CAP680:PROGRAMMING IN JAVA-LABORATORY

L:0 T:0 P:2 Credits:1

Course Outcomes: Through this course students should be able to

CO1:: understand the handling of strings and collection frameworks

CO2:: apply multithreading for inter-process communication

CO3:: analyze the use of swings and layouts for graphical design

CO4:: develop applications using database connectivity and socket programming

List of Practicals / Experiments:

INTRODUCTION

- implement basic java concepts.
- wrapper classes.
- inner and nested classes.
- · arrays and strings.
- · StringBuffer and StringBuilder classes.
- access specifiers.
- inheritance.

Collection Framework

- ArrayList class.
- ListIterator interface.
- Linkedlist class.
- TreeSet class.
- PriorityQueue class.
- Comparable and Comparator.
- Properties class.
- Lambda expressions.

Multithreading

- · implement multithreading.
- life cycle of a thread.
- thread communication.
- thread suspending, resuming and stopping.
- deadlock.
- · thread synchronization.
- · handling exceptions during multithreading.

Swings and Layouts

- JButton class.
- JRadioButton class.
- JTextArea class.
- JComboBox class.

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- JTable class.
- JColorChooser class.
- JProgressBar class.
- · JSlider class.
- layout manager.
- Border Layout.
- Grid Layout.
- Flow Layout.
- Box Layout.
- · Card Layout.

Managing data using JDBC

- introduction to JDBC.
- database connectivity.
- CRUD operations.
- · Connection interface.
- Statement interface.
- ResultSet interface.
- PreparedStatement.
- ResultSetMetaData.
- DatabaseMetaData.

Network Programming

- socket classes.
- server socket classes.
- URL class.
- URL connection class.
- Datagram Socket class
- java socket programming.

Text Books:

1. JAVA THE COMPLETE REFERENCE by HERBERTZ SCHILDT, MCGRAW HILL EDUCATION

References:

- 2. INTRO TO JAVA PROGRAMMING COMPREHENSIVE VERSION by Y DANIEL LIANG, PEARSON