## DEPARTMENT OF COMPUTER APPLICATIONS BHILAI INSTITUTE OF TECHNOLOGY, DURG

## MCA-2<sup>ND</sup> SEMESTER

## **SUBJECT: JAVA PROGRAMMING**

## LIST OF PROGRAM

- 1. Write a JAVA program to input radius of a circle and print the Area and Perimeter of a circle.
- 2. Write a JAVA program to input three numbers from the keyboard and print the greatest number.
- 3. Write a JAVA program to print the sum of all the numbers between 200 to 700, which are divisible by 3 and 5.
- 4. Write a JAVA program to print the sum of the digits of a number.
- 5. Write a JAVA program to count number of words in given string.
- 6. Write a JAVA program to create a simple class named Rectangle and print the Area and Perimeter of that rectangle.
- 7. Write a JAVA program to create a simple class to calculate the factorial of a given number by using constructor to initialize the object of that class.
- 8. Write a JAVA program to implements default and parameterized constructor.
- 9. Write a JAVA program to implements constructor overloading.
- 10. Write a JAVA program to implements single level inheritance.
- 11. Write a JAVA program to implements multilevel inheritance.
- 12. Write a java code to demonstrate the calling of parameterized constructors of parent class in single level and multi-level inheritance using **super** keyword.
- 13. Write a JAVA program to demonstrate creating object a class and call the methods of the class with different access modifiers **public**, and **private**.
- 14. Write a JAVA program to demonstrate the use of **protected** access modifiers.
- 15. Write a JAVA program to demonstrate garbage collection using the **finalize()** method with a suitable example.
- 16. Write a JAVA program to demonstrate the various use of this keyword.
- 17. Write a JAVA program to demonstrate the method overloading concept.
- 18. Write a JAVA program to demonstrate the method overriding concept.
- 19. Write a JAVA program to demonstrate the Dynamic Method Dispatching or Run Time Polymorphism.
- 20. Write a JAVA program to demonstrate the application of Abstract class.