II YEAR SEM-1 B.Tech CSE	LAB	L	T	P	C
CODE:CS2701	OOPS LAB	0	0	2	2

- 1. Write a java program to print "Hello World"?
- 2. Write a java program to find greatest among 3 given numbers?
- 3. Write a java program to print all prime numbers between 1 to 100?
- 4. Write a java program to store and print the elements in an array? Sort the given array?
- 5. Write a java program to accept a string from the keyboard, and print the reverse of the string?
- 6. Write a java program to show various operations on string data type using String class methods?
- 7. Write a java program that accepts a number as command line argument and displays its table
- 8. Write a java program to calculate factorial of a given number using recursive function?
- 9. Write a java program to show implementation of class and creating an object?
- 10. Write a java program to demonstrate various types of constructors?
- 11. Write a java program on various types of access specifier? And show implementation of static method and static variable?
- 12. Write a java program to implement inheritance concept?
- 13. Write a java program on method overloading and method overriding?
- 14. Write a java program to explain exception handling mechanism?
- 15. Write a java program on defining and implementing interfaces?
- 16. Write a java program to implement multithreading concept?
- 17. Write a java program on creating an applet code with HTML?
- 18. Write a java program on creating a frame in applet?
- 19. Write a java program on creating, displaying and closing a frame?
- 20. Write a java program using layout?
- 21. Write a java program to draw geometrical figures?
- 22. Write a java program to implement various UI components(button, checkBox, textField, textArea, lable), and show basic operations?
- 23. Write a java program to create a basic application using database connectivity?

Text Books:

- 1. Allen B. Downey, Think Java; How to Think Like a Computer Scientist,
- 2. David J. Eck, Hobart and William Smith Colleges, Introduction to Programming Using Java
- 3. Herbert Schildt, Java The Complete Reference, 9th Edition.