

JAVA PROGRAMMING LABORATORY MANUAL
FOR 5TH SEM BCA
(2017-2018)
JAIPUR NATIONAL UNIVERSITY
BY
MISS. MEGHA GARG
ASSISTANT PROFESSOR
COMPUTER SCIENCE DEPARTMENT

```
PROGRAM 1
/* Write a Java Program to define a class, describe its constructor, overload
the Constructors and instantiate its object */
import java.lang.*;
class student
{
    String name;
    int regno;
    int marks1,marks2,marks3;
    // null constructor
    student()
    {
        name="raj";
        regno=12345;
        marks1=56;
        marks2=47;
        marks3=78;
    }
    // parameterized constructor
    student(String n,int r,int m1,int m2,int m3)
    {
        name=n;
        regno=r;
        marks1=m1;
        marks2=m2;
        marks3=m3;
    }
    // copy constructor
    student(student s)
    {
        name=s.name;
    }
}
```

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import java.lang.*;
class student
{
    String name;
    int regno;
    int marks1,marks2,marks3;
    // null constructor
    student()
    {
        name="raju";
        regno=12345;
        marks1=56;
        marks2=47;
        marks3=78;
    }
    // parameterized constructor
    student(String n,int r,int m1,int m2,int m3)
    {
        name=n;
        regno=r;
        marks1=m1;
        marks2=m2;
        marks3=m3;
    }
    // copy constructor
    student(student s)
    {
        name=s.name;

```

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class student
{
    String name;
    int regno;
    int m1,m2,m3;
    // null constructor
    student()
    {
        name="raju";
        regno=12345;
        m1=56;
        m2=47;
        m3=78;
    }
    // parameterized constructor
    student(String n,int r,int m1,int m2,int m3)
    {
        name=n;
        regno=r;
        m1=m1;
        m2=m2;
        m3=m3;
    }
    // copy constructor
    student(student s)
    {
        name=s.name;

