MOUNT ZION COLLEGE OF ENGINEERING

Kadammanitta – Pathanamthitta Kerala 689649

(Affiliated to APJ Abdul Kalam Technological University)



20MCA132 OBJECT ORIENTED PROGRAMMING LAB

LABORATORY RECORD FIRST YEAR

Submitted by

SEENA ANN MATHEW(MZC20MCA-2026)

Submitted in partial fulfillment of the requirement for the Award of the Degree of

MASTER OF COMPUTER APPLICATIONS

(2020-2022)

Department of Computer Applications

MOUNT ZION COLLEGE OF ENGINEERING, KADAMMANITTA

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CERTIFICATE

Certified that this is a bonafide record of practical work done in Object Oriented Programming Lab (20MCA132) Laboratory by Seena Ann Mathew Reg No: MZC20MCA-2026 of Mount Zion College of Engineering, kadammanitta – Pathanamthitta during the academic year 2020-2022

Head of the department

Staff member in-charge

Submitted to the University Examination held on

External Examiner

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		No:
1	Define a class "product" with data members Pcode,	1
	Pname and Price create 3 objects of the class and find	
	the product having the lowest price	
2	To read 2 matrices from the console and perform	4
	matrix addition.	
3	To add two complex numbers.	7
4	To read a matrix from the console and check whether	9
	it is symmetric or not.	
5	To create CPU with attribute price. Create inner class	11
	processor (no of cores, manufactures)and static nested	
	class RAM (memory, manufacturer). Create an object	
	of CPU and print information of processor and RAM	
6	To write menu driven program that would choose	
	either inbuild method or call a user defined method to	13
	sort an array of strings.	
7	To write program for linear search and binary search	16
8	To illustrate string manipulation methods.	
		21
9	Program to create a class for employee having	
	attributes eNo, eName, and eSalary. Read n employee	24
	information and search for an employee given eNo	
	using the concept of array of objects.	
10	To find the area of different shape using overloaded	
	function.	28
11	Create a class 'Employee' with data members Empid,	
	Name, Salary, Address and constructors to initialize	30
	the data members, create another class 'Teacher' that	
	inherit the properties of class employee and contain its	
	own data members department, subject taught and	

	constructors to initialize these data members and also	
	include display function to display all the data	
	members. Use array of object to display details of N	
	teachers.	
12	Create a class 'person' with data members Name,	34
	Gender, Age, Address and constructors to initialize	
	the data members, create another class 'Employee'	
	that inherit the properties of class person and contain	
	its own data members like Empid, Company name,	
	Qualification, Salary, and its own constructor. Create	
	another class 'Teacher' that inherits the properties of	
	class Employee and contain its own data members	
	like subject, department, Teacher id and also contain	
	constructor and methods to display the data members.	
	Use array of objects to display details of N teachers	
13	Write a program has class publisher, Book, Literature	39
	and Fiction. Read the information and print the details	
	of books from either the category using inheritance.	
14	Create classes Student and sports. Create another	42
	class Result inherited from student and Sports.	
	Display the academic and sports score of a student.	
15	To create a graphics package that has classes and	44
	interfaces for figures Triangle, Square, and Circle and	
	test the package by finding the area of these figures.	
16	To create an arithmetic package that has classes and	47
	interfaces for the 4 basic arithmetic operations and	
	test the packages by implementing all operations on	
	two given numbers.	
17	Write a user defined exception class to authenticate	50
	the user name and password.	
18	To find the average of N positive integers, raising a	53
	user defined exception for each negative inputs.	

19	To define 2 classes; one for generating multiplication	55
	table of 5 and other for displaying first N prime	
	numbers. Implement using threads.	
20	To define 2 classes; one for generating Fibonacci	57
20	numbers and other for displaying even numbers in a	31
21	given range. Implement using thread.	50
21	To implement producer consumer problem using ITC.	59
	This program uses.	
22	To write a program to create a generic stack and do	62
	the push and pop operations	
23	To implement a generic method for bubble sorting.	65
24	To maintain a list of strings using Array list from	67
	collection framework, and perform built-in	
	operations.	
25	Program to remove all the elements from a linked list.	69
26	Program to remove an object from the stack when the	71
	position is passed as parameter.	
27	Program to demonstrate the creation of queue object	73
	using the priority queue class.	
28	Program to demonstrate the addition and deletion of	75
	elements in deque.	
29	Program to demonstrate the creation of set object	77
	using the linked Hash set class.	
30	Write a program to compare two hash sets.	79
31	Program to demonstrate the working of map interface	81
	by adding, changing and removing elements.	
32	Program to demonstrate the working of map interface	83
	by adding, changing and removing elements.	
	, 6, 4 4 6 6 4 4 4 4 4 4 4 4 4 4 4 4 4 4	

33	Program to implement a simple calculator using	85
	AWT components.	
34	Program to find maximum of three numbers using	89
	AWT.	