programs in Java to solve the problems

**Learning Outcomes:**

At the end of this course the student will be able to

- Develop object oriented programs using objects, classes, inheritance, and interfaces, exceptions, Multithreading.
- Understand the API of java
- Design GUI using applets, awt, swings and understands event handling
- Write client/server programs using sockets.

**Recommended Systems/Software Requirements:**

- Intel based desktop PC with minimum of 166 MHZ or faster processor with atleast 64 MB RAM and 100 MB free disk space
- JDK Kit. Recommended

Student is expected to complete any 20 programs.

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 (WJJP) that uses both recursive and non-recursive functions to print the  $n^{th}$  value of the Fibonacci sequence.
2. WJJP to demonstrate wrapper classes, and to fix the precision.
3. WJJP that prompts the user for an integer and then prints out all the prime numbers up to that Integer.
4. WJJP that checks whether a given string is a palindrome or not. Ex: MALAYALAM is a palindrome.
5. WJJP for sorting a given list of names in ascending order.
6. WJJP to check the compatibility for multiplication, if compatible multiply two matrices and find its transpose.
7. WJJP, using *StringTokenizer* class, which reads a line of integers and then displays each integer and the sum of all integers.
8. Write a java program that demonstrates the uses of super keyword.
9. WJJP to create an abstract class named Shape, that contains an empty method named numberOfSides(). Provide three subclasses of Shape named Trapezoid, Triangle and Hexagon, such that each one of the classes contains only the method numberOfSides(), that contains the number of sides in the given geometrical figure.
10. WJJP that illustrates how runtime polymorphism is achieved.
11. WJJP to create and demonstrate packages.
12. WJJP that reads on file name from the user then displays information about whether the file exists, whether the file is readable/writable, the type of file and the length of the file in bytes. And display the content of the file using *FileInputStream* class.

13. WJJP that displays the number of characters, lines and words in a text/text file.
14. WJJP to demonstrate interface .
15. WJJP to create custome Excetion.(i.e the exception should arise when result of modulus operation is even number.The name of custome exception is EvenNumberException).
16. WJJP demonstrating the life cycle of a thread.
17. WJJP that creates 3 threads by implementing Runnable interface. First thread displays “Good Morning” every 1 sec, the second thread displays “Hello” every 2 seconds and the third displays “Welcome” every 3 seconds.
18. WJJP that correctly implements Producer-Consumer problem using the concept of Inter Thread Communication.
- 19 WJJP demonstrating the life cycle of an applet.
20. Write an applet and allows user to draw lines, rectangles and ovals.\
21. Write an applet that display the content of a file.
22. WJJP to demonstrate mouse events and keyboard events.
23. WJJP 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.
24. WJJP that lets users create Pie charts. Design your own user interface (using Swings ).
25. WJJP that implements a simple client/server application. The client sends data to a server. The server receives the data, uses it to produce a result and then sends the result back to the client. The client displays the result on the console.
- 26.WJJP to create menu bar,menu,menu item’s using awt.

### Learning resources

#### Reference:

Java; the complete reference, 5<sup>th</sup> editon, Herbert schildt, TMH