

# OBJECT ORIENTED PROGRAMMING THROUGH JAVA LAB

## LIST OF EXPERIMENTS

1. A) Write a java program that displays welcome to follow by user name. Accept username from the user.

B) Write a java program that prompts the user for an integer and then prints out all the prime numbers up to that integer.

2. A) Write a java program to create a class Rectangle. The class has attributes Length and Width. It should have methods that calculate Area and Perimeter of the Rectangle. It should have read Attributes () method to read Length and Width from the user.

B) The Fibonacci sequence is defined by the following rule: The first two values in the sequence are 1 and 1. Every subsequent value is the sum of the two values preceding it.

3. A) Write a java program that uses both Recursive and Non-Recursive functions to find the factorial of a given number.

B) Write a java program that checks whether the given

string is Palindrome or not. Ex: MALAYALAM is a Palindrome. 4. A) Write a java program to illustrate method overloading and method overriding.

B) Write a java program that illustrates how java achieved Run Time Polymorphism.

5. A) Write a java program to demonstrate the use of subclass.

B) Write a java program for abstract class to find areas of different shapes

6. Write a Java program to implement the concept of importing classes from user defined package and creating packages. L T P C 0 0 3 1.5 AR – 23: B.Tech. – CSE (DS) II Year  
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7. Write a java program to implement the concept of Exception Handling by using predefined and user defined exceptions.
8. Write a java program to implement the concept of Threading by Extending Thread class and by Implementing Runnable Interface.
9. Write a program using Applet to display a message in the Applet and for configuring Applets by passing parameters.
10. Write a java program to implement thread priorities