INDEX

Practical No.	Topics	Date	Signature
1A	MULTIPLICATION TABLE		
1B	PATTERN		
1C	AREA AND PERIMETER OF CIRCLE		
2A	ADD TWO BINARY NUMBERS		
2B	REVERSE A STRING		
3A	COUNT AN INPUT STRING		
3B	SUM OF DIGITS		
4A	SORT DATA		
4B	CONSTRUCTOR AND DESTRUCTOR		
4C	ABSTRACT CLASS		
5A	SINGLE LEVEL INHERITANCE		
5B	METHOD OVERRIDDING		
6A	ADDITION OF MATRIX		
6B	MULTIPLICATION OF MATRIX		
7A	VACTOR		
7B	THREAD LIFE CYCLE		
7C	MULTIPLE THREAD		
8A	FILE HANDLING		
8B	COPY FILE TO FILE		
9A	FACTORIAL GUI		

PRACTIAL NO.1 (A)

<u>AIM:</u> Write a Java program that takes a number as input and prints its multiplication table up to 10.

```
import java.util.Scanner;
import java.io.*;
class Mul_table1
{
    public static void main(String args[])
    {
        Scanner sc=new Scanner(System.in);
        System.out.println("Enter the number :");
        int n=sc.nextInt();
        for(int i=1;i<=10;i++)
        {
            System.out.println(n+" x "+i+" = "+n*i);
        }
      }
}</pre>
```

```
Select Command Prompt
                                                                              D:\S_College>cd Core_Java
D:\S_College\Core_Java>cd Practicals
D:\S_College\Core_Java\Practicals>cd Final_Practs
D:\S_College\Core_Java\Practicals\Final_Practs>javac Mul_table1.java
D:\S_College\Core_Java\Practicals\Final_Practs>java Mul_table1
Enter the number :
5 \times 1 = 5
5 \times 2 = 10
5 \times 3 = 15
5 \times 4 = 20
5 \times 5 = 25
5 \times 6 = 30
5 \times 7 = 35
5 \times 8 = 40
5 \times 9 = 45
5 x 10 = 50
D:\S_College\Core_Java\Practicals\Final_Practs>
```

PRACTIAL NO.1 (B)

AIM: Write the java program to display the following pattern:

```
*****

***

***
```

```
D:\S_College\Core_Java\Practicals\Final_Practs>java Pattern

****

***

**

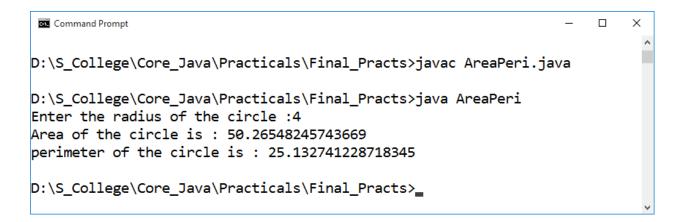
D:\S_College\Core_Java\Practicals\Final_Practs>
```

PRACTIAL NO.1 (C)

AIM: Write the Java program to Print the area and perimeter of a circle.

```
import java.util.Scanner;
import java.io.*;

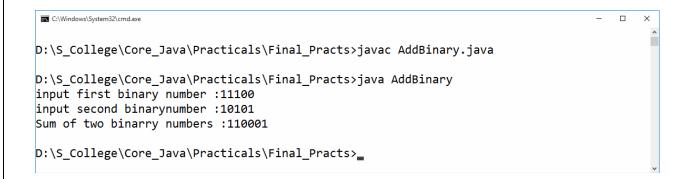
public class AreaPari
{
    public static void main(String args[])
    {
        double radius,area,perimeter;
        Scanner sc=new Scanner(System.in);
        System.out.print("Enter the radius of the circle :");
        radius=sc.nextDouble();
        area=Math.PI*radius*radius;
        perimeter=2*Math.PI*radius;
        System.out.println("Area of the circle is : "+area);
        System.out.println("perimeter of the circle is : "+perimeter);
    }
}
```



PRACTIAL NO.2 (A)

