2MCAP1: JAVA PROGRAMMING LAB

Total No. of Hours: 72   **Hours/Week: 06**

	Part – A
1	Creating classes and objects
2	Demonstrate method overloading, operator overloading and constructor overloading.
3	Demonstrate the usage of static keyword in Java – use static data and static block.
4	Demonstrate inner classes in Java.
5	Demonstrate multilevel inheritance.
6	Demonstrate abstract class.
7	Demonstrate the usage of inheritance for multiple inheritances.
8	Illustrate the usage of throw, throws and try-catch-finally.
9	Demonstrate Packages.
10	Demonstrate various I/O streams in Java with exceptions
	Part – B Note: Handle Exceptions for the following programs
11	Demonstrate the multithreading concept by implementing Runnable interface.
12	Demonstrate the multithreading concept by extending Thread class.
13	Write an applet program to implement simple graphics methods.
14	Demonstrate the usage of different Layouts in Java.
15	Demonstrate various GUI components in Java (AWT) with appropriate Event Handling.
16	Demonstrate various GUI components in Java (Swings) with appropriate Event Handling.
17	Demonstrate RMI.
18	Create UDP Client and Server Socket.
19	Create TCP Client and Server Socket.
20	Write a Java program to establish database connectivity

Scheme of Evaluation

Sections	Criteria	Marks
Part A	Writing ONE program	10
	Execution of ONE program	15
Part B	Writing ONE program	10
	Execution of ONE program	15
	Enhancement	10
	Viva	10
Total		70