HEMCHANDRACHARYA NORTH GUJARAT UNIVERSITY, PATAN
THIRD YEAR B.C.A.
BCA 306 : BUILDING APPLICATION USING JAVA

Teaching Scheme (per week)			Examination Scheme					
			INT		EXT		TOTAL	
Th. (hours)	Pr. (hours)		Th. (marks)	Pr. (marks)	Th. (marks)	Pr. (marks)	Th. (marks)	Pr. (marks)
--	3		--	30	--	70	--	100

Practical List

1. Write a Java Program find the Area of circle.
2. Write a Java Program that will display Factorial of the given number.
3. Write a Java Program that will display the sum of $1+1/2+1/3…..+1/n$.
4. Write a Java Program that will display 25 Prime nos.
5. Write a Java Program that will accept command-line arguments and display the same.
6. Write a Java Program to sort the elements of an array in ascending order.
7. Write a Java Program which will read a text and count all occurrences of a particular word.
8. Write a Java Program which will read a string and rewrite it in the alphabetical order eg.The word
   "STRING" should be written a "GINRST".
9. Write a java program which show the application of constructors.
10. Write a java program which show the use of methods overloading.
11. Write a java program which show the use of static members.
12. Write a java program which show the nesting of methods.
13. Write a java program which explaing the concept of single inheritance.
14. Write a java program which show the application of constructors.
15. Write a java program which show the method overriding.
16. Write a java program which implement interface.
17. Write a java program which implement multiple interface.
18. Write a java program which shows importing of classes from other packages.
19. Write a java program which create threads using the thread class.
20. Write a java program which shows the use of yield(),stop(),and sleep() methods.
21. Write a java program which shows the priority in threads.
22. Write a java program which use runnable interface.
23. Write a java program which use try and catch for exception handling.
24. Write a java program which use multiple catch blocks.
25. Write a java program which shows throwing our own exception.
26. Make an Applet that create two buttons named "Red" and "Blue" when a button is pressed the background color of the applets is set to the color named by the button's label.
27. Write a Java Applet that create some text fields and text areas to demonstrate features of each..
28. Create an applet with three text Fields and two buttons add and subtract. User will enter two values in the Text Fields. When the button add is pressed, the addition of the two values should be displayed in the third Text Fields. Same the Subtract button should perform the subtraction operation.

29. Create an applet to display the scrolling text. The text should move from right to left. When it reaches to start of the applet border, it should stop moving and restart from the left. When the applet is deactivated, it should stop moving. It should restart moving from the previous location
    when again activated.
30. Write a program to create three scrollbar and a label. The background color of the lable should be changed according to the values of the scrollbars (The combination of the values RGB)
31. Write a java program which copying characters from one file into another.
32. Write a java program which shows reading and writing bytes to a file.
33. Write a java program which shows the copying bytes from one file to another.
34. Write a java program which shows reading and writing primitive data.
35. Write a java program which shows the single file for storing and regrieving.
36. Write a java program which shows writing and reading with random access.