

BLACK DIAMOND SCHOOL OF ENGINEERING, JHARSUGUDA**LESSON PLAN****Session (2023 -2024)**

Discipline: Computer Science & Engineering	Semester: 3rd , Winter /2023	Name of the faculty: SRI BIJAY PATEL
Subject: Object Oriented Programming using JAVA(Practical-3)	No. of Days/week: 02 (2 periods / Day)	Start Date: 01/08/2023 End Date: 30/11/2023

Week	Class Day	Practical Topics
1 st	1st	Write a Java program to print 'Hello' on screen and then print your name on a separate line.
	2nd	Write a Java program to print the sum of two numbers.
2nd	1st	Input the basic salary of an employee of an organization through the keyboard. His dearness allowance (DA) is 40% of basic salary, and house rent allowance (HRA) is 20% of basic salary. Write a Java program to calculate his gross salary.
	2nd	Write a Java program to print the area and perimeter of a rectangle.
3rd	1st	Write a Java program to swap two variables.
	2nd	Write a Java program that takes a number as input and prints its multiplication table up to 10.
4th	1st	Write a Java program to convert a decimal number to binary number.
	2nd	Write a Java program to count the letters, spaces, numbers and other characters of an input string.
5th	1st	Write a Java program and compute the sum of the digits of an integer.
	2nd	Write a Java program to reverse a string.
6th	1st	Lab Assignment -1
	2nd	Write a Java program to accept a number and check the number is even or not. Prints 1 if the number is even or 0 if the number is odd.
7th	1st	Write a Java program to get the larger value between first and last element of an array (length 3) of integers.

	2nd	Write a java program to create an array of size N and store the random values in it and find the sum and average.
8th	1st	Design a class to represent a bank account. Include the following members : Data members: <ul style="list-style-type: none"> • Name of the depositor • Account Number • Type of account • Balance amount in the account Methods: <ul style="list-style-type: none"> • To assign initial values • To deposit an amount • To withdraw an amount • To display the name and balance
	2nd	Write a Java Program to find out area of the rectangle, triangle, and sphere using function over loading.
9th	1st	Write a JAVA program to give an example of copy constructor
	2nd	Lab Assignment -2
10th	1st	Write a Java program that takes as input three integers, a, b, and c, from the Java console and determines if they can be used in a correct arithmetic formula (in the given order), like "a + b = c," "a = b - c," or "a b = c."
	2nd	Create a class Point with instance variables x, y to represent co-ordinates of point and instance method setPoint(). Write a Java program to find distance between two points using a method findDistance(Point,Point).
11th	1st	Create a class Student with instance variables name, roll, mark and instance methods setData(), display(). Write a Java program to create three objects of Student class to input details of three different students and display the details. Enclose main() method inside another class StudentDetails. (Use the setter method setData() to input details.)
	2nd	Write a java program to give an example of multiple inheritance.
12th	1st	Write a java program to give an example of package.
	2nd	Write a java program to read a file line by line and print the line on the output screen.(ReadLine)
13th	1st	Write a java program to give an example of multiple inheritance.
	2nd	Define an exception called "No Match Exception" that is thrown when a string is not equal to "India". Write a program that uses this exception.
14th	1st	Create a class Student & enter mark, name of the student. If mark is more than 100, create exception MarksOutOfBoundException & throw it using Java
	2nd	Develop a java project for percentage calculator/temperature conversion tool.
15th	1st	Lab Assignment - 3
	2nd	Lab Test