CSPC2203 OBJECT ORIENTED PROGRAMMING LAB (0-0-3)

Lab Experiments

1. Write a JAVA Program for printing "hello World!"

2. Program to define the data types, variable, operators, arrays and control structures.

3. Program to define class and constructors. Demonstrate constructors.

4. Program to define class, methods and objects. Demonstrate method overloading.

5. Program to define inheritance and show method overriding.

6. Program to demonstrate Packages.

7. Program to demonstrate Exception Handling.

8. Program to demonstrate Multithreading.

9. Program to demonstrate Applet structure and event handling.

10. Program to demonstrate Layout managers

On successful completion of the course, the students will be able to:

CO1: Understand the basics of object-oriented programming using JAVA.

CO2: Apply the concept of classes, Java, JDK Components and develop Simple Java Programs.

CO3: Develop Simple Java Programs using inheritance and Exception handling.

CO4: Develop Multi-threading Programming and Interfaces.

CO5: Develop GUI applications using Applet classes, Swing components and Event handling programs.