



# Sri Indu Institute of Engineering & Technology

Recognized Under 2(f) of UGC Act 1956

Approved by AICTE, New Delhi

Affiliated to JNTUH, Hyderabad.

## COURSE FILE

ON

**JAVA PROGRAMMING LAB**

**Course Code – CS408PC**

**II B.Tech II-SEMESTER**

**A.Y.: 2022-2023**

**Prepared by**

**Mrs.B.S.Swapna Shanthi**  
**Assistant Professor**

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## DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

<b>Academic Year</b>	2022-2023
<b>Course Title</b>	JAVA PROGRAMMING LAB
<b>Course Code</b>	CS408PC
<b>Room No</b>	A-206
<b>Name of the lab incharge</b>	Mr.K.JAYA PRAKASH
<b>Name of the faculty incharge</b>	Mrs.B.S.SWAPNA SHANTHI, Assistant Professor

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## DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

### INSTITUTE VISION AND MISSION

#### Vision:

To become a premier institute of academic excellence by providing the world class education that transforms individuals into high intellectuals, by evolving them as empathetic and responsible citizens through continuous improvement.

#### Mission:

**IM1:** To offer outcome-based education and enhancement of technical and practical skills.

**IM2:** To continuous assess of teaching-learning process through institute-industry collaboration..

**IM3:** To be a centre of excellence for innovative and emerging fields in technology development with state-of-art facilities to faculty and students fraternity.

**IM4:** To create an enterprising environment to ensure culture, ethics and social responsibility among the stakeholders

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## DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

### DEPARTMENT VISION AND MISSION

#### Vision:

To become a prominent knowledge hub for learners, strive for educational excellence with innovative and industrial techniques so as to meet the global needs.

#### Mission:

- DM1 :** To provide ambience that enhances innovations, problem solving skills, leadership qualities, decision making, team-spirit and ethical responsibilities.
- DM2 :** To impart quality education with professional and personal ethics, so as to meet the challenging technological needs of the industry and society.
- DM3 :** To provide academic infrastructure and develop linkage with the world class organizations to strengthen industry-academia relationships for learners.
- DM4 :** To provide and strengthen new concepts of research in the thrust area of Computer Science and Engineering to reach the needs of Government and Society.

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## DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

### PROGRAM EDUCATIONAL OBJECTIVES

- PEO1:** To develop trained graduates with strong academic and technical skills of modern computer science and engineering.
- PEO2:** To promote trained graduates with leadership qualities and the ability to solve real time problems using current techniques and tools in interdisciplinary environment.
- PEO3:** To motivate the graduates towards lifelong learning through continuing education and professional development.

### PROGRAM SPECIFIC OUTCOMES

- PSO1 : Professional Skills:** To implement computer programs of varying complexity in the areas related to Web Design, Cloud Computing, Network Security and Artificial Intelligence.
- PSO2: Problem-Solving Skills:** To develop quality products using open ended programming environment.

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## PROGRAMME OUTCOMES (POs)

- PO1: Engineering knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
- PO2: Problem analysis:** Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
- PO3: Design/development of solutions:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
- PO4: Conduct investigations of complex problems:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
- PO5: Modern tool usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
- PO6: The engineer and society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
- PO7: Environment and sustainability:** Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
- PO8: Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
- PO9: Individual and team work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
- PO10: Communication:** Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
- PO11: Project management and finance:** Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
- PO12: Life-long learning:** Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD**  
**B.Tech. in COMPUTER SCIENCE AND ENGINEERING**  
**COURSE STRUCTURE & SYLLABUS (R18)**

Applicable From 2018-19 Admitted Batch

**II YEAR I SEMESTER**

S. No.	Course Code	Course Title	L	T	P	Credits
1	CS301ES	Analog and Digital Electronics	3	0	0	3
2	CS302PC	Data Structures	3	1	0	4
3	MA303BS	Computer Oriented Statistical Methods	3	1	0	4
4	CS304PC	Computer Organization and Architecture	3	0	0	3
5	CS305PC	Object Oriented Programming using C++	2	0	0	2
6	CS306ES	Analog and Digital Electronics Lab	0	0	2	1
7	CS307PC	Data Structures Lab	0	0	3	1.5
8	CS308PC	IT Workshop Lab	0	0	3	1.5
9	CS309PC	C++ Programming Lab	0	0	2	1
10	*MC309	Gender Sensitization Lab	0	0	2	0
<b>Total Credits</b>			<b>15</b>	<b>1</b>	<b>12</b>	<b>21</b>

S. No.	Course Code	Course Title	L	T	P	Credits
1	CS401PC	Discrete Mathematics	3	0	0	3
2	SM402MS	Business Economics & Financial Analysis	3	0	0	3
3	CS403PC	Operating Systems	3	0	0	3
4	CS404PC	Database Management Systems	3	1	0	4
5	CS405PC	Java Programming	3	1	0	4
6	CS406PC	Operating Systems Lab	0	0	3	1.5
7	CS407PC	Database Management Systems Lab	0	0	3	1.5
8	CS408PC	Java Programming Lab	0	0	2	1
9	*MC409	Constitution of India	3	0	0	0
<b>Total Credits</b>			<b>18</b>	<b>2</b>	<b>8</b>	<b>21</b>

\*MC – Satisfactory/Unsatisfactory



# **SRI INDU INSTITUTE OF ENGINEERING AND TECHNOLOGY**

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Khalsa Ibrahimpatnam, Sheriguda(V), Ibrahimpatnam(M), Ranga Reddy Dist., Telangana – 501 510

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R18 B.Tech. CSE Syllabus

JNTU HYDERABAD

## **CS408PC: JAVA PROGRAMMING LAB**

**B.TECH II Year II Sem.**

**L T P C**

**0 0 2 1**

### **Course Objectives:**

- To write programs using abstract classes.
- To write programs for solving real world problems using java collection frame work.
- To write multithreaded programs.
- To write GUI programs using swing controls in Java.
- To introduce java compiler and eclipse platform.
- To impart hands on experience with java programming.

