Prasad.V. Potluri Siddhartha Institute of Technology, Kanuru, Vijayawada

Programming with JAVA Lab

Course Code	19IT3452	Year	II	Semester	I
Course Category	PC	Branch	IT	Course Type	Theory
Credits	1.5	L-T-P	0-0-3	Prerequisites	C Language
Continuous Internal		Semester End			
Evaluation:	25	Evaluation:	50	Total Marks:	75

	Course Outcomes				
Upon Successful completion of course, the student will be able to					
CO1	Implement the programs by using basics and fundamental concepts of JAVA.				
	(Apply)				
CO2	Analyze the given Java program to identify bugs and write correct code. (Analyze)				
CO3	Use APIs (Application Programmer Interfaces) to develop applications in Java.				

Contribution of Course Outcomes towards achievement of Program Outcomes & Strength of correlations (H:High, M: Medium, L:Low)														
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	2	2	2					1				2	2
CO2	2	2	2	2					1				2	2
CO3	2	2	2	2					1				2	2

Exercise		Mapped CO				
No						
	a. Java Program to print largest of three numbers					
	b. Java program to calculate sum of all the numbers divisible by 3					
	from 1 to n. Print the sum.					
	c. Write a Java program to calculate the sum of first "n" even integer numbers and "n" odd integer numbers excluding 0;					
1	d. Write a Java program to read the size of an array from keyboard.	CO1-CO3				
_	You have to initialize the integer array and insert the elements into	001 003				
	it. You have to find the minimum number in that array and print					
	the same.					
	e. Write a Java program to find the average of all odd numbers					
	present in the array and print the same.					
	Implement the programs by using the concepts of					
	a. returning value from a method	CO1-CO3				
2	b. constructors					
	c. overloading methods					
	d. overloading constructors					
	e. passing objects as a parameters.					
3	Develop applications using the concepts of	CO1-C03				

	a. String class and its methods		
	b. String Buffer and its methods		
	c. StringTokenizer and its methods		
	Implement the programs by using the concepts of		
	a. Method overriding		
4	b. dynamic method dispatch	CO1-CO3	
	c. Abstract class		
	d. Using final in inheritance		
	Implement the programs by using the concepts of		
	a. Implementing interfaces		
5	b. Nested interfaces	CO1-CO3	
	c. Interface references		
	d.Extending interfaces		
	A. Create a user defined package and demonstrate different ways		
	of importing packages.		
6	B. Implement the programs by using the concepts of	CO1-CO3	
U	a. multiple catch clauses	CO1-CO3	
	b. finally		
	c. Creating user defined exceptions		
	Implement the programs using		
7	a. Creating threads (two –ways)	CO1-CO3	
•	b. Creation of multiple threads		
	c. Thread synchronization		
	Develop applications that demonstrate by using		
8	a. Key board event handling	CO1-CO3	
	b. Mouse event handling		
9	Develop applications by using AWT controls		
	a. Buttons	CO1-CO3	
	b. TextField and TextArea		
	c. GridLayoutManager		
10	Develop applications by using Swing componets	604 603	
	a. JLabel	CO1-CO3	
	b. JTextField		
	c. JButton		
	d. JComboBox.		

Learning	Recourses
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Text Books

The Java Complete Reference, Herbert Scheldt, 10/e, TMH Publications, 2018.

References

- 1. E. Balagurusamy, Programming with JAVA, 2/e, TMH Publications, 2014.
- 2. Core Java: An Integrated Approach, New: Includes All Versions up-to Java 8, by R. Nageswara Rao, Dream-Tech Publishers.
- 3. Kathy Sierra, Head First Java, 2/e, Shroff Publishers, 2012.