Aror University of Art, Architecture, Design & Heritage Sukkur.

Department of Artificial Intelligence and Multimedia Gaming

Object Oriented Programming(Spring-2024)

LAB No. 11 (Final Lab)

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Objective of Lab No. 11:
After performing lab11, students will be able to:
- o Use collection Framework in java
- o Create Web Application in java using java servlet

Lab Exercises:

Task 1:

Write a Java program that helps students practice their vocabulary. The program will display a word and ask the student to provide its meaning. If the student's input matches the correct meaning, they earn a point. If not, they can try again. The program will keep track of the student's score and display it at the end of the session. Use ArrayList to store the vocabulary words and their meanings.

Task 2:

Create a simple calculator application using java servlet, which accepts two numbers and an operation, afterwards it performs the operation and prints the result on the browser.

Task 3:

Create a Quiz application using java servlets, Display 10 Questions along with the options to the user, after user clicks on the submit button the total number of correct questions, total number of incorrect questions, and total marks are displayed to the user.