### **Course Outcomes:**

- Able to write programs for solving real world problems using java collection frame work.
- Able to write programs using abstract classes.
- Able to write multithreaded programs.
- Able to write GUI programs using swing controls in Java.

### **Note:**

1. Use LINUX and MySQL for the Lab Experiments. Though not mandatory, encourage the use of Eclipse platform.
2. The list suggests the minimum program set. Hence, the concerned staff is requested to add more problems to the list as needed.

### **List of Experiments:**

1. Use Eclipse or Net bean platform and acquaint with the various menus. Create a test project, add a test class, and run it. See how you can use auto suggestions, auto fill. Try code formatter and code refactoring like renaming variables, methods, and classes. Try debug step by step with a small program of about 10 to 15 lines which contains at least one if else condition and a for loop.



2. Write a Java program that works as a simple calculator. Use a grid layout to arrange buttons for the digits and for the +, -, \*, % operations. Add a text field to display the result. Handle any possible exceptions like divided by zero.
3. a) Develop an applet in Java that displays a simple message.  
b) Develop an applet in Java that receives an integer in one text field, and computes its factorial Value and returns it in another text field, when the button named "Compute" is clicked.
4. Write a Java program that creates a user interface to perform integer divisions. The user enters two numbers in the text fields, Num1 and Num2. The division of Num1 and Num 2 is displayed in the Result field when the Divide button is clicked. If Num1 or Num2 were not an integer, the program would throw a Number Format Exception. If Num2 were Zero, the program would throw an Arithmetic Exception. Display the exception in a message dialog box.
5. Write a Java program that implements a multi-thread application that has three threads. First thread generates random integer every 1 second and if the value is even, second thread computes the square of the number and prints. If the value is odd, the third thread will print the value of cube of the number.
6. Write a Java program for the following:  
Create a doubly linked list of elements.  
Delete a given element from the above list.  
Display the contents of the list after deletion.
7. Write a Java program that simulates a traffic light. The program lets the user select one of three lights: red, yellow, or green with radio buttons. On selecting a button, an appropriate message with "Stop" or "Ready" or "Go" should appear above the buttons in selected color. Initially, there is no message shown.
8. Write a Java program to create an abstract class named Shape that contains two integers and an empty method named print Area (). Provide three classes named Rectangle, Triangle, and Circle such that each one of the classes extends the class Shape. Each one of the classes contains only the method print Area () that prints the area of the given shape.
9. Suppose that a table named Table.txt is stored in a text file. The first line in the file is the header, and the remaining lines correspond to rows in the table. The elements are separated by commas. Write a java program to display the table using Labels in Grid Layout.
10. Write a Java program that handles all mouse events and shows the event name at the center of the window when a mouse event is fired (Use Adapter classes).
11. Write a Java program that loads names and phone numbers from a text file where the data is organized as one line per record and each field in a record are separated by a tab (\t). It takes a name or phone number as input and prints the corresponding other value from the hash table (hint:use hash tables).
12. Write a Java program that correctly implements the producer – consumer problem using the concept of interthread communication.
13. Write a Java program to list all the files in a directory including the files present in all its

subdirectories.

14. Write a Java program that implements Quick sort algorithm for sorting a list of names in ascending order

15. Write a Java program that implements Bubble sort algorithm for sorting in descending order and also shows the number of interchanges occurred for the given set of integers.

### **REFERENCE BOOKS**

1. Java for Programmers, P. J. Deitel and H. M. Deitel, 10th Edition *Pearson* education.

2. Thinking in Java, Bruce Eckel, *Pearson* Education.

3. Java Programming, D. S. Malik and P. S. Nair, *Cengage* Learning.

4. Core Java, Volume 1, 9th edition, Cay S. Horstmann and G Cornell, *Pearson*.



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## JAVA PROGRAMMING LAB

### CO's, PO's, PSO's MAPPING

AY:2022-2023

SEMESTER-II

Class: II CSE-A

#### Course Outcomes:

After completing this course, the student will be able to:

C228.1: Construct the programs for Abstract classes, Inheritance and Interface. (Synthesis)

C228.2: Write the program for Multithreading and Files operations. (Knowledge).

C228.3: Prepare the programs for applets (Application).

C228.4: Develop the basic applications by using Swing components (Synthesis).

C228.5: Construct the programs for collection Framework (Analysis).

C228.6: Recognize the concept of Event Listeners and implements the Event components (Knowledge).

#### Mapping of course outcomes with program outcomes and program specific outcomes:

High -3

Medium -2

Low-1

PO/PSO/ CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
C228.1	3	-	3	-	2	-	-	-	-	-	-	-	2	2
C228.2	-	2	3	-	2	2	-	-	-	-	-	-	2	
C228.3	3	2	-	-	3	-	-	-	-	-	-	-		-
C228.4	-	-	3	2	-	-	-	-	-	-	-	2	3	-
C228.5	-	3	2	-	-	-	-	-	-	-	-	2	-	3
C228.6	3	-	2	3	-	-	-	-	-	-	-	-	-	-
C228	3	2.3	2.6	2.5	2.3	2	-	-	-	-	-	2	2.3	2.5



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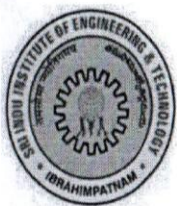
## JAVA PROGRAMMING LAB

