

CSL 203	OBJECT ORIENTED PROGRAMMING LAB (IN JAVA)	CATEGORY	L	T	P	CREDIT	YEAR OF INTRODUCTION
		PCC	0	0	3	2	2019

Preamble: The aim of the course is to provide hands-on experience to the learners on various object oriented concepts in Java Programming. This course helps the learners to enhance the capability to design and implement various Java applications for real world problems.

Prerequisite: Topics covered under the course Programming in C (EST 102)

Course Outcomes:

At the end of the course, the student should be able to

CO1	Implement the Object Oriented concepts - constructors, inheritance, method overloading & overriding and polymorphism in Java (Cognitive Knowledge Level: Apply)
CO2	Implement programs in Java which use datatypes, operators, control statements, built in packages & interfaces, Input/Output streams and Files (Cognitive Knowledge Level: Apply)
CO3	Implement robust application programs in Java using exception handling (Cognitive Knowledge Level: Apply)
CO4	Implement application programs in Java using multithreading and database connectivity (Cognitive Knowledge Level: Apply)
CO5	Implement Graphical User Interface based application programs by utilizing event handling features and Swing in Java (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	☑	☑	☑	☑	☑			☑		☑		☑
CO2	☑	☑	☑	☑	☑			☑		☑		☑
CO3	☑	☑	☑	☑	☑			☑		☑		☑
CO4	☑	☑	☑	☑	☑			☑		☑		☑
CO5	☑	☑	☑	☑	☑			☑		☑		☑

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Test - Internal Exam (Percentage)	End Semester Examination (Percentage)
Remember	20	20
Understand	20	20
Apply	60	60
Analyse		
Evaluate		
Create		

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	75	75	3 hours

Continuous Internal Evaluation Pattern:

Attendance	: 15 marks
Continuous Evaluation in Lab	: 30 marks
Continuous Assessment Test	: 15 marks
Viva-voce	: 15 marks

Internal Examination Pattern: The marks will be distributed as Algorithm 30 marks, Program 20 marks, Output 20 marks and Viva 30 marks. Total 100 marks which will be converted out of 15 while calculating Internal Evaluation marks.

End Semester Examination Pattern: The marks will be distributed as Algorithm 30 marks, Program 20 marks, Output 20 marks and Viva 30 marks. Total 100 marks will be converted out of 75 for End Semester Examination.

Operating System to Use in Lab : Linux

Compiler/Software to Use in Lab : gcc, javac, jdk, jre, Eclipse, NetBeans, MySQL / PostgreSQL.

Programming Language to Use in Lab : Java

Fair Lab Record:

All Students attending the Object Oriented Programming Lab (in Java) should have a Fair Record. The fair record should be produced in the University Lab Examination. Every experiment conducted in the lab should be noted in the fair record. For every experiment in the fair record the right hand page should contain Experiment Heading, Experiment Number, Date of Experiment, Aim of Experiment, Operations Performed, Details of Experiment including algorithm and Result of Experiment. The left hand page should contain a print out of the code used for the experiment and sample output obtained for a set of input.

SYLLABUS

The syllabus contains six sessions (A, B, C, D, E, F). Each session consists of three concrete Java exercises, out of which at least two questions are mandatory.

(A) Basic programs using datatypes, operators, and control statements in Java.

- 1) Write a Java program that checks whether a given string is a palindrome or not.

Ex: MALAYALAM is palindrome.

- 2) Write a Java Program to find the frequency of a given character in a string. **
- 3) Write a Java program to multiply two given matrices. **

(B) Object Oriented Programming Concepts: Problem on the use of constructors, inheritance, method overloading & overriding, polymorphism and garbage collection:

- 4) Write a Java program which creates a class named 'Employee' having the following members: Name, Age, Phone number, Address, Salary. It also has a method named 'printSalary()' which prints the salary of the Employee. Two classes 'Officer' and 'Manager' inherits the 'Employee' class. The 'Officer' and 'Manager' classes have data members 'specialization' and 'department' respectively. Now, assign name, age, phone number, address and salary to an officer and a manager by making an object of both of these classes and print the same. (Exercise to understand inheritance). **
- 5) Write a java program to create an abstract class named Shape that contains an empty method named numberOfSides(). Provide three classes named Rectangle, Triangle and Hexagon such that each one of the classes extends the class Shape. Each one of the classes contains only the method numberOfSides() that shows the number of sides in the given geometrical structures. (Exercise to understand polymorphism). **
- 6) Write a Java program to demonstrate the use of garbage collector.

