



**GURU GOBIND SINGH INDRAPRASTHA UNIVERSITY,
EAST DELHI CAMPUS,
SURAJMAL VIHAR-110092**

Semester: 4th			
Paper code: AIDS252/AIML252/IOT252	L	P	Credits
Subject: Object-Oriented Programming Lab	0	2	1
Marking Scheme			

1. Teachers Continuous Evaluation: As per university examination norms from time to time
2. End term Examination: As per university examination norms from time to time

INSTRUCTIONS TO EVALUATORS: Maximum Marks: As per university norms	
<ol style="list-style-type: none"> 1. This is the practical component of the corresponding theory paper. 2. The practical list shall be notified by the teacher in the first week of the class commencement under the intimation to the office of the HOD/ Institution in which the appear is being offered from the list of practicals below. 3. Instructors can add any other additional experiments over and above the mentioned in the experiment list which they think is important. 4. At least 8 experiments must be performed by the students. 	
Course Objectives:	
1.	To implement real-world entities like inheritance, hiding, polymorphism, etc in developing software applications.
2.	To understand how binding together the data and the methods operating on them helps in developing the applications.
Course Outcomes:	
CO1	Apply object-oriented principles to design programming solutions to actual problems.
CO2	Analyse different packages of object-oriented programming language.

CO/PO	PO01	PO02	PO03	PO04	PO05	PO06	PO07	PO08	PO09	PO10	PO11	PO12
CO1	2	2	2	2	1	1	1	2	1	1	1	3
CO2	2	2	2	2	1	-	-	-	-	-	-	-

LIST OF EXPERIMENTS:

1. Generate a random number up to 100 and print whether it is prime or not.
2. A. Design a program to generate first 10 terms of Fibonacci series.
B. Find the factorial of a given number using Recursion.
3. Find the average and sum of array of N numbers entered by user.
4. Create a class to find out the Area and perimeter of rectangle.
5. Design a class that perform String operations (Equal, Reverse the string, change case).
6. Demonstrate the use of final keyword with data member, function and class.
7. Demonstrate the use of keywords try, catch, finally, throw and throws.



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8. Design a program to demonstrate multi-threading using Thread Class.
9. Design a program to create game 'Tic Tac Toe'.
10. Design a program to basic calculator using Applet and Event Handling.
11. Design a program to read a text file and after printing that on scree write the content to another text file.
12. Design a program to count number of words, characters, vowels in a text file.
13. Design a program to create simple chat application using Socket Programming.
14. Design a program to connect to access database and display contents of the table.