### LIST OF EXPERIMENTS AND THEIR CO, PO MAPPING

SNO	Name of the program	CO	PO/PSO	
			PO	PSO
1	<p>1. Use Eclipse or Net bean platform and acquaint with the various menus. Create a test project, add a test class, and run it. See how you can use auto suggestions, auto fill. Try code formatter and code refactoring like renaming variables, methods, and classes. Try debug step by step with a small program of about 10 to 15 lines which contains at least one if else condition and a for loop.</p> <p>2. Write a Java program that works as a simple calculator. Use a grid layout to arrange buttons for the digits and for the +, -, *, % operations. Add a text field to display the result. Handle any possible exceptions like divided by zero.</p>	C228.4 & C228.3	PO1,PO2, PO3,PO4 PO12	PSO1
2	<p>3. A) Develop an applet in Java that displays a simple message. B) Develop an applet in Java that receives an integer in one text field, and computes its factorial Value and returns it in another text field, when the button named “Compute” is clicked Write a shell script that accepts a list of file names as its arguments, counts and reports the occurrence of each word that is present in the first argument file on other argument files.</p> <p>4. Write a Java program that creates a</p>	C228.2, C228.3, C228.4	PO1, PO2, PO3, PO4, PO5, PO6, PO12	PSO1

	<p>user interface to perform integer divisions. The user enters two numbers in the text fields, Num1 and Num2. The division of Num1 and Num 2 is displayed in the Result field when the Divide button is clicked. If Num1 or Num2 were not an integer, the program would throw a Number Format Exception. If Num2 were Zero, the program would throw an Arithmetic Exception. Display the exception in a message dialog box.</p> <p>5. Write a Java program that implements a multi-thread application that has three threads. First thread generates random integer every 1 second and if the value is even, second thread computes the square of the number and prints. If the value is odd, the third thread will print the value of cube of the number.</p>			
3	<p>6. Write a Java program for the following:</p> <p>i) Create a doubly linked list of elements.</p> <p>ii) Delete a given element from the above list.</p> <p>iii) Display the contents of the list after deletion..</p>	C228.5	PO2, PO3, PO12	PSO2
4	<p>7. Write a Java program that simulates a traffic light. The program lets the user select one of three lights: red, yellow, or green with radio buttons. On selecting a button, an appropriate message with “Stop” or “Ready” or “Go” should appear above the buttons in selected color. Initially, there is no message shown.</p>	C228.4	PO3, PO5	PSO1
5	<p>8. Write a Java program to create an abstract class named Shape that contains two integers and an empty method named print Area (). Provide three classes named Rectangle, Triangle, and Circle such that each one of the classes extends the class Shape.</p>	C228.1, C228.4	PO1,PO3, PO4,PO5,	PSO1 PSO2

	Each one of the classes contains only the method print Area () that prints the area of the given shape.		PO12	
6	9. Suppose that a table named Table.txt is stored in a text file. The first line in the file is the header, and the remaining lines correspond to rows in the table. The elements are separated by commas. Write a java program to display the table using Labels in Grid Layout.	C228.5, C228.6	PO1, PO2, PO3,PO4 PO12	PSO2
7	10. Write a Java program that handles all mouse events and shows the event name at the center of the window when a mouse event is fired (Use Adapter classes). 11. Write a Java program that loads names and phone numbers from a text file where the data is organized as one line per record and each field in a record are separated by a tab (\t). It takes a name or phone number as input and prints the corresponding other value from the hash table (hint: use hash tables).	C228.5, C228.6	PO1, PO2, PO3,PO4 PO12	PSO2
8	12. Write a Java program that correctly implements the producer –consumer problem using the concept of inter thread communication. 13. Write a Java program to list all the files in a directory including the files present in all its subdirectories.	C228.2	PO2, PO3,PO5	PSO1, PSO2
9	14. Write a java program that implements Quick sort algorithm for sorting a list of names in ascending order. 15. Write a Java Program that implements bubble sort algorithm for sorting in descending order and also shows the number of interchanges occurred for the given set of integers.	C228.5	PO2,PO3 PO12	PSO2



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## TIME TABLE FOR A.Y 2022-23

Class: II-B. Tech CSE -A

Semester: II

LH. NO: A-301

W.E.F:1-05-2023

Period/ Day	1	2	3	4	1:00- 1:30	5	6	7
	9:40-10:30	10:30-11:20	11:20-12:10	12:10-1:00		1:30-2:20	2:20-3:10	3:10-4:00
Monday	DM	JAVALAB(BATCH-I) / DBMS LAB(BATCH-II)			LUN CH	COI	JAVA	DBMS
Tuesday	OS	DBMS/JAVA(T)	LIB	DBMS		COI	CO-C/SS/DAA	
Wednesday	JAVA	OS	DBMS	BEFA		DBMS LAB(BATCH-I)/OS LAB (BATCH-II)		
Thursday	DM	COUN	BEFA	DM		OS	DBMS	BEFA
Friday	COI	INT	OS	JAVA/DBMS(T)		JAVA	BEFA	SPORTS
Saturday	DBMS	DM	JAVA	OS		OS LAB (BATCH-I) / JAVALAB(BATCH-II)		