(C) Handling different types of files as well as input and output management methods:

- 7) Write a file handling program in Java with reader/writer.
- 8) Write a Java program that read from a file and write to file by handling all file related exceptions. **
- 9) Write a Java program that reads a line of integers, and then displays each integer, and the sum of all the integers (Use String Tokenizer class of java.util). **

(D) Exception handling and multi-threading applications:

- 10) Write a Java program that shows the usage of try, catch, throws and finally. **
- 11) Write a Java program that implements a multi-threaded program which has three threads. First thread generates a random integer every 1 second. If the value is even, second thread computes the square of the number and prints. If the value is odd the third thread will print the value of cube of the number.
- 12) Write a Java program that shows thread synchronization. **

(E) Graphics Programming:

- 13) Write a Java program that works as a simple calculator. Arrange Buttons for digits and the + - * % operations properly. Add a text field to display the result. Handle any possible exceptions like divide by zero. Use Java Swing. **
- 14) Write a Java program that simulates a traffic light. The program lets the user select one of three lights: red, yellow, or green. When a radio button is selected, the light is turned on, and only one light can be on at a time. No light is on when the program starts. **
- 15) Write a Java program to display all records from a table using Java Database Connectivity (JDBC).

(F) Standard Searching and Sorting Algorithms using data structures and algorithms learned from course Data Structures (CST 201):

- 16) Write a Java program for the following: **
 - 1) Create a doubly linked list of elements.
 - 2) Delete a given element from the above list.
 - 3) Display the contents of the list after deletion.
- 17) Write a Java program that implements Quick sort algorithm for sorting a list of names in ascending order. **
- 18) Write a Java program that implements the binary search algorithm.

**** Mandatory**

PRACTICE QUESTIONS

- 1) Write a Java program to reverse an given string.
- 2) Write a Java program to display the transpose of a given matrix.
- 3) Write a Java program to find the second smallest element in an array.
- 4) Write a Java program to check whether a given number is prime or not.
- 5) Write a Java program to calculate the area of different shapes namely circle, rectangle, and triangle using the concept of method overloading.
- 6) Write two Java classes Employee and Engineer. Engineer should inherit from Employee class. Employee class to have two methods display() and calcSalary(). Write a program to display the engineer salary and to display from Employee class using a single object instantiation (i.e., only one object creation is allowed).
 - display() only prints the name of the class and does not return any value. Ex. “ Name of class is Employee.”
 - calcSalary() in Employee displays “Salary of employee is 10000” and calcSalary() in Engineer displays “Salary of employee is 20000.”
- 7) Write a Java program to illustrate Interface inheritance.
- 8) Write a Java program that shows how to create a user-defined exception.
- 9) Write a Java program to create two threads: One for displaying all odd number between 1 and 100 and second thread for displaying all even numbers between 1 and 100.
- 10) Write a Java program that shows thread priorities.
- 11) Write a Java program that reads a file and displays the file on the screen, with a line number before each line.
- 12) Write a Java program that displays the number of characters, lines and words in a text file.
- 13) Write a Java program for handling mouse events.
- 14) Write a Java program for handling key events using Adapter classes (general).
- 15) Write a Java program that allows the user to draw lines, rectangles and ovals.
- 16) Write a Java Swing program to print a wave form on the output screen.
- 17) Write a program to accept rollno, name, CGPA of “n” students and store the data to a database using JDBC connectivity. Display the list of students having CGPA greater than 7. (Use MySQL /PostgreSQL).
- 18) Write a Java program to implement Heap sort algorithm using array.