**Session 2025-2026**

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| **Vision:**  *To be a well-known centre for pursuing computer education through innovative pedagogy, value-based education and industry collaboration* | **Mission:** *To establish learning ambience for ushering in computer engineering professionals in core and multidisciplinary area by developing Problem-solving skills through emerging technologies****.*** |

**Program Educational Objectives of the program (PEO):** (broad statements that describe the professional and career accomplishments)

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| PEO1 | **Preparation** | **P: Preparation** | **Pep-CL abbreviation**  **pronounce as Pep-si-lL easy to recall** |
| PEO2 | **Core Competence** | **E: Environment (Learning Environment)** |
| PEO3 | **Breadth** | **P: Professionalism** |
| PEO4 | **Professionalism** | **C: Core Competence** |
| PEO5 | **Learning Environment** | **L: Breadth (Learning in diverse areas)** |

**Program Outcomes (PO):** (statements that describe what a student should be able to do and know by the end of a program)

**Keywords of POs:**

Engineering knowledge, Problem analysis, Design/development of solutions, Conduct Investigations of Complex Problems, Engineering Tool Usage, The Engineer and The World, Ethics, Individual and Collaborative Team work, Communication, Project Management and Finance, Life-Long Learning

**PSO Keywords:** Cutting edge technologies, Research

“I am an engineer, and I know how to apply engineering knowledge to investigate, analyse and design solutions to complex problems using tools for entire world following all ethics in a collaborative way with proper management skills throughout my life.” *to contribute to the development of cutting-edge technologies and Research*.

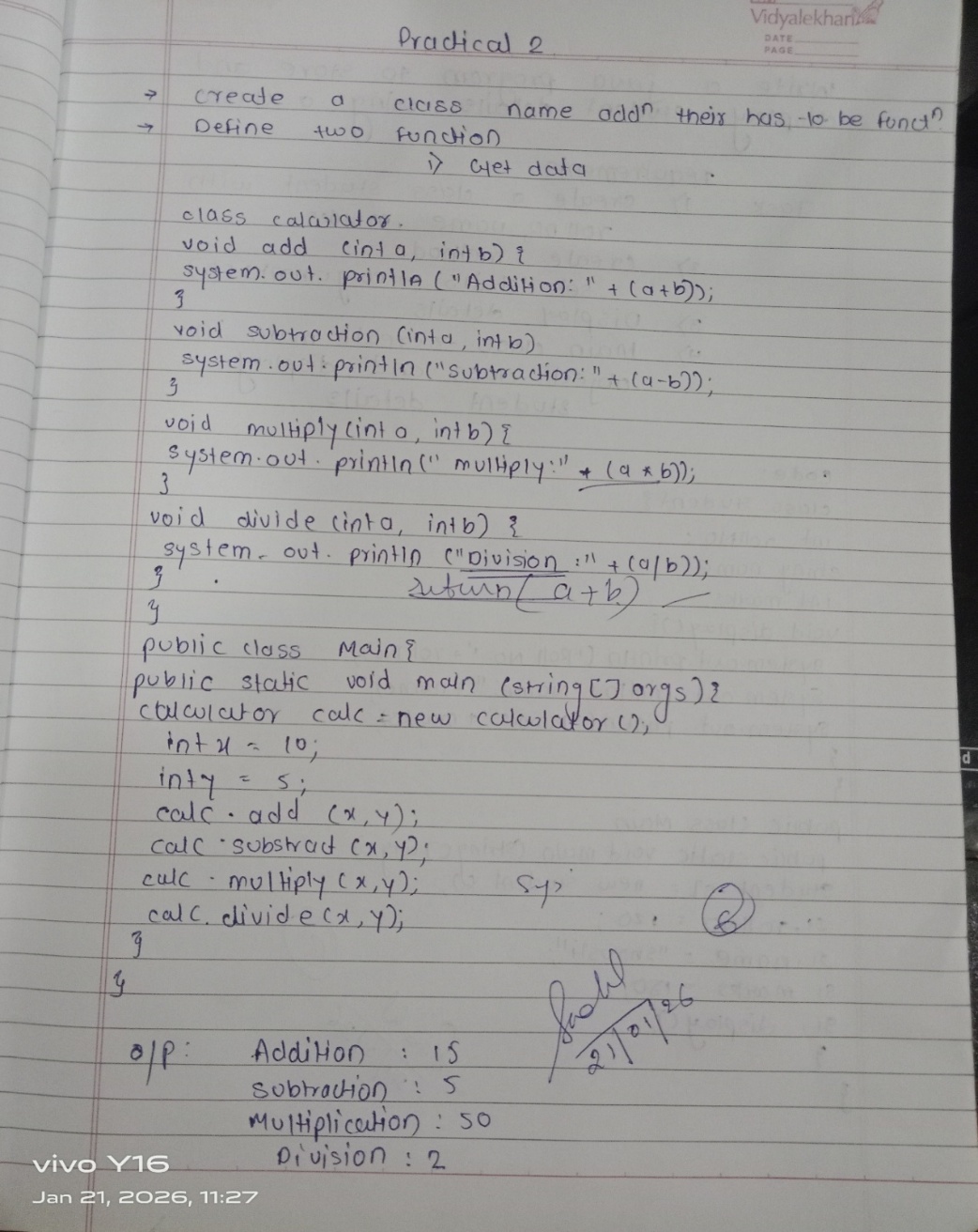
**Integrity:** I will adhere to the Laboratory Code of Conduct and ethics in its entirety.