SubjectCode	Subject Name	Name of the Faculty	Subject Code	Subject Name	Name of the Faculty
CS401PC	Discrete Mathematics	Dr.E.Naga Ratnam	CS405PC	Java Programming	Mrs B.S .Swapna Shanti
SM402MS	Business Economics & Financial Analysis	Mr.U P Bharadwaja	CS406PC	Operating Systems Lab	Mrs T.Ramya Priya/ Mrs P.Sowjanya/ Mr.Veera kishore K
CS403PC	Operating Systems	Mrs T.Ramya Priya	CS407PC Lab	Database Management Systems	Mrs D. Rajeswari/ V. Divya/ Mr A Vijay Kumar
CS404PC	Database Management Systems	Mrs D. Rajeswari	CS408PC	Java Programming Lab	Mrs B.S .Swapna Shanti/ Mrs.R.Padma/ Mrs R Ganga
	CO-C/SS/DAA	Mrs B.S .Swapna Shanti	MC409	Constitution of India	Mrs K Laxmi Shilpa
Sports	Sports	Mr.P Sreeramulu	LIB	Library	Mrs T.Ramya Priya
Internet	Internet	Mr D Nagaraju	COUN	Counselling	Mrs T.Ramya Priya
Class In-Charge : Mrs D. Rajeswari		Mentor 1 : Mrs D. Rajeswari		Mentor 2: Mrs B.S .Swapna Shanti	

Class In-Charge

Computer Science & Engg. Dept  
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## Lab External Question paper

**Year & Semester: II-II Sem Branch: CSE**

**Subject Name: Java Programming Lab**

**Faculty Name: B.S.Swapna Shanthi**

1 A) Write a Java program that works as a simple calculator. Use a grid layout to arrange buttons for the digits and for the +, -, \*, % operations. Add a text field to display the result. Handle any possible exceptions like divided by zero.

b) Use Eclipse or Net bean platform and acquaint with the various menus. Create a test project, add a test class, and run it. See how you can use auto suggestions, auto fill. Try code formatter and code refactoring like renaming variables, methods, and classes. Try debug step by step with a small program of about 10 to 15 lines which contains at least one if else condition and a for loop.

2 a) Develop an applet in Java that displays a simple message.

b) Develop an applet in Java that receives an integer in one text field, and computes its factorial Value and returns it in another text field, when the button named "Compute" is clicked.

b) Write a java program to demonstrate EXCEPTION HANDLING

3 a) Write a Java program that creates a user interface to perform integer divisions. The user enters two numbers in the text fields, Num1 and Num2. The division of Num1 and Num 2 is displayed in the Result field when the Divide button is clicked. If Num1 or Num2 were not an integer, the program would throw number Format Exception. If Num2 were Zero, the program would throw an Arithmetic Exception. Display the exception in a message dialog box

b) Write a java program to demonstrate FINAL keyword

4 a) Write a Java program that implements a multi-thread application that has three threads. First thread generates random integer every 1 second and if the value is even, second thread computes the square of the number and prints. If the value is odd, the third thread will print the value of cube of the number

b) Write a java program to demonstrate SUPER keyword

5 a) Write a Java program for the following: Create a doubly linked list of elements. Delete a given element from the above list. Display the contents of the list after deletion.

b) Write a java program to demonstrate CONSTRUCTORS

6 a) Write a Java program that simulates a traffic light. The program lets the user select one of three lights: red, yellow, or green with radio buttons. On selecting a button, an appropriate message with "Stop" or "Ready" or "Go" should appear above the buttons in selected color. Initially, there is no message shown.



b) Use Eclipse or Net bean platform and acquaint with the various menus. Create a test project, add a test class, and run it. See how you can use auto suggestions, auto fill. Try code formatter and code refactoring like renaming variables, methods, and classes. Try debug step by step with a small program of about 10 to 15 lines which contains at least one if else condition and a for loop.

7 a) Write a Java program to create an abstract class named Shape that contains two integers and an empty method named print Area (). Provide three classes named Rectangle, Triangle, and Circle such that each one of the classes extends the class Shape. Each one of the classes contains only the method print Area () that prints the area of the given shape.

b) Write a java program to demonstrate EXCEPTION HANDLING

8 a) Suppose that a table named Table.txt is stored in a text file. The first line in the file is the header, and the remaining lines correspond to rows in the table. The elements are separated by commas. Write a java program to display the table using Labels in Grid Layout.

b) Write a java program to demonstrate FINAL keyword

9 a) Write a Java program that handles all mouse events and shows the event name at the center of the window when a mouse event is fired (Use Adapter classes).

b) Write a java program to demonstrate SUPER keyword

10 a) Write a Java program that loads names and phone numbers from a text file where the data is organized as one line per record and each field in a record are separated by a tab (\t). It takes a name or phone number as input and prints the corresponding other value from the hash table (hint: use hash tables).

b) Write a java program to demonstrate CONSTRUCTORS

11 a) Write a Java program that correctly implements the producer – consumer problem using the concept of inter thread communication

b) Use Eclipse or Net bean platform and acquaint with the various menus. Create a test project, add a test class, and run it. See how you can use auto suggestions, auto fill. Try code formatter and code refactoring like renaming variables, methods, and classes. Try debug step by step with a small program of about 10 to 15 lines which contains at least one if else condition and a for loop.

12 a) Write a Java program to list all the files in a directory including the files present in all its subdirectories

b) Write a java program to demonstrate EXCEPTION HANDLING

13 a) Write a Java program that implements Quick sort algorithm for sorting a list of names in ascending order

b) Write a java program to demonstrate FINAL keyword

14 a) Write a Java program that implements Bubble sort algorithm for sorting in descending order and also shows the number of interchanges occurred for the given set of integers.

b) Write a java program to demonstrate SUPER keyword



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(Approved by AICTE, New Delhi and Affiliated to JNTUH, Hyderabad)

Khalsa Ibrahimpatnam, Sheriguda(V), Ibrahimpatnam(M), Ranga Reddy Dist., Telangana – 501 510

<https://siiet.ac.in/>

## Java Programming Lab External Timetable.

### Examination Branch

A.Y. : 2022-23

SEM-II

Date	Day	Branch	Session	H T.No	Total No. of Students
16/9/2023	SATURDAY	CSE-A	FN	21X31A0501 TO 21X31A0565 & 22X35A0501 TO 22X35A0508	69
15/9/2023	FRIDAY	CSE-B	AN	21X31A0566 TO 21X31A05D0 & 22X35A0509 TO 22X35A0516	69
16/9/2023	SATURDAY	CSE-C	AN	21X31A05D1 TO 21X31A05J4 & 22X35A0517 TO 22X35A0522	68

*B. Rakta Kaul*  
Computer Science & Engg. Dept.  
SRI INDU INSTITUTE OF ENGG & TECH.  
Sheriguda(V), Ibrahimpatnam(M), R.R. Dist-501 510.

