

Karnataka State Open University
M.Sc (IT) I Semester Practical List [New Scheme]

Time : 3hrs

C-Programming Lab

Max Marks : 100

1. PROGRAM to find the root of quadratic equation using nested IF.
2. Given two numbers PROGRAM to perform arithmetic operations using Switch statements.
3. PROGRAM to generate Fibonacci series up to N numbers using Do-While loop.
4. PROGRAM to find reverse of the given number, sum & count the number of digits & Check whether the given no is Palindrome or not using While – do loop.
5. PROGRAM to generate Prime numbers using For loop.
6. PROGRAM to search an element using linear technique.
7. PROGRAM to add & subtract two M x N Matrices.
8. PROGRAM to multiply M x N Matrices.
9. PROGRAM to Transpose M x N Matrix using function.
10. PROGRAM to find the factorial of a number using recursion.
11. PROGRAM to swap numbers using function & pointers.
12. PROGRAM to insert a sub-string into a string.
13. PROGRAM to read & write information of an employee using structure.
14. PROGRAM to find largest & smallest of n numbers.
15. PROGRAM to sort numbers using selection sort.
16. PROGRAM to construct Pyramid of digits.
17. PROGRAM to generate Pascal triangle.
18. PROGRAM to check whether the given number is a Fibonacci term or not.
19. PROGRAM to check whether the given number is a factorial of a number or not.
20. PROGRAM to find the second largest of N numbers.

MS-12L

Karnataka State Open University

M.Sc (IT) I Semester Practical List [New Scheme]

Time : 3hrs Analysis and Design of Algorithms

Max Marks : 100

Write Programs using C and Execute

1. Implement Selection sort technique and find time and space complexity.
2. Implement Insertion sort technique and find time and space complexity.
3. Implement Merge sort technique and find time and space complexity.
4. Implement Hashing technique to determine whether an arbitrary element is present or not.
5. Write a program to find minimal spanning tree traversal considering your own tree.
6. Write a program to find the product of two numbers using Halving and Doubling method.
7. Implement Knapsack problem.
8. Implement Heap sort technique.
9. Implement backtracking algorithm.
10. Implement Job scheduling method.
11. Implement Cassette filling method.
12. Sort number in ascending order using Bubble sort.

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Time : 3hrs Advanced RDBMS (Lab) Max Marks : 100

1. Create a table 'STUDENT' to store the details of marks of a student.

Field	Type	Width	constraint
Student_ID	Numeric	5	Unique
Name	Text	20	
class	Numeric	2	
English	Numeric	3	
Hindi	Numeric	3	
Maths	Numeric	3	
Science	Numeric	3	
Social_Science	Numeric	3	

Create a table 'Transaction' to have the following fields.

Field	Type	Width	constraint
Trans_No	Numeric	5	Unique
Item_No	Numeric	5	
Item_Name	Text	25	
Trans_Date	date		
Quantity	Numeric	5	

After creating the tables, do the following:

- a. Set field properties of each field.
- b. Modify fields in the table.
- c. Modify the table 'STUDENT' to include the following fields:

Field	Type	Width	constraint
Total	Numeric	4	
Average	Numeric	5	2 decimal places
Result	Text	10	

- d. Apply necessary validation rules to each field.
- e. Rename the field 'Total' by 'Aggregate'.
- f. Delete field 'Result'.
- g. Add records.

2. For the tables created in above problem, do the following:

- a. Apply filters to list students with marks greater than 60.
- b. Apply filters to get transactions for a date.
- c. Sort students by name.
- d. Sort transactions by date.
- e. Create queries to list students with Aggregate <300 and Aggregate >= 250.
- f. Total transaction quantity for a given date.

3. Using the tables created in problem number 1, do the following:

- a. Create forms to view data.
- b. Add, Delete and Save records through the forms created.
- c. Change the structure of the above forms in design view.

4. Using the tables created in problem number 1, and/ or related queries, generate the following reports:

- a. List of students with marks >60 in English.
- b. List of students whose Average is >80.
- c. List of Items for a given Transaction date.
- d. Day-wise transactions for each month under the month's heading showing total transaction at the end.

