BSITP401 CORE JAVA PRACTICAL

401.1.1 COURSE CREDITS: 02

401.1.2 PRACTICALS / WEEK: 03

List of Practical	
1	**Java Basics**
a	Write a Java program that takes a number as input and do as follows: a. Prints its multiplication table up to 10. b. Check whether the number is palindrome or not c. Sum of its individual digits.
b	Java program to display patterns of numbers, alphabets and symbols.
c	Write a menu driven program to print the area or perimeter of a circle as per the users choice.
2	**Use of Operators**
a	Write a Java program to add two binary numbers.
b	Write a Java program to convert a decimal number to binary number and vice versa.
c	Write a Java program to reverse a string.
3	**Java Data Types**
a	Write a Java program to count the letters, spaces, numbers and other characters of an input string.
b	Implement a Java function that calculates the sum of digits for a given char array consisting of the digits '0' to '9'. The function should return the digit sum as a long value
c	Find the smallest and largest element from the array
4	**Methods and Constructors**
a	Design a class SortData that contains the method asec() and desc().
b	Design a class that demonstrates the use of constructor and destructor
c	Write a java program to demonstrate the implementation of abstract class.
5	**Inheritance**
a	Write a java program to implement single level inheritance
b	Write a java program to implement method overriding
c	Write a java program to implement multiple inheritance
6	**Packages and Arrays**
a	Create a package, Add the necessary classes and import the package in java class
b	Write a java program to add two matrices and print the resultant matrix.
c	Write a java program for multiplying two matrices and print the product for the same.
7	**Vectors and Multithreading**

a	Write a java program to implement the vectors.
b	Write a java program to implement thread life cycle
c	Write a java program to implement multithreading.
8	**File Handling**
a	Write a java program to open a file and display the contents in the console window.
b	Write a java program to copy the contents from one file to other file
c	Write a java program to read the student data from user and store it in the file
9	**GUI and Exception Handling**
a	Design an AWT program to print the factorial for an input value
b	Design an AWT program to perform various string operations like reverse string, string concatenation etc.
c	Write a java program to implement exception handling.
10	**GUI Programming**
a	Design an AWT application that contains the interface to add student information and display the same
b	Design a calculator based on AWT application.
c	Design an AWT application to generate result mark sheet.

401.1.3 EVALUATION PATTERN

• Semester end Practical examination (2.5 hours duration)	50 marks

Approved by Department of Information Technology and Computer Science Board of studies

Meeting held on 24th February 2021