  
**PRINCIPAL**  
Sri Indu Institute of Engineering & Tech.  
Sheriguda(Vill), Ibrahimpatnam  
R.R. Dist. Telangana-501 510.



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## Java Programming Lab External TimeTable With Examiner

A.Y. : 2022-23

SEM-II

### SRI INDU INSTITUTE OF ENGINEERING & TECHNOLOGY LAB EXTERNAL EXAMINATIONS TIME-TABLE, SEP-2023 II-II SEM DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING(IOT,CS,AI,ML,AI&DS)

TIMINGS FN: 10:00 AM TO 1:0 PM AN: 1:00PM TO 4:00PM

Date:14/09/2023

S.NO	YEAR/SEC	NAME OF THE LAB	DATE	SESSION	LOCATION	NAME OF THE INTERNAL EXAMINER	NAME OF THE EXTERNAL EXAMINER
1		DBMS LAB	19/9/2023	FN	LAB NO-A-6&4	Mrs.D.Rajeshwar	Mr.G.Harish Reddy (9963992727)
2	II-II-CSE-A	JAVA LAB	16/9/2023	FN	LAB NO-A-7&8	Mrs.B.S.Swapna shanthi	Dr.B.Srinu (8185924275)
3		OPERATING SYSTEMS LAB	15/9/2023	FN	LAB NO-A- 1&2	Mrs.P.Ramya priya	Mrs.R.Akshara (9177841919)
4		DBMS LAB	16/9/2023	FN	LAB NO-A-6&4	Mrs.D.Uma	Mr.N.SriAnjaneya (9866858140)
5	II-II-CSE-B	JAVA LAB	15/9/2023	AN	LAB NO-A-7&8	Mrs.M.Karuna	Mr.CH.CHAITANYAKU MAR(8500330546)
6		OPERATING SYSTEMS LAB	19/9/2023	FN	LAB NO-A- 1&2	Mr.D.Nagaraju	Mrs.Durga Devi (9948353838)
7		DBMS LAB	15/9/2023	FN	LAB NO-A-6&4	Mrs.P.H.Swarna Rekha	Mr.S.Kranthi Reddy (9573013861)
8	II-I-CSE-C	JAVA LAB	16/9/2023	AN	LAB NO-A-7&8	Mrs.J.Priyanka	Mrs.K.L.Anusha (9704446862)
9		OPERATING SYSTEMS LAB	19/9/2023	AN	LAB NO-A- 1&2	Mr.P.Sreeramulu	Mr.Chaithanya Kumar (9989698416)

1809  
HOD

Computer Science & Engg. Dept.  
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<https://siiet.ac.in/>

## LAB OCCUPANCY CHART

### JAVA PROGRAMMING LAB

ROOM NO:A-206

BLOCK:A

FLOOR:2

	I 9:40-10:30	II 10:30-11:20	III 11:20-12:10	IV 12:10-1:00	LUNCH	V 1:30-2:20	VI 2:20-3:10	VII 3:10-4:00
MON		II BTECH II SEM CSE-A						
TUE						II BTECH II SEM CSE-B		
WED								
THU								
FRI		II BTECH II SEM CSE-B						
SAT						II BTECH II SEM CSE-B		

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# **SRI INDU INSTITUTE OF ENGINEERING AND TECHNOLOGY**

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Website: <https://siiet.ac.in/>

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## **JAVA PROGRAMMING LAB**

### **Do's and Don'ts**

#### **Do's**

1. Come with completed observation and record.
2. Remove your shoes or wear foot socks before you enter the lab.
3. Always keep quiet. Be considerate to other lab users.
4. Report any problems with the computer to the person in charge.
5. Shut down the computer properly.
6. Wear ID card before entering into the lab.
7. Read and understand how to carry out an activity thoroughly before coming to the lab.
8. Write In time, Out time and system details in the login register

#### **Don'ts**

1. Do not touch any part of the computer with wet hands.
2. Do not change system settings.
3. Do not hit the keys on the computer too hard.
4. Don't damage, remove, or disconnect any labels, parts, cables or equipment.
5. Do not install or download any software or modify or delete any system files on any lab computers
6. Do not disturb your neighbouring students. They may be busy in completing tasks.
7. Do not remove anything from the computer laboratory without permission.
8. Do not use pen drives.



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Website: <https://siiet.ac.in/>

