

BCA-306P

COMPUTER BASED NUMERICAL AND STATISTICAL TECHNIQUES LAB

L T P
0 0 2

Note: - At least ten experiments are to be conducted.

1. WAP to find the eigen values and eigenvectors of a given square matrix.
2. WAP to find the root of the Algebraic equations using Bisection Method.
3. WAP to find the root of the Algebraic equations using Regula - falsi Method.
4. WAP to find the root of the Algebraic equations using Newton Raphson Method.
5. WAP to implement Newton's Forward Interpolation formula.
6. WAP to implement Newton's Divided Difference Interpolation formula.
7. WAP to implement Lagrange's Interpolation formula.
8. WAP to implement Numerical Integration using Trapezoidal rule.
9. WAP to implement Numerical Integration using Simpson 1/3 rule.
10. WAP to implement Numerical Integration using Simpson 3/8 rule.
11. WAP to implement Numerical Differentiations.

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OBJECT ORIENTED PROGRAMMING & JAVA LAB

L T P
0 0 3

Note: - At least ten experiments are to be conducted. Perform practical using JAVA language.

1. Write a program in java which prints your name using command line arguments.
2. Write a program in java which enters three number using command line arguments and print sum and average of the number
3. Write a program to swap the value of 2 variables without using 3rd variable
4. Write a program to calculate the sum of digits of a given integer no.
5. Write a program to compute the sum of the first and last digit of a given number.
6. Write a program in java which enter the number using Data Input Stream and check whether the entered number is even or odd.
7. Write an application that reads a string and determines whether it is a palindrome.
8. Write a program to enter a sentence form keyboard and also find all the words in that sentence with starting character as vowel.
9. Write a Program in java which creates the array of size 5; find the sum and average of the five numbers.
10. Create a java program that has three version of add method which can add two, three, and four integers.
11. Program illustrating Classes and Objects.
12. Program illustrating Method Overloading and Method Overriding.
13. Program illustrating concept of Interface.
14. Program illustrating use of Final and Super keyword.
15. Program that illustrates the Creation of simple package.
16. Program that illustrates the Accessing of a package.
17. Program that illustrates the Handling of predefined exceptions.
18. Program that illustrates the Handling of user defined exceptions.

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OPERATING SYSTEM LAB

L T P
0 0 2

Note: - At least ten experiments are to be conducted. Perform practical using C language.

1. FCFS(First Come First Served)
2. RR(Round Robin) Scheduling
3. SJF(Shortest Job First)
4. Priority Scheduling
5. FIFO(First In First Out) Page Replacement
6. LRU(Least Recent Used) Page Replacement
7. Optimal Page Replacement
8. Banker's Algorithm for Dead Lock Avoidance
9. Sequential File Allocation
10. Indexed File Allocation
11. Linked File Allocation
12. Paging Memory Allocation Technique