PROGRAMMING IN JAVA

Semester	Subject Code	Category	Lecture Hrs		Theory Hrs		Practical		Credits
			Per week	Per Sem	Per week	Per Sem	Per week	Per Sem	
VI		Core Practical -3	3	45	0	0	3	45	3

COURSE OBJECTIVE

➢ This practical develops the basic programming skills in Java and Web Technology.

SYLLABUS

APPLICATION

1. Finding area and Perimeter of the circle. Use Scanner Class.
2. Sub string removal from a String. Use String Builder Class.
3. Determining the order of numbers generated randomly using Random Class.

APPLICATION USING SWING COMPONENTS

4. Working with Frames and various controls.
5. Working with Dialogs and Menus.

APPLETS

6. Incorporating Graphics
7. Working with Colors and Fonts.

WEB TECHNOLOGY

1. Create a simple page your bio data. Create another page about your favorite hobby and link it to (and from) your main page. Create something and put a quote on one of your page.
2. Put an existing image on a webpage. Create a table, use a

heading and at least one use of row span/col. Span. Colour a page and some text within the page. Link to another site.

3. Write a script to create an array of 10 elements and display its contents.

4. Write a function in java Script that takes a string and looks at it character by character.

5. Create a simple Calculator using form fields. Have two fields for number entry & one field for the result. Allow the user to be able to use plus, minus, multiply & Divide.

6. Create a document and add a link to it. When the user moves the mouse over the link, it should load the linked document on its own(User is not required to click on the link).

Distribution of Marks: Program Output with Viva voce: 85% and Record: 15%

SYLLABUS DESIGNER

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2. Mrs. BHUVANESWARI R, Assistant Professor, Department of Computer Application