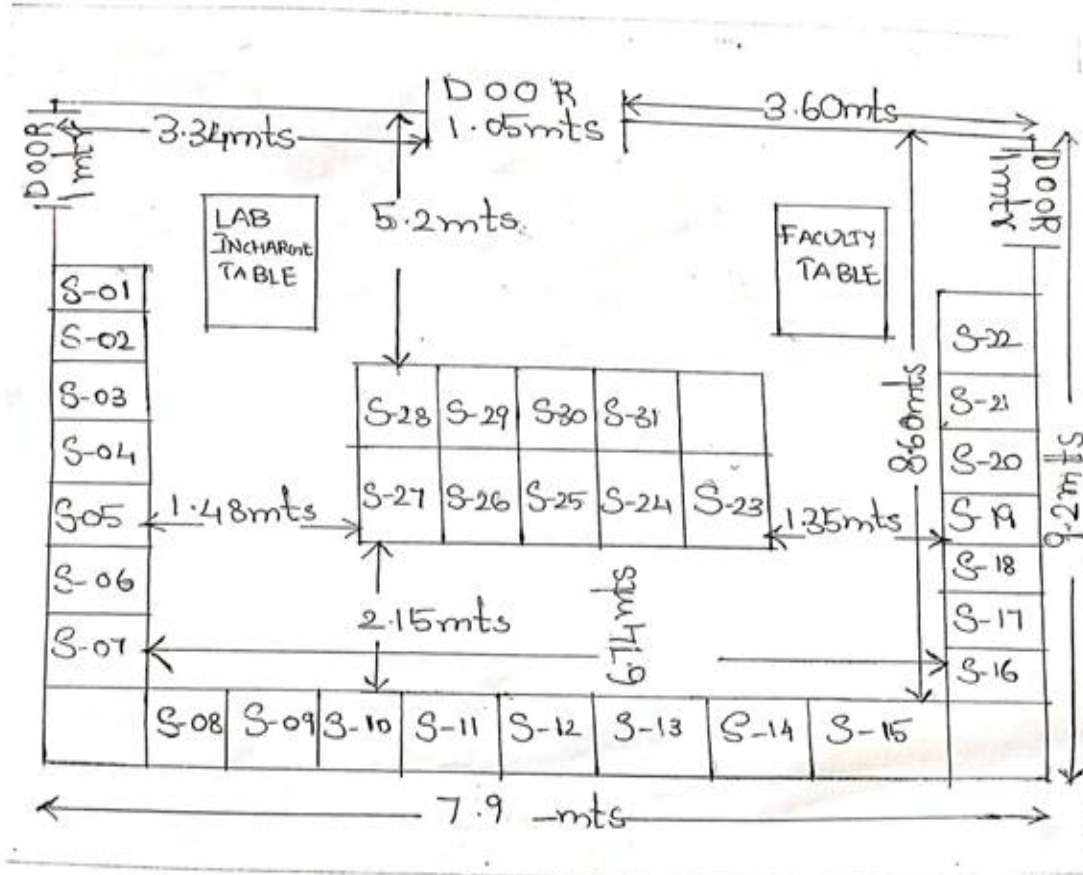
## JAVA PROGRAMMING LAB

### PHYSICAL LAB-8 FLOOR PLAN

ROOM NO:A-206

BLOCK:A

FLOOR:2



$$\text{Lab Area (In. Sqm.)} = 7.9 \times 9.2 = 72.68 \text{ Sqm}$$

$$\text{Lab Area (In. Sft.)} = 84.7 \times 100 = 8470 \text{ Sft}$$

*Kaul*  
LAB In-Charge

*B. Ramesh Kaul*

Head of the Department



# **SRI INDU INSTITUTE OF ENGINEERING AND TECHNOLOGY**

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Website: <https://siiet.ac.in/>

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## **Lab manual link**

<https://drive.google.com/file/d/1863Ddi0QWvkuQcJUiY3aE8MS5rgBRoWc/view?usp=sharing>



# SRI INDU INSTITUTE OF ENGINEERING AND TECHNOLOGY

Department of Computer Science and Engineering

## Course Outcome Attainment (Internal Examination-1)

Name of the faculty : B S SWAPNA SHANTHI Academic Year: 2022-2023

Branch & Section: CSE-A Year / Semester: II/II

Course Name: JAVA PROGRAMMING LAB Internal II

S.No	HT No.	PW + E	V	DDE
<b>Max. Marks ==&gt;</b>		<b>5</b>	<b>5</b>	<b>15</b>
1	21X31A0501	5	5	11
2	21X31A0502	5	5	12
3	21X31A0503	5	5	10
4	21X31A0504	5	5	11
5	21X31A0505	5	5	10
6	21X31A0506	5	5	15
7	21X31A0507	5	5	10
8	21X31A0508	5	5	9
9	21X31A0509	5	5	12
10	21X31A0510	5	5	4
11	21X31A0511	5	5	13
12	21X31A0512	5	5	4
13	21X31A0513	5	5	10
14	21X31A0514	5	5	13
15	21X31A0515	5	5	11
16	21X31A0516	5	5	4
17	21X31A0517	5	5	12
18	21X31A0518	5	5	11
19	21X31A0519	5	5	13
20	21X31A0520	5	5	10
21	21X31A0521	5	5	10
22	21X31A0522	5	5	11
23	21X31A0523	5	5	13
24	21X31A0524	5	5	10
25	21X31A0525	5	5	14
26	21X31A0526	5	5	13
27	21X31A0527	5	5	11
28	21X31A0528	5	5	10
29	21X31A0529	5	5	12
30	21X31A0530	5	5	10



31	21X31A0531	5	5	4
32	21X31A0532	5	5	6
33	21X31A0533	5	5	15
34	21X31A0534	5	5	15
35	21X31A0535	5	5	4
36	21X31A0536	5	5	9
37	21X31A0537	5	5	13
38	21X31A0538	5	5	11
39	21X31A0539	5	5	4
40	21X31A0540	5	5	13
41	21X31A0541	5	5	11
42	21X31A0542	5	5	12
43	21X31A0543	5	5	10
44	21X31A0544	5	5	4
45	21X31A0545	5	5	15
46	21X31A0546	5	5	6
47	21X31A0547	5	5	6
48	21X31A0548	5	5	13
49	21X31A0549	5	5	10
50	21X31A0550	5	5	12
51	21X31A0552	5	5	10
52	21X31A0554	5	5	15
53	21X31A0555	5	5	10
54	21X31A0556	5	5	10
55	21X31A0557	5	5	13
56	21X31A0559	5	5	14
57	21X31A0560	10	10	15
58	21X31A0561	5	5	13
59	21X31A0562	5	5	12
60	21X31A0563	5	5	6
61	21X31A0564	5	5	6
62	21X31A0565	5	5	10
63	22X35A0501	5	5	13
64	22X35A0502	5	5	10
65	22X35A0503	5	5	10
66	22X35A0505	5	5	11
67	22X35A0506	5	5	12
68	22X35A0507	5	5	12
69	22X35A0508	5	5	13
Target set by the faculty / HoD		3.00	3.00	9.00
Number of students performed above the target		69	69	57
Number of students attempted		69	69	69
Percentage of students scored more than target		100%	100%	83%

