



OBJECT ORIENTED PROGRAMMING & METHODOLOGY LAB (BEEP-304)

Course Outcomes:

After taking the course, students will be able to:

1. Specify simple abstract data types and design implementations, using abstraction functions to document them.
2. Recognize features of object-oriented design such as encapsulation, polymorphism, inheritance, and composition of systems based on object identity.
3. Name and apply some common object-oriented design patterns and give examples of their use.
4. Design applications with an event-driven graphical user interface.

List of Programs:

1. To write a Java program to print HELLO INDIA.
2. To write a java program that takes in command line arguments as input and print the number of arguments.
3. To write a java program find the division of student.
4. To write a program implements the concept of inheritance.
5. To write a java program method overloading.
6. To write a java program for method over riding.
7. To write a java program exception handling.
8. To write a java program to run applet for drawing various shapes.
9. To write a java program to design a login using JFrame.
10. To write a java program to validate the logging details of user using JDBC concept.
11. To write a Java program Insertion sort.
12. To write a Java program merge sort.
13. To write a Java program first n prime numbers.