MCA II SEM (AICTE) Q.B

Subject:-JAVA Programming Lab

- 1. Write a Java Program to perform arithmetic operations.
- 2. Write a Java Program to swap two integers using two variables.
- 3. Write a Java Program to find reverse if a given number which should be accepted from the keyboard.
- 4. Write a Java program to implement classes and objects.
- 5. Write a Java program to find area of a rectangle using constructors.
- 6. Write a Java program to implement interfaces and packages.
- 7. Write a Java program to demonstrate command line arguments.
- 8. Write a Java program to deduce a square from Rectangle using inheritance
- 9. Write a Java program to multiply two 2 X 2 matrices using arrays.
- 10. Write a Java program to demonstrate string functions.
- 11. Write a Java program to implement threads using Thread class and Runnable interface

- Write a Java program to handle arithmetic exceptions and Array Index Out Bounds Exception.
- 13. Write a program to demonstrate custom exceptions.
- 14. Write a program to copy data from one file to another file
- 15. Write a program to implement serialization and synchronication.
- 16. Write a program to implement applet life cycle methods.
- 17. Write a program to implement client –server Technology.
- 18. Write a program to implement echo server communication.
- 19. Write a Java program to demonstrate string Tokenizer
- 20. Write a program to create Button, Label, Text field, Checkbox using AWT Components.
- 21. Write a program to design a simple calculator using AWT Components and Grid Layout Component.
- 22. Write an applet program to display to display Rectangle, Square, Circle and Oval.
- 23. Write a program to create Scroll bar and popup Menu.
- 24. Write a program to Add and delete items to and from flash set.

- 25. Write a program to demonstrate Iterator and Enumerator.
- 26. Write a program to implement vector and Map interfaces.
- 27. Write a program to create Menu, Menu Item using Frames,
- 28. Write a program to create Banner.
- 29. Write a program to load and display image and perform grey scale.
- 30. Write a program to retrieve web page using URL class.