AIM: Write the Java program to add two binary numbers

```
import java.util.*;
import java.io.*;
class AddBinary
       public static void main(String args[])
              long b1,b2;
              int i=0, remainder=0;
              int[] sum = new int[20];
              Scanner in=new Scanner(System.in);
              System.out.print("input first binary number :");
              b1=in.nextLong();
              System.out.print("input second binarynumber :");
              b2=in.nextLong();
              while(b1!=0||b2!=0)
              {
                     sum[i++]=(int)((b1\%10+b2\%10+remainder)\%2);
                     remainder=(int)((b1%10+b2%10+remainder)/2);
                     b1=b1/10;
                     b2=b2/10;
              if(remainder!=0)
              {
                     sum[i++]=remainder;
              --i;
              System.out.print("Sum of two binarry numbers :");
              while(i >= 0)
              {
                     System.out.print(sum[i--]);
              System.out.print("\n");
       }
}
```

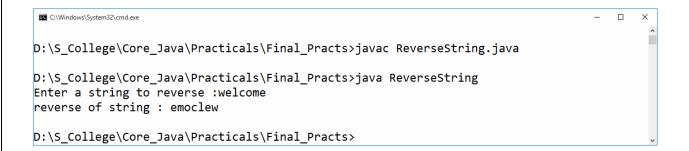


PRACTIAL NO.2 (B)

AIM: Write a Java program to reverse a String.

```
import java.util.*;

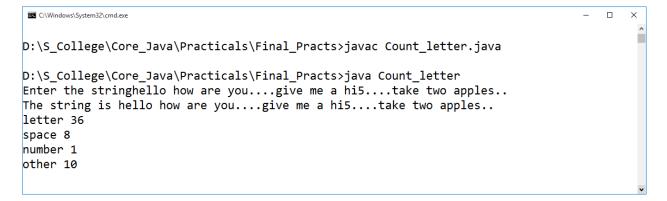
class ReverseString
{
    public static void main(String args[])
    {
        String original,reverse=" ";
        Scanner in=new Scanner(System.in);
        System.out.print("Enter a string to reverse :");
        original=in.nextLine();
        int length=original.length();
        for(int i=length-1;i>=0;i--)
            reverse=reverse+original.charAt(i);
        System.out.println("reverse of string :"+reverse);
    }
}
```



PRACTIAL NO.3 (A)

<u>AIM:</u> Write a Java program to count the letter, spaces, number and other characters of an input string.

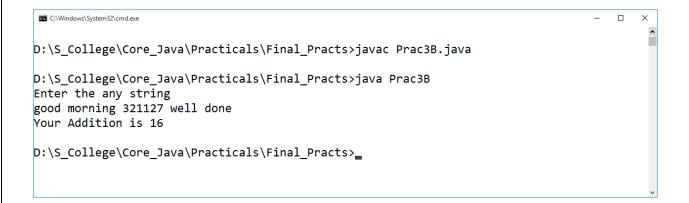
```
import java.util.Scanner;
public class Count_letter
       public static void main(String[] args)
               String str;
               System.out.print("Enter the string");
               Scanner sc=new Scanner(System.in);
               str=sc.nextLine();
               int letter=0;
               int space=0;
               int num=0;
               int other=0;
               for(int i=0;i<str.length();i++)</pre>
               {
                      if(Character.isLetter(str.charAt(i)))
                              letter++;
                      else if(Character.isDigit(str.charAt(i)))
                              num++;
                      else if(Character.isSpaceChar(str.charAt(i)))
                              space++;
                      else
                              other++;
               }
               System.out.println("The string is "+str);
               System.out.println("letter "+letter);
               System.out.println("space "+space);
               System.out.println("number "+num);
               System.out.println("other "+other);
       }
}
```



PRACTIAL NO.3 (B)

<u>AIM:</u> 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.

```
import java.util.*;
class Prac3B
       public static void main(String args[])
               Scanner ob=new Scanner(System.in);
               System.out.println("Enter the any string ");
               String s=ob.nextLine();
               count(s);
        }
       public static void count(String str)
               int sum=0;
               int d=0;
               char ch[]=str.toCharArray();
               for(int i=0;i<str.length();i++)</pre>
               {
                      if(Character.isDigit(ch[i]))
                              sum+=Character.getNumericValue(ch[i]);
               System.out.println("Your Addition is "+sum);
       }
}
```



PRACTIAL NO.4 (A)