```

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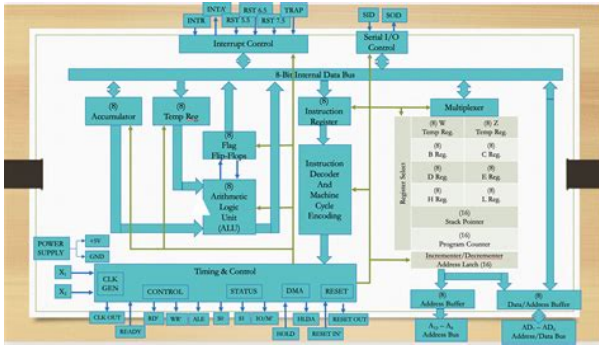
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import java.lang.*;
class student
{
    String name;
    int regno;
    int m1,m2,m3;
    // null constructor
    student()
    {
        name="raj";
        regno=12345;
        m1=56;
        m2=47;
        m3=78;
    }
    // parameterized constructor
    student(String n,int r,int m1,int m2,int m3)
    {
        name=n;
        regno=r;
        m1=m1;
        m2=m2;
        m3=m3;
    }
    // copy constructor
    student(student s)
    {
        name=s.name;

```

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Rejuvenate your Java expertise to use the freshest capabilities, or perhaps learn Java Enterprise development for the first time and discover one of the most widely used and most powerful technologies available for application development today. Develop productively. Develop with proven technology. Develop with Java Enterprise Edition. The book's first section provides a fastpaced, nofluff introduction to the Java programming language and the core runtime aspects of the Java platform. The second section is a reference to core concepts and APIs that explains how to perform real programming work in the Java environment. There are lots of examples as this book guides the reader from a beginner to advanced level. The reader will learn Chapter 1 Java Basics Chapter 2 Java Data Structures and Algorithms Chapter 3 Java Web Development Chapter 4 Java GUI Programming Chapter 5 ObjectOriented Programming Chapter 6 Java Interview Questions Each part supports a oneseamster module, the first part addressing fundamental programming concepts, and the second part building on this foundation, teaching the skills required to develop more advanced applications. This fully updated and greatly enhanced fourth edition covers the key developments introduced in Java 8, including material on JavaFX, lambda expressions and the Stream API. Offering a gentle introduction to the field, assuming no prior knowledge of the subject, Java in Two Semesters is the ideal companion to undergraduate modules in software development or programming. You no longer have to waste your time and money trying to learn Java from boring books, expensive online courses or complicated Java tutorials that just leave you more confused and frustrated. The complexity of life, because they do not understand to simplify the complex, to simplify the complexity, simple is the beginning of wisdom.

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From the essence of practice, to briefly explain the concept, and vividly cultivate programming interest, this book deeply analyzes Java objectoriented programming, combined with the use of scene interpretation in practice, to experience the fun of programming. This covers the internals of front and back propagation, and facilitates the understanding of the main principles of neural network processing. Artificial Neural Networks with Java also teaches you how to prepare the data to be used in neural network development and suggests various techniques of data preparation for many unconventional tasks. The next big topic discussed in the book is using Java for neural network processing. You will use the Encog Java framework and discover how to do rapid development with Encog, allowing you to create largescale neural network applications. The book also discusses the inability of neural networks to approximate complex noncontinuous functions, and it introduces the microbatch method that solves this issue. The stepbystep approach includes plenty of examples, diagrams, and screen shots to help you grasp the concepts quickly and easily. What You Will Learn Prepare your data for many different tasks Carry out some unusual neural network tasks Create neural network to process noncontinuous functions Select and improve the development model Who

This Book Is For Intermediate machine learning and deep learning developers who are interested in switching to Java. Swing, JavaBeans, and servlets are examined and numerous examples demonstrate Java in action. Of course, the very important module system is discussed in detail. Source Code for Download This book provides source code for download; you can download the source code for better study, or copy the source code to your favorite editor to test the programs. Its goal is to help readers learn software design by discovering the experience of the design process.

To this end, a narrative is used that introduces each element of design knowhow in context, and explores alternative solutions in that context. The narrative is supported by hundreds of code fragments and design diagrams. The first chapter is a general introduction to software design. The subsequent chapters cover design concepts and techniques, which are presented as a continuous narrative anchored in specific design problems. The design concepts and techniques covered include effective use of types and interfaces, encapsulation, composition, inheritance, design patterns, unit testing, and many more. A major emphasis is placed on coding and experimentation as a necessary complement to reading the text. To support this aspect of the learning process, a companion website with practice problems is provided, and three sample applications that capture numerous design decisions are included. Guidance on these sample applications is provided in a section called "Code Exploration" at the end of each chapter. Although the Java language is used as a means of conveying design-related ideas, the book's main goal is to address concepts and techniques that are applicable in a host of technologies. This book is intended for readers who have a minimum of programming experience and want to move from writing small programs and scripts to tackling the development of larger systems. This audience naturally includes students in university-level computer science and software engineering programs. As the prerequisites to specific computing concepts are kept to a minimum, the content is also accessible to programmers without a primary training in computing. In a similar vein, understanding the code fragments requires only a minimal grasp of the language, such as would be taught in an introductory programming course. In this new book, you'll learn how the module system improves reliability and maintainability, and how it can be used to reduce tight coupling of system components.

The Java Module System is your in-depth guide to creating and using Java modules. With detailed examples and easy-to-understand diagrams, you'll learn the anatomy of a modular Java application. Along the way, you'll master best practices for designing with modules, debugging your modular app, and deploying to production. About the Technology Packaging code into neat, well-defined units makes it easier to deliver safe and reliable applications. The Java Platform Module System is a language standard for creating these units. With modules, you can closely control how JARs interact and easily identify any missing dependencies at startup. This shift in design is so fundamental that starting with Java 9, all core Java APIs are distributed as modules, and libraries, frameworks, and applications will benefit from doing the same. Exam 1Z0809 View all images On the horizon, many emerging digital technologies are being developed at a breathtaking speed. Whether we like it or not, whether we are ready or not, digital technologies are going to penetrate more and more, deeper and deeper, into every aspect of our lives. This is going to fundamentally change how we live, how we work, and how we socialize. Java, as a modern high-level programming language, is an excellent tool for helping us to learn these digital technologies, as well as to develop digital applications, such as IoT, AI, Cybersecurity, Blockchain and more. Practical Java Programming uses Java as a tool to help you learn these new digital technologies and to be better prepared for the future changes.

Gives you a brief overview for getting started with Java Programming Dives into how you can apply your new knowledge to some of the biggest trending applications today Helps you understand how to program Java to interact with operating systems, networking, and mobile applications Shows you how Java can be used in trending tech applications such as IoT Internet of Things, AI Artificial

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But can you read and understand the program Don't use tab because tabspace is editor dependent. A variable is used to store a piece of data for processing. It is called variable because you can change the value stored. In other words, a variable has a name, a type and stores a value. The name is needed to uniquely identify and reference each variable. The frequently used Java data types are A char is enclosed by a pair of single quotes. For examples, It is important to take note that a variable in most programming languages is associated with a type, and can only store value of that particular type. The type determines the size and layout of the data, the range of its values, and the set of operations that can be applied. An int variable stores an integer or whole number or fixedpoint number; a double variable stores a floatingpoint number or real number; a String variable stores texts. Java imposes the following rules on identifiers A rose is NOT a Rose, and is NOT a ROSE. The first word is in lowercase, while the remaining words are initialcapitalized. For examples, radius, area, fontSize, numStudents, xMax, yMin, xTopLeft, isValidInput, and thisIsAVeryLongVariableName. This convention is also known as camelcase. It is alright to use

abbreviations. Exceptions are common names like x, y, z for coordinates, i for index. Long names are harder to type, but selfdocument your program. I suggest you spend sometimes practicing your typing. For example, you may use the variable row to refer to a single row number and the variable rows to refer to many rows such as an array of rows to be discussed later. The act of declaring a variable allocates a storage of size capable of holding a value of the type. String statusMsg; String helloMsg, gameOverMsg; Once the type of a variable is declared, it can only store a value belonging to that particular type. In other words, you cannot declare variables of two different types in a single declaration statement.

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