

Vivekananda Institute of Professional Studies

Object Oriented with Java Programming List

<u>Sr. No</u>	<u>Question</u>
1.	Write a Java program to print all odd numbers between 1 to 10
2.	Write a Java program to find out factorial of a number through recursion
3.	Write a Java program to accept command line arguments & print them
4.	Write a Java program to print fibonacci series
5.	Write a Java program that creates a class accounts with following details: Instance variables: ac_no., name, ac_name, balance Methods: withdrawal (), deposit (), display ().use constructors to initialize members
6.	Write a Java program to implement constructor overloading
7.	Write a Java program to count the no. of objects created in a program
8.	Write a Java program to show call by value & call by reference
9.	Write a Java program to implement method over riding & method overloading
10.	Create a class box having height, width, depth as the instance variables & calculate its volume. Implement constructor overloading in it. Create a subclass named box_new that has weight as an instance variable. Use super in the box_new class to initialize members of the base class
11.	Write a Java program to implement run time polymorphism
12.	Write a Java program to implement interface. Create an interface named shape having area () & perimeter () as its methods. Create three classes circle, rectangle & square that implement this interface
13.	Write a Java program to show multiple inheritance
14.	Write a Java program to implement exception handling. Use try, catch & finally
15.	Write a Java program to implement matrix multiplication by 2d array
16.	Write a Java program to implement vector [use: addElement(),elementat().removeElement(),size().]
17.	Create a user defined exception named “nomatchexception” that is fired when the string entered by the user is not “india”
18.	Write a Java program to show even & odd numbers by <i>thread</i>
19.	Write a Java program that draws different color shapes on an applet .set the foreground & background color as red & blue
20.	Write a Java program to show moving banner by applet
21.	Write a Java program to demonstrate the use of equals(), trim() ,length() , substring(), compareTo() of string class
22.	Write a Java program to demonstrate the use of equals() and == in Java
23.	Write a Java program to implement all mouse events and mouse motion events

24.	Write a Java program to implement keyboard events
25.	Write a Java program using AWT to create a simple calculator
26.	Create a login form using AWT controls like labels, buttons, textboxes, checkboxes, list, checkboxgroup. The selected checkbox item names should be displayed
27.	Create a login form using Swing controls like JLabels, Jbuttons, Jtextboxes, Jcheckboxes.
28.	Write a Java program to show all layout managers. (4 layout managers)
29.	Create an applet with two buttons named ' <i>audio</i> ' and ' <i>image</i> '. When user will press button ' <i>audio</i> ' then an audio file should play in applet, and if user press button ' <i>image</i> ' then an image should see in applet window
30.	Create a Java applet with three buttons 'red','green','blue'. Whenever user press any button the corresponding color should be seen as background color in an applet window
31.	Write a Java program in Java to implement the concept of ' <i>synchronization</i> ' using thread
32.	Create a simple JDBC program that creates a table, stores data into it, retrieves & prints the data
33.	Write a Java program in Java to create database table using Java
34.	Write a Java program in Java to insert, update, delete & select records
35.	Write Java program to read input from java console
36.	Write a Java program to implement file handling(both reading & writing to a file)
37.	Write a Java program on anonymous classes