Department of Electronics & Telecommunication Engineering

Third Year of E &TC Engineering(2019Course):

Elective -1 Fundamentals of JAVA Programming

Virtual LAB Links:

Link of the Virtual Lab: https://java-iitd.vlabs.ac.in/

Student Name: Hemant Rohidas Murkute

Year: TE Class: 1

Roll Number: 07

Date of execution: 01/10/2025

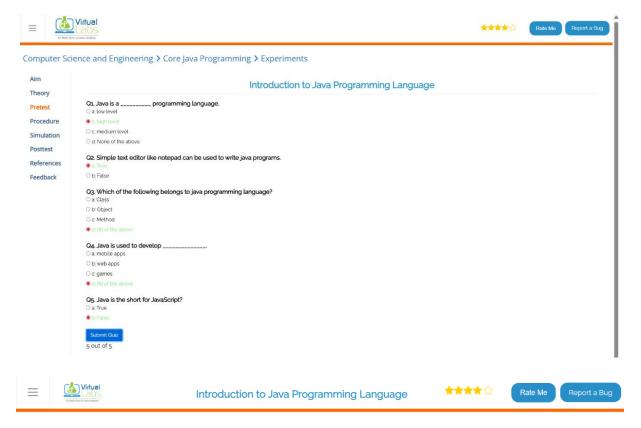
Sr. No	Experiment Name	Virtual Lab Name	Conclusion/Understanding of student after performing experiment
1	Introduction to Java Programming Language	Core Java Programming	We learned Java basics, its history, features, and environment setup. Finally, we compiled and executed our first Java program, understanding JDK, JRE, and JVM.
2	Creating Classes and their Objects in Java	Core Java Programming	We learned that a class is a blueprint and an object is its instance with state and behavior. Using the new keyword, we can create objects and access their fields and methods.
3	Using constructors for creating Objects	Core Java Programming	Constructors in Java are special methods used to initialize objects at creation time. They share the class name, have no return type, and can be default (no-argument) or parameterized. They ensure objects start with proper values instead of defaults like 0 or null.

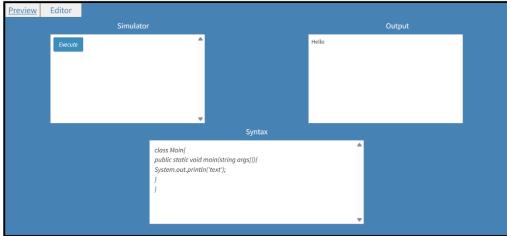


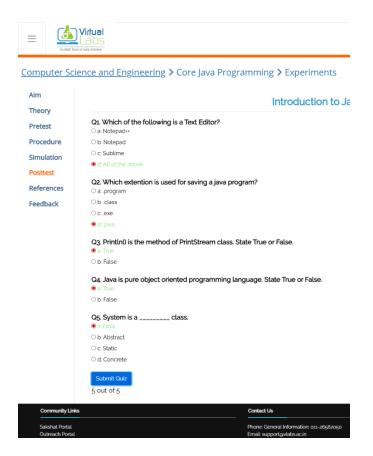
Department of Electronics & Telecommunication Engineering