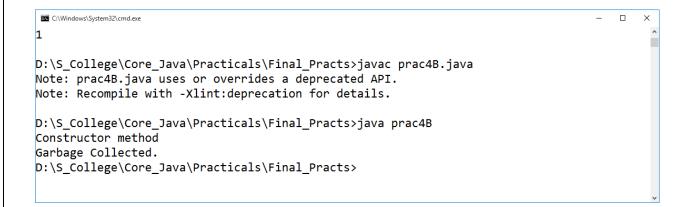
AIM: Designed a class SortData that contains the method asec() and desc().

```
import java.util.*;
class prac4A
       Scanner input=new Scanner(System.in);
       int num,i;
       int arr[];
       int temp=0;
       public void getdata()
               System.out.print("Enter the size of array: ");
               num=input.nextInt();
               arr=new int[num];
               System.out.print("Enter the number: ");
               for( i=0;i<num;i++)
                      arr[i]=input.nextInt();
       void putdata()
               System.out.print("Given numbers are: ");
               for(i=0;i<num;i++)
               {
                      System.out.println(arr[i]);
        }
       void asce()
               for(i=0;i<num;i++)
                      for(int j=i+1;j<num;j++)
                              if(arr[i]>arr[j])
                                      temp=arr[i];
                                      arr[i]=arr[j];
```

```
arr[j]=temp;
                              }
               System.out.print("Ascending order of number are: ");
               for(int i=0;i<num;i++)
                      System.out.println(arr[i]);
}
               void desc()
               for(i=0;i<num;i++)
                      for(int j=i+1;j<num;j++)
                      if(arr[i]<arr[j])</pre>
                              temp=arr[i];
                              arr[i]=arr[j];
                              arr[j]=temp;
       System.out.print("Descending order of number are: ");
       for(int i=0;i<num;i++)</pre>
               System.out.println(arr[i]);
       public static void main(String args[])
               prac4A ob=new prac4A();
               ob.getdata();
               ob.putdata();
               ob.asce();
               ob.desc();
       }
}
```

PRACTIAL NO.4 (B)

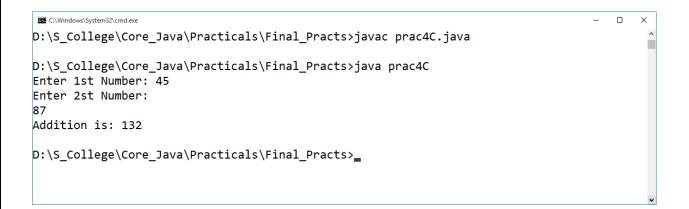
AIM: Design a class that demonstrates the use of constructor and destructor.



PRACTIAL NO.4 (C)

AIM: Write a java that demonstrates the implementation of abstract class.

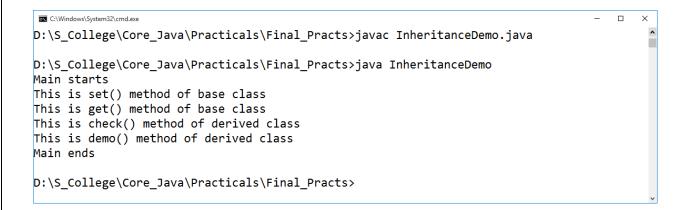
```
import java.util.Scanner;
abstract class test
{
       abstract void get();
class test1 extends test
       void get()
               int a,b;
               Scanner ob=new Scanner(System.in);
               System.out.print("Enter 1st Number: ");
               a=ob.nextInt();
               System.out.println("Enter 2st Number: ");
               b=ob.nextInt();
               System.out.println("Addition is: "+(a+b));
       }
}
class prac4C
       public static void main(String args[])
               test1 obj=new test1();
               obj.get();
}
```



PRACTIAL NO.5 (A)

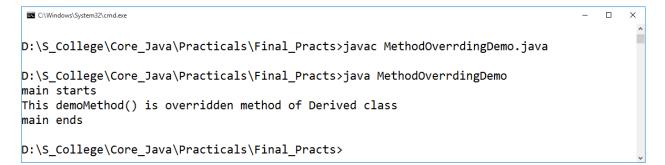
AIM: Write a Java program to implement single level inheritance.

```
import java.io.*;
class Base
       public void set()
       System.out.println("This set() method of base class");
       public void get()
       System.out.println("This get() method of base class");
class Derived extends Base
       public void check()
       System.out.println("This check() method of derived class");
       public void demo()
       System.out.println("This demo() method of derived class");
}
class InheritanceDemo
{
       public static void main(String args[])
       System.out.println("Main starts");
       Derived d=new Derived();
       d.set();
       d.get();
       d.check();
       d.demo();
       System.out.println("Main ends");
}
```



PRACTIAL NO.5 (B)

AIM: Write java program to implement method overriding.