**CO Mapping with Exam Questions:**

CO - 1	y	y	Y
CO - 2	y	y	Y
CO - 3	y	y	Y
CO - 4	y	y	Y
CO - 5	y	y	Y
CO - 6	y	y	Y

**CO Attainment based on Exam Questions:**

CO - 1	100%	100%	83%
CO - 2	100%	100%	83%
CO - 3	100%	100%	83%
CO - 4	100%	100%	83%
CO - 5	100%	100%	83%
CO - 6	100%	100%	83%

CO	Intrnal practical	DDE	Overall	Level
CO-1	100%	83%	91%	3
CO-2	100%	83%	91%	3
CO-3	100%	83%	91%	3
CO-4	100%	83%	91%	3
CO-5	100%	83%	91%	3
CO-6	100%	83%	91%	3

Attainment Level	
1	60%
2	70%
3	>80%

Attainment (Internal 1 Examination) = **3**



# SRI INDU INSTITUTE OF ENGINEERING AND TECHNOLOGY

Department of Computer Science and Engineering

## Course Outcome Attainment (Internal Examination-2)

Name of the faculty : B.S.SWAPNA SHANTHI Academic Year: 2022-2023

Branch & Section: CSE-A Year / Semester: II/II

Course Name: JAVA PROGRAMMING LAB Internal II

S.No	HT No.	PW + E	V	DDE
<b>Max. Marks ==&gt;</b>		<b>5</b>	<b>5</b>	<b>15</b>
1	21X31A0501	5	5	11
2	21X31A0502	5	5	12
3	21X31A0503	5	5	10
4	21X31A0504	5	5	11
5	21X31A0505	5	5	10
6	21X31A0506	5	5	15
7	21X31A0507	5	5	10
8	21X31A0508	5	5	9
9	21X31A0509	5	5	12
10	21X31A0510	5	5	4
11	21X31A0511	5	5	13
12	21X31A0512	5	5	4
13	21X31A0513	5	5	10
14	21X31A0514	5	5	13
15	21X31A0515	5	5	11
16	21X31A0516	5	5	4
17	21X31A0517	5	5	12
18	21X31A0518	5	5	11
19	21X31A0519	5	5	13
20	21X31A0520	5	5	10
21	21X31A0521	5	5	10
22	21X31A0522	5	5	11
23	21X31A0523	5	5	13
24	21X31A0524	5	5	10
25	21X31A0525	5	5	14
26	21X31A0526	5	5	13
27	21X31A0527	5	5	11
28	21X31A0528	5	5	10
29	21X31A0529	5	5	12
30	21X31A0530	5	5	10

31	21X31A0531	5	5	4
32	21X31A0532	5	5	6
33	21X31A0533	5	5	15
34	21X31A0534	5	5	15
35	21X31A0535	5	5	4
36	21X31A0536	5	5	9
37	21X31A0537	5	5	13
38	21X31A0538	5	5	11
39	21X31A0539	5	5	4
40	21X31A0540	5	5	13
41	21X31A0541	5	5	11
42	21X31A0542	5	5	12
43	21X31A0543	5	5	10
44	21X31A0544	5	5	4
45	21X31A0545	5	5	15
46	21X31A0546	5	5	6
47	21X31A0547	5	5	6
48	21X31A0548	5	5	13
49	21X31A0549	5	5	10
50	21X31A0550	5	5	12
51	21X31A0552	5	5	10
52	21X31A0554	5	5	15
53	21X31A0555	5	5	10
54	21X31A0556	5	5	10
55	21X31A0557	5	5	13
56	21X31A0559	5	5	14
57	21X31A0560	10	10	15
58	21X31A0561	5	5	13
59	21X31A0562	5	5	12
60	21X31A0563	5	5	6
61	21X31A0564	5	5	6
62	21X31A0565	5	5	10
63	22X35A0501	5	5	13
64	22X35A0502	5	5	10
65	22X35A0503	5	5	10
66	22X35A0505	5	5	11
67	22X35A0506	5	5	12
68	22X35A0507	5	5	12
69	22X35A0508	5	5	13
Target set by the faculty / HoD		3.00	3.00	9.00
Number of students performed above the target		69	69	57
Number of students attempted		69	69	69
Percentage of students scored more than target		100%	100%	83%

**CO Mapping with Exam Questions:**

CO - 1	y	y	Y
CO - 2	y	y	Y
CO - 3	y	y	Y
CO - 4	y	y	Y
CO - 5	y	y	Y
CO - 6	y	y	Y

**CO Attainment based on Exam Questions:**

CO - 1	100%	100%	83%
CO - 2	100%	100%	83%
CO - 3	100%	100%	83%
CO - 4	100%	100%	83%
CO - 5	100%	100%	83%
CO - 6	100%	100%	83%

CO	Intrnal practical	DDE	OverallI	Level
CO-1	100%	83%	91%	3
CO-2	100%	83%	91%	3
CO-3	100%	83%	91%	3
CO-4	100%	83%	91%	3
CO-5	100%	83%	91%	3
CO-6	100%	83%	91%	3

