

## SCHEME OF COURSE WORK

### Course Details:

|                                       |   |   |   |   |   |        |
|---------------------------------------|---|---|---|---|---|--------|
| Course Title                          | : OBJECT ORIENTED PROGRAMMING LAB                                 |   |   |   |   |        |
| Course Code                           | : 15CT1113  | L | T | P | C | : 0032 |
| Program:                              | : B.Tech.   |   |   |   |   |        |
| Specialization:                       | : CSE   |   |   |   |   |        |
| Semester                              | : IV  |   |   |   |   |        |
| Prerequisites                         | : Computer programming through C and Data structures using C Labs |   |   |   |   |        |
| Courses to which it is a prerequisite | : Web Programming Lab   |   |   |   |   |        |

### Course Outcomes (COs):

|   |  |
|---|--|
| 1 | Use Object oriented Programming concepts |
| 2 | Apply multi-threading.                   |
| 3 | Use Exception Handling.                  |
| 4 | Create GUI based applications using AWT. |
| 5 | Develop network based applications.      |

### Course Outcome Versus Program Outcomes:

| COs  | PO1 | PO2 | PO3 | PO4 | PO5 | PO6 | PO7 | PO8 | PO9 | PO10 | PO11 |
|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|------|
| CO-1 | S   | S   |     |     | S   | M   |     |     |     |      |      |
| CO-2 | M   | S   |     |     |     |     |     |     |     |      |      |
| CO-3 | S   | S   | M   | S   | S   |     |     |     | M   |      |      |
| CO-4 | S   | S   | S   |     |     |     |     |     |     |      |      |
| CO-5 | S   | S   | S   |     | S   |     |     |     |     | M    |      |

*S* - Strongly correlated, *M* - Moderately correlated, *Blank* - No correlation

**Assessment Methods:**

Lab Internal Exam/Day-to-Day Analysis (observation, record and viva)

**Teaching-Learning and Evaluation**

| WEEK | TOPIC / CONTENTS<br>DEVELOP JAVA PROGRAMS  | COURSE<br>OUTCOMES | Sample questions   | TEACHING-<br>LEARNING<br>STRATEGY  | ASSESSMENT<br>METHOD &<br>SCHEDULE |
|------|--|--------------------|--|------------------------------------|------------------------------------|
| 1    | That prints welcome dear user followed by user name, Printing multiplication table, Printing prime numbers upto an integer | CO-1               | 1. Write a program to print the multiplication table (till 20) of a given number.  | →Lecture<br>→PPT                   | Day-to-Day<br>Analysis             |
| 2    | To calculate Perimeter and area of rectangle, fibonacci sequence   | CO-1               |  | →Lecture<br>→PPT                   |                                    |
| 3    | Matrix multiplication, String palindrome or not, sorting names in ascending order  | CO-1               | 1. Create a class Rectangle. The class has attributes length and width. It should have methods that calculate the perimeter and area of the rectangle. It should have readAttributes method to read length and width from user.<br>2. Write a program to create an abstract class named Shape that contains an empty method named numberOfSides( ). Provide three classes named Trapezoid, Triangle and Hexagon such that each one of the classes extends the class Shape. Each one of the classes contains only the method numberOfSides ( ) that shows the number of sides in the given geometrical figures. (Use Runtime polymorphism). | Lecture<br>∩ Discussion            |                                    |
| 4    | Inheritance hierarchy, Abstract class shape  | CO-1               |  | ∩ Lecture<br>∩ Discussion          |                                    |
| 5    | Illustrates packages   | CO-1               | 1. Write a program that displays the number of characters, lines and   | ∩ Lecture<br>∩ PPT                 |                                    |
| 6    | Demonstrate wrapper classes, roots of quadratic equation, Vector class   | CO-1               |  | ∩ Lecture<br>∩ PPT<br>∩ Discussion |                                    |

|              |   |      |   |                                    |                           |
|--------------|---|------|---|------------------------------------|---------------------------|
| 7            | File properties, displays number of characters, words and lines in a file , copying content from one file to other. | CO-4 | words in a text file.   | ☒ Lecture<br>☒ PPT<br>☒ Discussion |                           |
| 8            | Random Number Generation, StringTokenizer, Java API for date  | CO-4 | 2. Write a program to generate a set of random numbers between two numbers x1 and x2, and x1>0.   | ☒ Lecture<br>☒ PPT                 |                           |
| <b>9</b>     | <b>LAB INTERNAL-I</b>   |      | 3. Create a user defined exception.   |                                    |                           |
| 10           | Exception handling and user defined exception   | CO-2 |   | ☒ Lecture<br>☒ PPT                 | Day-to-Day Analysis       |
| 11           | Multithreading  | CO-2 |   | ☒ Lecture<br>☒ PPT                 |                           |
| 12           | Producer consumer problem   | CO-2 |   | ☒ Lecture<br>☒ PPT                 |                           |
| 13           | Applet that displays simple message, Applet program for factorial   | CO-4 | 1. Develop an applet that receives an integer in one text field, and computes its factorial Value and returns it in another text field, when the button named "Compute" is clicked.   | ☒ Lecture<br>☒ PPT                 |                           |
| 14           | Graphics in windowed environment, AWT controls  | CO-4 | 2. Write a program for handling mouse events with adapter classes.  | ☒ Lecture<br>☒ PPT                 |                           |
| 15           | Handling mouse events, simple calculator, Traffic light   | CO-4 | 3. Write a program that illustrates JTabbedPane, JScrollPane and JTable.  | ☒ Lecture<br>☒ Discussion          |                           |
| 16           | JTable illustration   | CO-4 |   |                                    | Lab-Internal-II (Week 18) |
| 17           | Simple client/server illustration   | CO-5 | 1. Write a program that implements a simple client/server application. The client sends data to a server. The server receives the data, uses it to produce a result, and then sends the result back to the client. The client displays the result on the console. | ☒ Lecture<br>☒ Discussion          |                           |
| <b>18</b>    | <b>LAB INTERNAL-II</b>  |      |   |                                    |                           |
| <b>19/20</b> | <b>END EXAM</b>   |      |   |                                    |                           |