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1. Java Basic.

Write a Program  
to print the  
text "Welcome to  
World of Java".

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Save it with

name

## Lab Manual

Welcome.java in  
your folder.

```
Class Welcome {  
public static  
void main  
  (String args[])  
  { System.out.pri  
ntln ("welcome  
to world of  
Java"); } }
```

Write a Program  
to print the

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## PDF Java

area of

triangle. Save

it with name

Area.java in

your folder.

```
class Area {
```

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### **JNIT**

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LAB Paper Code:

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Java Programming

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### Lab List of

Experiments: (As prescribed by

G.G.S.I.P.U) 1.

Create a java program to implement stack and queue concept. 2.

Write a java package to show dynamic polymorphism and interfaces. 3.



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Write a java program to show multithreaded producer and consumer application. 4.

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1. Write program to print the kth digit from last. e.g. input 23617

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and k=4 output

3. 2. Write a program to print first digit.

e.g. input 23516  
output 2. 3.

Write program to print the second digit. e.g.

input 23516 the  
output is 3. 4.

Write program to find sum of all digits. Input

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23617 output

$2+3+6+1+7=19$ . 5.

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**uCoz**

This manual  
provides basic  
idea to the  
beginners of  
Java Programming

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approach of A  
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students in the  
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programming  
language  
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companion to any  
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GUIDELINES TO  
STUDENTS 1.

Equipment in the  
lab for the use  
of student  
community.

Students need to  
maintain a  
proper decorum  
in the computer  
lab. Students  
must use the  
equipment with

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care. Any damage is caused is punishable. 2.

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Link. Lab manual  
experiment  
names. PROGRAM

```
1. /* Write a  
Java Program to  
define a class,  
describe its  
constructor,  
overload the  
Constructors and  
instantiate its  
object */.
```

```
PROGRAM 2. /*
```

```
Write a Java
```

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## PDF Java

Program to  
define a class,  
define instance  
methods for  
setting and  
Retrieving  
values of  
instance  
variables and  
instantiate its  
object.\*/.

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**JAVA Lab manual  
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PREPARED BY

K.POORNAMBIGAI,

Asst. Professor

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PROGRAMMING

LABORATORY

Regulation 2017

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ORIENTED

PROGRAMMING

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LABORATORY L T P

C 0 0 4 2

OBJECTIVES To

build software

development

skills using

java programming

for real-world

applications. To

understand and

apply the

concepts of

classes,

packages ...

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manual write  
program to find  
factorial of  
list of number  
reading input as  
command line  
argument. source  
code public

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class factorial

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provide a basic

knowledge of

networking.

Networking is

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technology

becoming a new

emerging trend

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Appendix

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getting

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knowledge in

Network

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using Java and

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Simulator – 2.

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AP/CSE. Page 7

1. Programs

using TCP

Sockets ...

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exception

handling, the

Java event

programming

model, GUI with

...

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SEM/WD LAB 12

WEB DEVELOPMENT

LAB MANUAL

PROGRAM 6 WRITE

A PROGRAM TO

IMPLEMENT

MULTITHREADING

class A extends

Thread { public

void run() {

for(int

i=1;i<=5;i++) {

System.out.print

ln("from thread

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```
A :i= "+i); } }
```

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Problem Analysis  
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### Programming

Expressing our solution through

Human language:

1. Get the list of names
2. Get the name to look for, let's call this the keyname
3. Compare the keyname to each of the names in the list
4. If the keyname is



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the same with a name in the list, add 1 to the count 5. If all the names have been compared, output the result.

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7. Write a Java program to

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implement user  
defined  
exception

handling. 8.

Write a Java program that reads a file name from the user, displays information about whether the file exists, whether the file is readable, or

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writable, the  
type of file and  
the length of  
the file in  
bytes. 9.

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JAVA PROGRAMMING

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WEEK:1 1. Write

a Java program

that prints all

real solutions

to the quadratic

equation  $ax^2 +$

$bx + c=0$ . Read

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in a, b, c and use the quadratic formula. If the discriminant  $b^2 - 4ac$  is negative, display a message stating that there are no real solutions.



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students improve their understanding of the fundamental structures in Java. The order of the topics in this manual reflects an objects-first approach with the goal of helping students understand the

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object-oriented paradigm. This manual is divided into three parts. The first part presents the core of the Java language. These six sessions provide experience with core features and principles

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of the Java programming language. They provide enough breadth and depth for readers to learn more of Java on their own or in later courses. The second part of the manual helps students explore issues

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pertaining to  
algorithms.

Recursion is  
considered here,  
as well  
important  
searching  
algorithms.

Finally, methods  
of algorithm  
analysis are  
examined. The  
final part of  
the manual



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develop in the

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students are

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