5. Create a table "EMPLOYEE" to store the details with following fields (at least 10 records)

Field	Type	Width	Constraints
Employee id	Number	5	Primary key Validate for not accepting more than 2 decimal places
Name	String	20	
Address	Text	50	
Basic salary	Number	6	
Net salary	Number	6	

6. Using above table Generate the following query with reports

- a) By Employee No
- b) By salary wise
- c) list the employees, whose basic salary is > 10000

7. Consider the following tables GAMES and PLAYER. Write SQL commands for the statements (i) to (iv) and give outputs for SQL queries (v) to (viii)

GAMES

GCode	GameName	Number	PrizeMoney	Date
101	CaromBoard	2	5000	23-jan-2004
102	Badminton	2	12000	12-dec-2003
103	TableTennis	4	8000	14-feb-2004
104	Chess	2	9000	01-jan-2004
105	LawnTennis	4	25000	19-mar-2004

PLAYER

PCode	Name	GCode
1	Arjun	101
2	Ravi	105
3	Jignesh	101
4	Nihir	103
5	Sohil	104

To display the name of players who plays CaromBoard.

ii). To display details of those game which are having PrizeMoney more than 8000.

iii). To display the details of those games whose name starts from character 'B'.

iv). To display sum of Prize Money for each of the Number of participation groupings.

(as shown in column Number 2 or 4)

8. Consider the following tables EMPLOYEE and DESIG. Write SQL commands for the statements (i) to (iv) and give outputs for SQL queries (v) to (viii)

EMPLOYEE

W_ID	FIRSTNAME	LASTNAME	CITY
102	SAM	TONES	PARIS
105	SARAH	ACKERMAN	NEW YORK
144	MANILA	SENGUPTA	NEW DELHI
210	GEORGE	SMITH	HOWARD
255	MARY	JONES	HUSTON
300	ROBERT	SAMUEL	WASHINGTON
335	HENRY	WILLIAMS	BOSTON
400	RONNY	LEE	NEW YORK
451	PAT	THOMPSON	PARIS

DESIG

W_ID	SALARY	BENEFITS	DESIGNATION
102	75000	15000	MANAGER
105	85000	25000	DIRECTOR
144	70000	15000	MANAGER
210	75000	12500	MANAGER
255	50000	12000	CLERK
300	45000	10000	CLERK
335	40000	10000	CLERK
400	32000	7500	SALESMAN
451	28000	7500	SALESMAN

- i). Display FirstName and City of Employee having salary between 50,000 and 90,000
 - ii). Display details of Employees who are from "PARIS" city.
 - iii). Increase the benefits of employee having W_ID = 210 by 500.
 - iv). Count number of employees whose name starts from character 'S'.
 - v). Select MAX(salary) from desig;
 - vi). Select FirstName from employee, desig
where designation = 'MANAGER' AND employee.W_ID = desig.W_ID;
 - vii). Select COUNT (DISTINCT designation) from desig;
 - viii). Select designation, SUM(salary) from desig
Group by designation Having count (*) > 2;

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M.Sc (IT) II Semester Practical List [New Scheme]

Time: 3hrs

OOAD and UML

Max Marks: 100

Write Programs using C++ /Java using OOAD concepts

1. Write a program to demonstrate multiple inheritances.
2. Write a program to demonstrate multi level inheritance.
3. Write a program to demonstrate Overriding.
4. Write a program to demonstrate overloading.
5. Write a program to demonstrate package.
6. Write a program to demonstrate message passing between two objects.
7. Write a program to demonstrate UML concepts like association and aggregation.
8. Write a program to demonstrate UML concepts like composition and dependency.
9. Write a program to demonstrate UML concepts like realization and relationship between two classes.
10. Write a program to demonstrate UML concepts like collaboration.
11. Write a program to demonstrate persistence.
12. Write a program to demonstrate generalization and dependency between two classes.
13. Write a program to demonstrate relations among two objects.
14. Write a program to demonstrate interface and realization.
15. Write a program to demonstrate association stereotypes.

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Time : 3hrs

Advanced Java

Max Marks : 100

Write Programs and Execute

1. Write a java exception handling program to demonstrate checked Exceptions.
2. Write a java exception handling program to demonstrate unchecked Exceptions.
3. Write a java program Thread life cycle also assign thread priority and display it.
4. Write a java applet to implement applet life cycle.
5. Write a java applet to implement demonstrate simple calculator.
6. Write java applet to demonstrate awt components which should have checkbox, radio button, textbox and labels.
7. Write a java networking program to demonstrate client server interaction.
8. Write a JDBC program to connect the database and verify the username and password from the database.
9. Write a java program to implement server interface using RMI.
10. Write a java program to implement insert and delete queries using JDBC.
11. Write a java Servlet program to demonstrate Hello Message .
12. Write a java servlet to demonstate data management using IO streams.
13. Write a java servlet program to demonstrate client interaction using doGet() and doPost() methods.
14. Write a JSP program to demonstrate and to display forwarded information in a separate jsp subpage.
15. Write a java program to get the input from JSP page and to generate result to a java servlet.