

20MCA132 OBJECT ORIENTED PROGRAMMING LAB

Lab Cycle 1

1. Write a java program to display a message 'Welcome to Java Programming'.
2. Create a class '*Rectangle*' with instance variables *length* and *breadth*. Define a method '*setData*' for setting the values of instance variables and a method '*getArea*' to return the area of a Rectangle. Using this class to find out the area of the following Rectangles.

Rectangle	Length	Breadth
R1	12.4	13
R2	10.5	9
R3	13	14

3. Write a java program to read an integer from keyboard and check whether the number is odd or even.
4. Write a java program to read 2 matrices from the console and perform matrix addition.
5. Write a java program to read a matrix from the console and check whether it is symmetric or not.
6. Define a class 'product' with data members' pcode, pname and price. Create 3 objects of the class and find the product having the lowest price.
7. Write a java program to add two complex numbers.
8. Create class 'CPU' with attribute price. Create inner class Processor (no. of cores, manufacturer) and static nested class RAM (memory, manufacturer). Create an object of CPU and print information of Processor and RAM.

Last Date for submitting Lab Cycle 1: 22-05-2021

Experiments	Expected Maximum No: of Hours for Completion
Program 1, 2, 3	2 Hours
Program 4,5	1.5 Hours
Program 6,7,8	2.5 Hours