PRACTIAL NO.6 (A)

AIM: Write a java program to add two matrices and print the resultant matrix.

```
import java.util.*;
import java.io.*;
class AddMatrix
public static void main(String args[])throws IOException
              int a[][]=new int[3][3];
          int b[][]=new int[3][3];
          int c[][]=new int[3][3];
          int i,j;
          //Scanner sc=new Scanner(System.in);
          DataInputStream dis=new DataInputStream(System.in);
          System.out.println("Enter the 9 Elements of Matrix A");
          for(i=0;i<3;i++)
          {
              for(j=0;j<3;j++)
                      //System.out.println("\nEnter the Elements of Matrix")
                    a[i][j]=Integer.parseInt(dis.readLine());
                              //sc.nextInt();
               }
          System.out.println("Enter the 9 elements of matrix B");
          for(i=0;i<3;i++)
          {
              for(j=0;j<3;j++)
                      b[i][j]=Integer.parseInt(dis.readLine());
                              //sc.nextInt
          //Performing Addition two matrices
          for(i=0;i<3;i++)// row
              for(j=0;j<3;j++)//column
               {
```

```
c[i][j]=a[i][j]+b[i][j];
}

System.out.println("Resulting matrix is");

for(i=0;i<3;i++)
{
    for(j=0;j<3;j++)
    {
       System.out.print(c[i][j]+"\t");
    }
    System.out.println();
}</pre>
```

```
Enter the 9 Elements of Matrix A

1

2

3

4

5

6

7

8

9

Enter the 9 elements of matrix B

1

2

3

4

5

6

7

8

9

Enter the 9 elements of matrix B

1

2

3

4

5

6

7

8

9

Resulting matrix is

2

4

6

8

10

12

14

16

18
```

PRACTIAL NO.6 (B)

AIM: Write a java program to multiply two matrices and print the resultant matrix.

```
import java.util.*;
import java.io.*;
class MatrixMultiplication
       public static void main(String args[])throws IOException
              int a[][]=new int[3][3];
              int b[][]=new int[3][3];
              int c[][]=new int[3][3];
              int i,j,k,s;
              //Scanner sc=new Scanner(System.in);
              DataInputStream dis=new DataInputStream(System.in);
              System.out.println("Enter the 9 Elements of Matrix A");
              for(i=0;i<3;i++)
                      for(j=0;j<3;j++)
                              //System.out.println("\nEnter the Elements of Matrix")
                              a[i][j]=Integer.parseInt(dis.readLine());
                              //sc.nextInt();
              System.out.println("Enter the 9 elements of matrix B");
              for(i=0;i<3;i++)
                      for(j=0;j<3;j++)
                              b[i][j]=Integer.parseInt(dis.readLine());
                              //sc.nextInt
              //Performing Multiplication two matrices
              for(i=0;i<3;i++)
               {
                      for(j=0;j<3;j++)
```

```
s=0; \\ for(k=0;k<3;k++) \\ \{ \\ s=s+(a[i][j]*b[k][j]); \\ \} \\ c[i][j]=s; \\ \} \\ System.out.println("Resulting matrix is"); \\ for(i=0;i<3;i++) \\ \{ \\ for(j=0;j<3;j++) \\ \{ \\ System.out.print(c[i][j]+"\t"); \\ \} \\ System.out.println(); \\ \} \\ \} \\ \}
```

```
Enter the 9 Elements of Matrix A

1

2

3

4

5

6

7

8

9

Enter the 9 elements of matrix B

1

2

3

4

5

6

7

8

9

Resulting matrix is

12

30

54

48

75

108

84

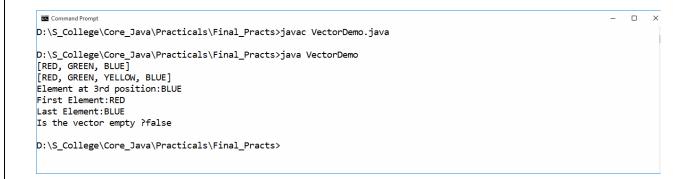
120

162
```

PRACTIAL NO.7 (A)

<u>AIM:</u> Write a java program to implement a vector.