Attach any 3 experiments screenshots

1. Introduction to Java Programming Language



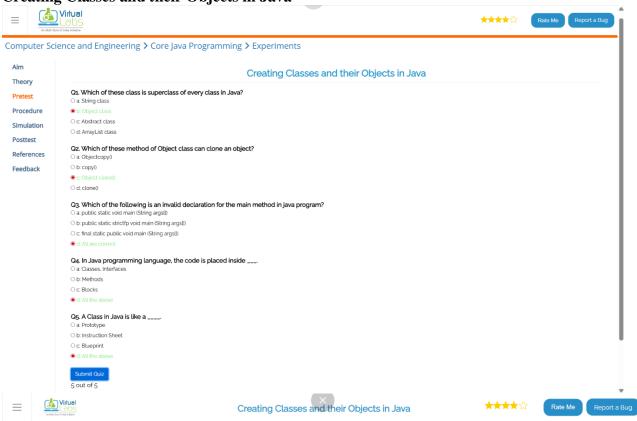


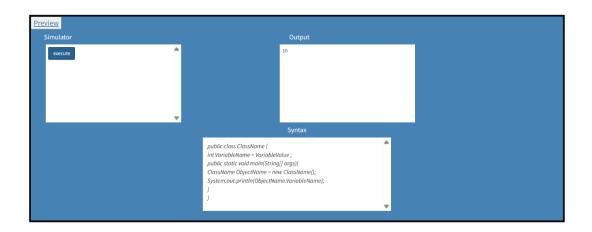


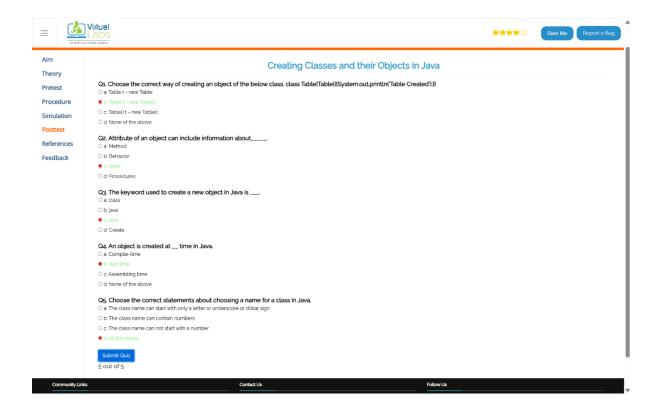
Conclusion:

We learned Java basics, its history, features, and environment setup. Finally, we compiled and executed our first Java program, understanding JDK, JRE, and JVM.

2. Creating Classes and their Objects in Java



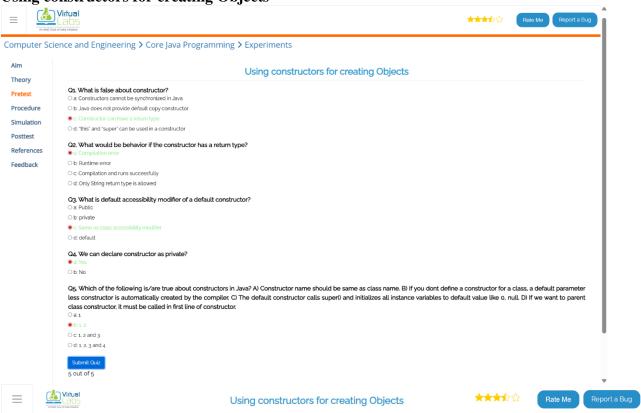


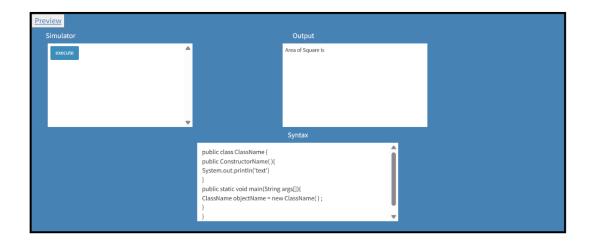


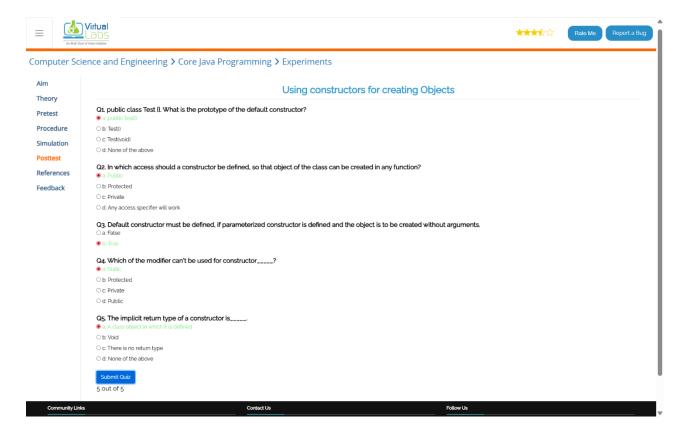
Conclusion:

We learned that a class is a blueprint and an object is its instance with state and behavior. Using the new keyword, we can create objects and access their fields and methods.

3. Using constructors for creating Objects







Conclusion:

Constructors in Java are special methods used to initialize objects at creation time. They share the class name, have no return type, and can be default (no-argument) or parameterized. They ensure objects start with proper values instead of defaults like 0 or null.