

AUTONOMOUS

(Approved by AICTE, New Delhi, Accredited by NBA (CIV,ECE,MECH,CSE), NAAC with 'A+' grade & Permanently Affiliated to JNTU-GV, Vizianagaram)

Dakamarri, Bheemunipatnam Mandal, Visakhapatnam Dist. – 531 162 (A.P.)

Ph: +91-8922-248001, 248002 Fax: + 91-8922-248011

E-mail: principal@raghuenggcollege.com website: <u>www.raghuenggcollege.com</u>

RAGHU ENGINEERING COLLEGE (AUTONOMOUS) VISAKHAPATNAM

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INSTITUTE VISION

Envisioning to be a world class technical institution by synergizing quality education with ethical values.

INSTITUTE MISSION

- To encourage training and research in cutting-edge technologies.
- To develop and strengthen strategic links with the industry.
- To kindle the zeal among the students and promote their quest for academic excellence.
- To encourage extra-curricular activities along with good communication skills.

QUALITY POLICY

RAGHU Engineering College underscores ethical values along with innovative teaching through an interactive, activity-based pedagogy; establishes the best of infrastructural facilities, inculcates engineering temper among the students through the use of the latest Information and Communication Technologies, and strives for an efficient, responsive and transparent administration in all areas.



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Department of Computer Science and Engineering

VISION

To generate competent professionals to become part of the industry and research organizations at the national and international levels.

MISSION

To impart high quality professional training in undergraduate level with emphasis on basic principles of computer science and Engineering and to foster leading edge research in the fast-changing field.

To inculcate professional behavior, strong ethical values, innovative research capabilities and leadership abilities in the young minds so as to work with a commitment.

- M1:To impart high quality professional training at undergraduate level with emphasis on basic principles of computer science and Engineering and to foster leading edge research in the fast-changing field.
- M2:To inculcate innovative research capabilities and leadership abilities in the young minds so as to work with a commitment.
- M3:To inculcate professional behavior, strong ethical values in the young minds so as to work with a commitment.

PROGRAMME EDUCATIONAL OBJECTIVES(PEOs)

PEO 1: To produce graduates with a strong foundation in mathematics, science, engineering fundamentals, laboratory and work-based experiences to formulate and solve engineering problems in computer science engineering domains and shall have proficiency in implementation software tools and languages.

PEO 2: To progressively impart training to the students for success in various engineering positions within the core areas in computer science engineering, computational or adapting to the latest trends by learning themselves.

PEO 3: To produce graduates having the ability to pursue advanced higher studies and research. To have professional and communication skills to function as leaders and members of multidisciplinary teams in engineering and other industries with strong work ethics, organizational skills, teamwork, and understanding of the importance of being a thorough professional.



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MAPPING OF MISSION STATEMENTS WITH PEOS

MS/PEO	PEO 1	PEO 2	PEO 3
MS 1	3	2	2
MS 2	2	3	2
MS 3	2	2	3

1-Slight, 2-Moderate, 3-Substatial



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	PROGRAM OUTCOMES
	Graduates of Computer Science and Engineering Will:
PO 1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering
	fundamentals, and an engineering specialization to solve complex engineering
	problems.
PO 2	Problem analysis: Identity, formulate, review research literature, and analyze complex
	engineering problems reaching substantiated conclusions using first principles of
DO 3	mathematics, natural sciences, and engineering sciences.
PO 3	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 public health and safety and the cultural, societal, and
DO 4	environmental concerns.
PO 4	Conduct investigations of complex problems : Use research-based knowledge and research methods, including design of experiments, analysis, interpretation of data, and
	synthesis of the information to provide valid conclusions.
PO 5	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.
PO 6	The engineer and society: Apply reasoning informed by the contextual knowledge to
	assess societal, health, safety, legal and cultural issues and the consequent
PO 7	responsibilities relevant to the professional engineering practice.
PO /	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.
PO 8	
PU ð	Ethics: Apply ethical principles and commit to professional ethics, responsibilities, and norms of the engineering practice.
PO 9	Individual and team work: Function effectively as an individual and as a member or
	leader in diverse teams and multidisciplinary settings.
PO 10	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.
PO 11	Project management and finance: Demonstrate knowledge and understanding of the
	engineering and management principles and apply these to one's work as a member and
	leader in a team, to manage projects and in multidisciplinary environments.
PO 12	Life-long learning: Recognize the need for, and have the preparation and ability to



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engage in independent and life-long learning in the broadest context of technological change.

PROGRAM SPECIFIC OUTCOMES (PSOs)

PSO 1: Apply the concepts and techniques of the Computer Science & Engineering branch and the Mathematical foundations in the significant domains to address the complex engineering problems.

PSO 2: Employ emerging computer languages, computer networks, database management systems and platforms in developing innovative career prospects as an entrepreneur.

PS0 3: Apply the knowledge of interdisciplinary skills, and domain-specific tools in working system processes to implement and deploy a quality-based software product to meet evolving needs.