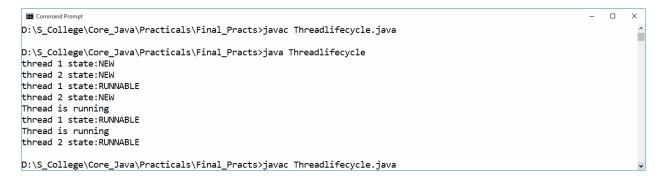
```
import java.util.Vector;
public class VectorDemo
       public static void main(String args[])
              Vector<String> v=new Vector<String>();
              v.add("RED");
              v.add("GREEN");
              v.add("BLUE");
              System.out.println(v);
              //adding element at specific index
              v.add(2,"YELLOW");
              System.out.println(v);
              //Getting elements by index
              System.out.println("Element at 3rd position:"+v.get(3));
              //Getting first element
              System.out.println("First Element:"+v.firstElement());
              //Getting last element
              System.out.println("Last Element:"+v.lastElement());
              //How to check Vector is empty or not
              System.out.println("Is the vector empty?"+v.isEmpty());
       }
}
```



PRACTIAL NO.7 (B)

AIM: Write a java program to implement thread life cycle.

```
import java.io.*;
public class Threadlifecycle extends Thread
       public void run()
               System.out.println("Thread is running");
       public static void main(String[] args)
               Threadlifecycle t1=new Threadlifecycle();
               Threadlifecycle t2=new Threadlifecycle();
               System.out.println("thread 1 state:"+t1.getState());
               System.out.println("thread 2 state:"+t2.getState());
               t1.start();
               System.out.println("thread 1 state:"+t1.getState());
               System.out.println("thread 2 state:"+t2.getState());
               t2.start();
               System.out.println("thread 1 state:"+t1.getState());
               System.out.println("thread 2 state:"+t2.getState());
       }
}
```



PRACTIAL NO.7 (C)

<u>AIM:</u> Write java program to implement multiple thread.

```
import java.io.*;
class A extends Thread
       public void run()
               for(int i=1; i<=7; i++)
                      System.out.println("Thread A:"+i);
}
class B extends Thread
       public void run()
               for(int i=1;i<=7;i++)
                      System.out.println("Thread B:"+i);
}
class C extends Thread
               public void run()
                      for(int i=1; i<=7; i++)
                              System.out.println("Thread C:"+i);
class multithreading
       public static void main(String args[])
               A a=new A();
               a.start();
```

 $SYBSC\ (IT)(2020\text{-}21)$

CORE JAVA

SEM-4

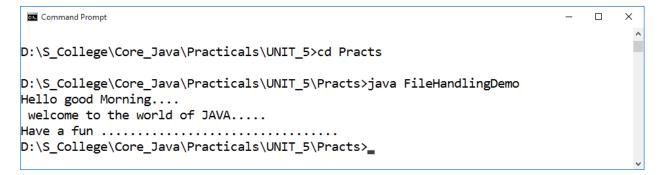
```
B b=new B();
b.start();
C c=new C();
c.start();
}
```



SEM-4

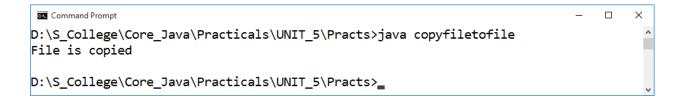
RACTIAL NO.8 (A)

AIM: Write java program to open a file and display content in console window.



PRACTIAL NO.8 (B)

AIM: Write a java program to copy contents of one file to other file.



PRACTIAL NO.9 (A)

AIM: Design AWT program to print the factorial for an input value.

```
import java.awt.*;
import java.awt.event.*;
class FactorialGUI extends Frame implements ActionListener
       TextField tf1,tf2;
       public FactorialGUI()
              setLayout(new FlowLayout());
              Label lb1=new Label("enter a number:");
              Label lb2=new Label("Factorial is:");
              tf1=new TextField(15);
              tf2=new TextField(15);
              Button btn1=new Button("Calculate");
              add(lb1);add(tf1);
              add(lb2);add(tf2);
              add(btn1);
              btn1.addActionListener(this);
       public static void main(String ar[])
              FactorialGUI fr=new FactorialGUI();
              fr.setSize(300,300);
              fr.setTitle("calculating Factorial");
              fr.setVisible(true);
       }
       public void actionPerformed(ActionEvent ae)
              int n,f=1,i;
```

```
\label{eq:normalized_normalized} \begin{split} n = & Integer.parseInt(tf1.getText()); \\ & for(i = 1; i < = n; i + +) \\ & \{ \\ & f = f^*i; \\ & \} \\ & tf2.setText("" + f); \} \} \end{split}
```