Attainment Level	
1	60%
2	70%
3	>80%

Attainment (Internal 2 Examination) = **3**



# SRI INDU INSTITUTE OF ENGINEERING AND TECHNOLOGY

Department of Computer Science and Engineering

## Course Outcome Attainment (University Examinations)

Name of the faculty : B S SWAPNA SHANTHI Academic Year: 2022-2023

Branch & Section: CSE-A Year / Semester: II/II

Course Name: JAVA PROGRAMMING LAB

S.No	Roll Number	Marks Secured
1	21X31A0501	62
2	21X31A0502	65
3	21X31A0503	60
4	21X31A0504	73
5	21X31A0505	67
6	21X31A0506	75
7	21X31A0507	60
8	21X31A0508	61
9	21X31A0509	63
10	21X31A0510	35
11	21X31A0511	70
12	21X31A0512	35
13	21X31A0513	60
14	21X31A0514	73
15	21X31A0515	69
16	21X31A0516	32
17	21X31A0517	66
18	21X31A0518	64
19	21X31A0519	72
20	21X31A0520	63
21	21X31A0521	61
22	21X31A0522	69
23	21X31A0523	73
24	21X31A0524	60
25	21X31A0525	75
26	21X31A0526	70
27	21X31A0527	68
28	21X31A0528	60
29	21X31A0529	68
30	21X31A0530	63
31	21X31A0531	31
32	21X31A0532	33
33	21X31A0533	74
34	21X31A0534	74
35	21X31A0535	AB
36	21X31A0536	58
37	21X31A0537	67

S.No	Roll Number	Marks Secured
38	21X31A0538	68
39	21X31A0539	34
40	21X31A0540	63
41	21X31A0541	66
42	21X31A0542	67
43	21X31A0543	63
44	21X31A0544	30
45	21X31A0545	74
46	21X31A0546	33
47	21X31A0547	56
48	21X31A0548	70
49	21X31A0549	66
50	21X31A0550	65
51	21X31A0552	60
52	21X31A0554	74
53	21X31A0555	67
54	21X31A0556	56
55	21X31A0557	70
56	21X31A0559	70
57	21X31A0560	74
58	21X31A0561	63
59	21X31A0562	61
60	21X31A0563	59
61	21X31A0564	69
62	21X31A0565	68
63	22X35A0501	70
64	22X35A0502	60
65	22X35A0503	43
66	22X35A0505	68
67	22X35A0506	65
68	22X35A0507	58
69	22X35A0508	70

Max Marks	75	
Class Average mark		62
Number of students performed above the target		44
Number of successful students		69
Percentage of students scored more than target		64%
<b>Attainment level</b>		<b>2</b>

<b>Attainment Level</b>	<b>% students</b>
1	60%
2	70%
3	>80%



# SRI INDU INSTITUTE OF ENGINEERING AND TECHNOLOGY

Department of Computer Science and Engineering

## Course Outcome Attainment

Name of the faculty : B S SWAPNA SHANTHI                      Academic Year: 2022-23  
Branch & Section: CSE-A    Examination: Year / Semester:  
Course Name: JAVA PROGRAMMING LAB                      Year: II  
Semester: II

Course Outcomes	1st Internal Exam	2nd Internal Exam	Internal Exam	University Exam	Attainment Level
CO1	3.00	3.00	3.00	2.00	2.30
CO2	3.00	3.00	3.00	2.00	2.30
CO3	3.00	3.00	3.00	2.00	2.30
CO4	3.00	3.00	3.00	2.00	2.30
CO5	3.00	3.00	3.00	2.00	2.30
CO6	3.00	3.00	3.00	2.00	2.30
<b>Internal &amp; University Attainment:</b>			3.00	2.00	
<b>Weightage</b>			30%	70%	
<b>CO Attainment for the course (Internal, University)</b>			0.90	1.40	
<b>CO Attainment for the course (Direct Method)</b>			2.30		

Overall course attainment level

**2.30**





# SRI INDU INSTITUTE OF ENGINEERING & TECHNOLOGY

Department of Computer Science and Engineering

## Program Outcome Attainment (from Course)

Name of Faculty: B S SWAPNA SHANTHI

Academic Year: 2022-2023

Branch & Section: CSE-A

Year: II

Course Name: JAVA PROGRAMMING LAB

Semester: II

### CO-PO mapping

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PS01	PS02
CO1	1	-	3	-	2	-						-	2	2
CO2	-	2	3	-	2	1						-	2	
CO3	1	2	-	-	3	-						-	-	-
CO4	-	-	3	2	-	-						1	3	-
CO5	-	3	2	-	-	-						1	-	2
CO6	3	-	2	1	-	-						-	-	-
<b>Course</b>	<b>1.7</b>	<b>2.3</b>	<b>2.6</b>	<b>1.5</b>	<b>2.3</b>	<b>1.0</b>						<b>1.0</b>	<b>2.3</b>	<b>2.0</b>

CO	Course Outcome Attainment
	2.30
<b>CO1</b>	2.30
<b>CO2</b>	2.30
<b>CO3</b>	2.30
<b>CO4</b>	2.30
<b>CO5</b>	2.30
<b>CO6</b>	2.30
<b>Overall course attainment level</b>	<b>2.30</b>

### PO-ATTAINMENT

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PS01	PS02	
<b>CO Attainment</b>	<b>1.28</b>	<b>1.79</b>	<b>1.99</b>	<b>1.15</b>	<b>1.79</b>	<b>0.77</b>							<b>0.77</b>	<b>1.79</b>	<b>1.53</b>

CO contribution to PO - 33%, 67%, 100% (Level 1/2/3)