Diploma, Anna University-UG, PG., HSC & SSLC

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35245 –JAVA PROGRAMMING PRACTICAL

DETAILED SYLLABUS

Objectives

- Analyse the given problem
- Develop the logic to solve the given problem
- Develop Java application
- Develop programs using different operators and expressions.
- Develop programs using sequential, conditional and Iterative statements.
- Handle arrays of fixed and variable size.
- Develop applications using Vectors.
- Create classes and objects
- Implement constructors and constructor overloading.
- Solve problems using inheritance and Polymorphism.
- Create own package and interface.
- Create Applet programs.
- Handle exception arising in programs.
- Use GUI components to develop GUI applications
- Use multithreading in programs.

PART-A CONSOLE APPLICATIONS

1. Write a Java program to display the count of all commands line arguments and list each in a line
2. Write a program to find out sum of digits of given number
3. Write a program to display multiplication table in row , column format
4. Write a program to
   a) To find whether the given number is prime or not
   b) To display all prime numbers in a given range of numbers
5. Write a program to create an array of integers and accept a number. Check whether it exits in the array. Create your own exception with appropriate error message and raise the exception when the element is not found in the array.
6. Write a program to implement stack using Vector class or Array List
7. Write a program to execute any given windows application and report the exit status of the application

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8. Write a program to get a file name at run time and check for its existence check whether it is a directory or normal file. If it is a normal file display its size and other attributes of the file.

9. Write a program to copy a file to another file using java.io package Classes.

10. Write a program to get a file at runtime and display the number of lines, words and characters in that file.

PART-B GUI APPLICATIONS

1. Create a Frame with two labels. At runtime display x and y co-ordinates of mouse pointer in the Labels.

2. Create a Frame and Checkbox group with five Checkboxes with labels as Red, Green, Blue, Yellow and White. At run time change the background color of Frame using Checkboxes.

3. Create a Frame with 3 Scrollbars representing the three basic colors RED, GREEN and BLUE. Change the background color of the Frame using the values of Scrollbars.

APPLETS

1. Create an Applet to calculate Simple and Compound interest by passing parameters through <PARAM> tags of HTML file.

2. Draw a bar chart for the MARKS scored in 5 subjects by a student using Graphics object