Mapping of PEOs with POs and PSOs

PEO/PO	PO-1	PO-2	PO-3	PO-4	PO-5	PO-6	PO-7	PO-8	PO-9	PO-10	PO-11	PO-12	PSO-1	PSO-2	PSO-3
PEO 1	3	3	3	3	2	2	2	2		2		3	3	2	2
PEO 2	2	3	3	3	2	2	2	2	3	2	3	3	3	3	3
PEO 3	3	2	2	3	2	2	2	3	3	3	3	3	3	3	3

1-Slight, 2-Moderate, 3-Substatial



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		(2305203) OBJECT ORIENTED PROGR	AMMIN	G THROUGH JAVA L	AB								
		(Common to CSE CSM	I CSD (CSC CSO)									
	gramme Branch	B.Tech – CSE	Sem	Category	L	Т	P	C					
Prer	equisites	Fundamentals of c programming and OOP through C++	3	Professional Core	0	0	3	1.5					
Prea	mble	The main objectives of the course	is to m	ake student									
		tives: The main objectives of the cou											
List	of Exper	Practice object oriented programmin Implement Classes, Objects, Method Illustrate Inheritance, Exception han Construct Threads, Event Handling, iments :	ls, Runt dling m	ime Polymorphism echanism	-	•							
	 Exercise - 1 (Basics, Operators, Expressions) a) Write a Java program to display default value of all primitive data type of Java b) Write a Java program that display the roots of a quadratic equation ax²+bx=0. Calculate the discriminate D and basing on value of D, describe the nature of root. c) Five Bikers Compete in a race such that they drive at a constant speed which may or may not be the same as the other. To qualify the race, the speed of a racer must be more than the average speed of all 5 racers. Take as input the speed of each racer and print back the speed of qualifying racers. 												
2	 d) Write a case study on public static void main(250 words) Exercise - 2 (Control-flow, Arrays) a) Write a Java program to search for an element in a given list of elements using binary search mechanism. b) Write a Java program to sort for an element in a given list of elements using bubble 												
3	Exercise a) Write invoke t b) Write	 sort Exercise – 3 (Class, Object) a) Write a Java program to implement class mechanism. – Create a class, methods and invoke them inside main method. b) Write a Java program to swap the pairs of characters of a string. If the string contains an odd number of characters then the last character remains as it is. 											
4	Exercise a) Write b) Write	e - 4 (Methods) a Java program to implement constru a Java program implement method o	ictor ov	erloading.									
5	Exercise	e - 5 (Inheritance)											



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	a) Write a Java program to implement Single Inheritance
	b) Write a Java program to implement multi level Inheritance
	c) Write a Java program give example for "super" keyword.
6	Exercise - 6 (Abstract Class, Interface)
	a) Write a Java program for abstract class to find areas of different shapes
	b) Write a Java program to implement Interface. What kind of Inheritance can be
	achieved
7	Exercise – 7 (Packages)
	a) Write a Java program illustrate class path
	b) Write a case study on including in class path in your os environment of your
	package.
	c) Write a Java program that import and use the defined your package in the previous
	Problem
8	Exercise - 8 (Exception)
	a) Write a Java program that describes exception handling mechanism
	b) Write a Java program illustrating Multiple catch clauses
9	Exercise – 9 (Runtime Polymorphism)
	a) Write a Java program that implements Runtime polymorphism
	b) Write a case study on run time polymorphism, inheritance that implements in above
	problem
10	Exercise – 10 (User defined Exception)
	a) Write a Java program to illustrating throw
	b) Write a Java program to illustrating finally
	c) Write a Java program to handle User Defined Exception
11	Exercise – 11 (Threads)
	a) Write a Java program that creates threads by extending Thread class .First thread
	display "Good Morning "every 1 sec, the second thread displays "Hello "every 2
	seconds and the third display "Welcome" every 3 seconds ,(Repeat the same by
	implementing Runnable)
10	b) Write a program illustrating isAlive and join ()
12	Exercise - 12 (Collections)
	a) Write a Java program to update an array list element by the given element.
	b) Write a Java program to find numbers less than 7 in a tree set
	c) Write a Java program to check whether a map contains key-value mappings (empty)
10	or not.
13	Exercise - 13 (Java FX)
	a) Write a Java program that import and use the user defined packages
	b) Without writing any code, build a GUI that display text in label and image in an
	ImageView (use JavaFX)



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	c) Build a Tip Calculator app using several JavaFX components and learn how to respond to user interactions with the GUI
	Total: 30hrs
Refe	erences/Manuals/Software :
1	 Text Books: 1) The complete Reference Java, 8th edition, Herbert Schildt, TMH. 2) Programming in JAVA, Sachin Malhotra, SaurabhChoudary, Oxford. 3) Introduction to java programming, 7th edition by Y Daniel Liang, Pearson. 4) JAVA 9 for Programmers, Paul Deitel, Harvey Deitel, 4th Edition, Pearson
2	Laboratory Manual
3	Virtual Labs link

- 1) https://www.oracle.com/in/java/
- 2) <u>https://openjfx.io/</u>

Preambl	Preamble After completion of the course, students will be able to								
COURSE OUTCOMES: BT Mapped									
On com	pletion of the course, the student will be able to	(Highest Level)							
CO 1	Create simple applications using classes, objects and inheritance	Create							
CO 2	Apply parallel processing applications using threads	Apply							
CO 3	Develop GUI applications using Java FX	Design							

Mapping of COs with POs and PSOs

COs/PO s	PO -1	PO -2	PO -3	PO -4	PO -5	PO -6	PO -7	PO -8	PO -9	PO -10	PO -11	PO -12	PSO -1	PSO -2	PSO -3
CO 1	-	2	2	2	1	-	-	-	1	-	-	2	2	1	-
CO 2	-	2	2	2	1	-	-	-	1	-	-	2	2	1	-
CO 3	-	2	3	3	1	-	-	-	1	-	-	2	2	1	-
1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy															

(Signature) Head of the Department (Seal/Stamp) (Signature) Principal (Seal/Stamp)