UNIVERSITY INSTITUTE OF ENGINEERING

Department of Computer Science & Engineering

Subject Name: PROJECT BASED LEARNING IN JAVA WITH LAB

Subject Code: 21CSH-319

Submitted to:

Faculty name

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Section: 21BCS-CC-616

Group: B

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Ex. No	List of Experiments	Conduct (MM: 12)	Viva (MM: 10)	Record (MM: 8)	Total (MM: 30)	Remarks/Signature
1.1	Create an application to save the employee information using arrays.					
1.2	Design and implement a simple inventory control system for a small video rental store.					
1.3	Create an application to calculate interest for FDs, RDs based on certain conditions using inheritance.					
2.1	Create a program to collect and store all the cards to assist the users in finding all the cards in a given symbol using Collection interface.					
2.2	Create a program to collect unique symbols from a set of cards using set interface.					
2.3	Write a Program to perform the basic operations like insert, delete, display and search in list. List contains String object items where these operations are to be performed.					
2.4	Create a menu-based Java application with the following options. 1.Add an Employee 2. Display All 3. Exit If option 1 is selected, the application should gather details of the employee like employee name, employee id, designation and salary and store it in a file. If option 2 is selected, the application should display all the employee details. If option 3 is selected the application should exit.					
3.1	Largest palindromic substring					
3.2	Create an application for online auction using Servlet and JSP. Create a HTML page as shown below. None of the fields should be empty. Perform necessary validations on the HTML Page.					
3.3	Write a JSP application to demonstrate the expression tag by using mathematical operation					