Java Programming Lab

List of Experiments

PS 1:
Write a Java program that accepts four integers from the user and prints equal if all four are equal, and not equal otherwise.

PS 2:
Write a program to create a class Student2 along with two method getData(), printData() to get the value through argument and display the data in printData. Create the two objects s1, s2 to declare and access the values from class STtest.

PS 3:
Write a java program to create class car, truck and motorcycle which extends the vehicle class (attribute registration_number, color, type of vehicle) with their own attribute like make, CC and fuel type. Input data from the user and print all the details.

PS 4:
Write a java program to create a class Student with data „name, city and age" along with method addData and printData to input and display the data. Create the two objects s1, s2to declare and access the values.

PS 5:
Write a java program that implements a multi-thread application that has three threads. First thread generates a random integer every 1 second and if the value is even, the second thread computes the square of the number and prints. If the value is odd, the third thread will print the value of the cube of the number.

PS 6:
Write a java program to create an abstract class named Shape that contains two integers and an empty method named print Area (). Provide three classes named Rectangle, Triangle and Circle such that each one of the classes extends the class Shape. Each one of the classes contains only the method print Area () that prints the area of the given shape.

PS 7:
Write a java program to create a calculator which performs addition, subtraction and multiplication of numbers for different types like integer, float and complex numbers using single function add(), sub() and multi().

PS 8:
Create simple application of Java AWT in which show an awt component button by setting its placement and window frame size.

PS 9:
Create a student table with fields roll number, name, percentage. Insert values in the table. Display all the details of the student table in a tabular format on the screen (using swing).

PS 10:
Write a java program that simulates a traffic light. The program lets the user select one of three lights: red, yellow, or green with radio buttons. On selecting a button, an appropriate message with "stop" or "ready" or "go" should appear above the buttons in a selected color. Initially there is no message shown.

PS 11:
Write a java program that connects to a database using JDBC and does add, deletes, modify, and retrieve operations.