**LIST OF ASSIGNMENTS AS PER THE UNIVERSITY CURRICULUM**

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| **Sl.No** | **LABASSIGNMENTS** |
| **1** | **ASSIGNMENT-1** |
| * Program1:Process for Installation of java software, set the path settings,Programs compilations and executions. * Program2:Write a program to display (“Hello”, “Welcome to Java World”, “A very good morning”) and addition of two numbers by using function. * Program3:Write a program to Convert seconds to hour, minute and seconds * Program4:Write a program to find largest of 3 numbers. * Program5:Write a program to print Fibonacci Series using loop. |
| **2** | **ASSIGNMENT-2** |
| * Program1:Write a Java program that prints the following pattern   1 2 3 4 5  1 2 3 4  1 2 3  1 2  1   * Program2:Write a Java program that calculate mathematical constant ‘e’ using the formula e=1+1/2!+1/3!+........ up to 5 . * Program3:Write a Java program to sort the elements using bubble sort. * Program4:Write a Java program to search an element using binary search. * Program5:Write a Java program to create and display unique three-digit number using 1, 2, 3, 4. Also count how many three-digit numbers are there. |
| **3** | **ASSIGNMENT-3** |
| * Program1: Write a Java program to add two matrices. * Program2: Write a Java program by using a Command Line Argument (CMD). * Program3: Write a Java program to define Scanner class which reads the int, string and double value as an input. * Program4: Write a Java program to convert a binary number to decimal number. * Program5: Write a Java program that prints all real solutions to the quadratic equation ax2 + bx +c=0. Read in a, b, c and use the quadratic formula. If the discriminate b2-4ac is negative, display a message stating that there are no real solutions (Using Buffered Reader concept). |
| **4** | **ASSIGNMENT-4** |
| * Program1:Write a Java program using classes and object. * Program2:Write a Java program to implement Inheritance * Program3:Write a Java program to implement Polymorphism.(Note: Consider a scenario, Bank is a class that provides method to get the rate of interest. But, rate of interest may differ according to banks. For example, SBI, ICICI and AXIS banks are providing 8.4%, 7.3% and 9.7% rate of interest. * Program4:Write a Java program to implement Method Overriding * Program5:Write a Java program to implement Method Overloading |
| **5** | **ASSIGNMENT-5** |
| * Program1:Write a Java program to demonstrate multiple inheritance through default method.(Using Interface) * Program2:Define Abstract class. In this program, Shape is the abstract class; its implementation is provided by the Rectangle and Circle classes. Mostly, we don't know about the implementation class (i.e. hidden to the end user) and object of the implementation class is returns the instance of the class (i, e. Factory Method). * **Wrapper Classes in Java**   Program3:Java program to demonstrate Autoboxing  Program4:Java program to demonstrate Unboxing  Program5:Java program to demonstrate Wrapping and UnWrapping |
| **6** | **ASSIGNMENT-6** |
| * **Packages in Java**   Program1:Introduction of Packages.  Program2:   * Simple example of java package * How to compile java package * How to run java package program * How to send the class file to another directory or drive? * How to access package from another package?   Program3: Write a Java program to demonstrate Accessing of members when a corresponding class is imported and not imported.  Program4:Java program to Illustration of user-defined packages:   * **Exception Handling**   Program5:Write a Java program to demonstrate exception is thrown |
| **7** | **ASSIGNMENT-7** |
| * **Thread in Java**   Program1: Main thread in Java.  Program2**:** Java Concurrency – yield(), sleep() and join() methods   * Write a Java program to illustrate yield() method * Write a Java program to illustrate sleep() method * Write a Java program to illustrate join() method   Program3:Write a Java program to implement Multithreading |
| **8** | **ASSIGNMENT-8** |
| * **IO Streams (java.io package)in Java**   Program1: Write a program to makes use of two classes (FileInputStream and FileOutputStream) to copy an input file into an output file.{ Byte Stream }  Program2**:** Write a program to makes the use of two classes (FileReader and FileWriter)to copy an input file (having Unicode characters) into an output file. { Character Streams }  Program3:Write a java program to shows how to read and write Files Using a RandomAccessFile Object.  Program4:Write a Java program to implement Serializing an Object |
| **9** | **ASSIGNMENT-9** |
| * **Util Package interfaces (List, Set, and Map)**   Program1: Write a program to declaration for  java.util.ArrayList  class.  Program2**:** Write a program to declaration for  java.util.BitSetclass.  Program3:Write a program to declaration for  java.util.HashMap  class.   * **Applet in java**   Program4: Write a Java program to showing Simple example of Applet by html file.  Program5:Write a Java program to implement EventHandling in Applet. |
| **10** | **ASSIGNMENT-10** |
| Program1:Write a Java program to display digital clock by using Applet.  Program2**:**Write a Java program of event handling by implementing Action Listener.  Program3:Write a Java program to implement window Adapter.  Program4:Write a Java program to implement Mouse Motion Adapter.  Program5:Write a Java program to implement Key Adapter. |
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