**Name and Signature of Student and Date**

(Signature and Date in Handwritten)

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| **Session** | **2025-26 (EVEN)** | | **Course Name** | **JAVA FSD Lab** | |
| **Semester** | **4th** | | **Course Code** | **23ADS1407** | |
| **Roll No** | **120** | | **Name of Student** | **Shrusti katakwar** | |
|  |  | |  |  |  |
| Practical Number | | **02** | | | |
| Course Outcome | |  | | | |
| Aim | | **WAP to demonstrate concept of Class, Object, and**  **methods in java.** | | | |
| Problem Definition | | **WAP to demonstrate concept of Class, Object, and**  **methods in java.** | | | |
| Theory  (100 words) | | Class A **class** is a blueprint or template used to create objects. It defines **data members (variables)** and **methods (functions)** that describe the behavior of an object. A class does not occupy memory until an object is created. Object An **object** is an instance of a class. It represents a real-world entity and occupies memory. Objects are created using the new keyword and are used to access the class members. Method A **method** is a block of code that performs a specific task. Methods define the **behavior** of an object and are called using the object name. They help in code reusability and modular programming. | | | |
| Procedure and Execution  (100 Words) | | Algorithm:   1. **Start** 2. **Define a class** named Student 3. **Declare variables** inside the class to store student details (roll number, name, age) 4. **Define a method** inside the class to display student details 5. **Define the main method** 6. **Create an object** of the Student class using the new keyword 7. **Assign values** to the object variables 8. **Call the method** using the object to display details 9. **Stop** | | | |
| Code: | | | |
| Output: | | | |
| Output Analysis | | * When the program starts, the main() method is executed. * An object s1 of the Student class is created. * Student details (roll number, name, and age) are stored in the object. * The display() method is called using the object. * The display() method prints the student details on the screen. | | | |
| Link of student Github profile where lab assignment has been uploaded | |  | | | |
| Conclusion | | In this program, we created a class Student to represent a blueprint for storing student information. We then created an object of this class to store specific details like roll number, name, and age. The method display() was used to access and show the data stored in the object. This demonstrates how a class, object, and method work together in Java to model real-world entities. Overall, the program illustrates the fundamental concepts of Object-Oriented Programming, showing that classes define structure and behavior, objects store data, and methods perform operations on that data. | | | |
| Plag Report (Similarity index < 12%) | |  | | | |
| Date | | **21/01/26** | | | |

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