CS350P: EVENT-2

TENTATIVE PROGRAMS

INHERITANCE

Write a Java Program to implement inheritance and demonstrate use of method overriding.

Write a JAVA program to implement Single Inheritance.

Write a JAVA program to implement multi-level Inheritance.

Write a java program for abstract class to find areas of different shapes.

Write a JAVA program give example for "super" keyword.

Write a Java Program to implement multilevel inheritance by applying various access controls to its data members and methods.

Write a java program to create an abstract class named SHAPE that contains two integers and an empty method named printArea(). Provide three classes named RECTANGLE, TRIANGLE and CIRCLE such that each one of the classes extends the class SHAPE. Each one of the class contains only the method printArea() that print the area of the given shape.

Write a program to demonstrate multiple inheritance by implementing interfaces.

Write a JAVA program that implements Runtime polymorphism.

INTERFACES

Write a program to demonstrate use of implementing interfaces.

Write a JAVA program to implement Interface.

Write a program to demonstrate use of extending interfaces.

PACKAGES

Write a Java program to implement the concept of importing classes from user defined package(s).

Write a Java program to exhibit various access specifiers in Packages.

Write a Java program to import at-least two classes from different packages.

Write a Java program to import at-least two classes from different packages and demonstrate the member's visibility in all possible means.

MULTITHREADING

Write a program to implement the concept of threading by extending Thread Class.

Write a program to implement the concept of threading by implementing Runnable Interface.

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

Write a JAVA program that creates threads by extending Thread class. 1st thread display "Good Morning "every one second, the 2nd thread displays "Hello "every two seconds and the third display "Welcome" every three seconds. (Repeat the same by implementing Runnable)

EXCEPTION HANDLING

Write a program to implement the concept of Exception Handling using predefined exception.

Write a program to implement the concept of Exception Handling by creating user defined exceptions.

Write a JAVA program that describes exception handling mechanism.

Write a JAVA program Illustrating Multiple catch clauses.

Write a JAVA program for creation of Java Built-in Exceptions.

Write a JAVA program for creation of User Defined Exception Exercise.