

**P.G.D.C.A. SEMESTER – II**

**DCA-206 : Practical Based on DCA - 201**

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)
--	03	--	20	--	30	--	50

**University Examination Duration : 3 Hours (Per Batch)**

**JAVA Programs 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 java programs which show the application of constructors.
- [10] Write java programs which show the use of methods overloading.
- [11] Write java programs which show the use of static members.
- [12] Write java programs which show the nesting of methods.
- [13] Write a java program which explain the concept of single inheritance.
- [14] Write java programs 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 java programs which implement multiple interface.
- [18] Write a java program which shows importing of classes from other packages.
- [19] Write java programs 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 creates 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 buttons 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 label should be changed according to the values of the scrollbars (The combination of the values RGB)