



BIT 282

JAVA PROGRAMMING LAB

Course Objectives:

1. To build software development skills using java programming for real world applications.
2. To implement frontend and backend of an application
3. To implement classical problems using java programming.

List of Experiments

1. Write a Java Program that reads a line of integers, and then displays each integer, and the sum of all the integers (Use String Tokenizer class of java. util)
2. Write a Java program to illustrate the concept of class with method overloading.
3. Write a Java program to illustrate the concept of Single level and Multi level Inheritance.
4. Write a Java program to illustrate the concept of Dynamic Polymorphism.
5. Write a Java program to demonstrate the Interfaces & Abstract Classes.
6. Write a Java program to implement the concept of exception handling.
7. Write a Java program to illustrate the concept of threading using Thread Class and runnable Interface.
8. Write a Java program to illustrate the concept of multi-threading that creates three threads. First thread displays “Good Morning” every one second, the second thread displays “Hello” every two seconds and the third thread displays “Welcome” every three seconds.
9. Write a Java program to implement serialization concept
10. Write a Java program to illustrate the concept of Thread synchronization.
11. Write a Java program that correctly implements producer consumer problem using the concept of inter thread communication.
12. Write a Java program that reads a file name from the user, and then displays information about whether the file exists, whether the file is readable, whether the file is writable, the type of file and the length of the file in bytes.
13. Write a Java program that reads a file and displays the file on the screen, with a line number before each line.
14. Write a Java program that displays the number of characters, lines and words in a text file.
15. Write a Java program to change a specific character in a file.
Note: Filename, number of the byte in the file to be changed and the new character are specified on the command line.
16. Write a Java program to illustrate collection classes like Array List, Iterator, Hash map etc.
17. Write a Java program for handling mouse & key events.
18. A program to illustrate the concept of I/O Streams
19. Write a Java program that works as a simple calculator. Use a grid layout to arrange buttons for the digits and for the +, -,*, % operations. Add a text field to display the result.