



**LESSON PLAN AND TRACKING**

<b>Programme : BCA</b>			<b>Session : 2020-2023</b>		<b>Year : III</b>	<b>Sem : V</b>
<b>Subject: Programming in Java Lab</b>						
<b>Name of the Faculty: Dr. Ashish Kumar Sinha</b>			<b>Commencement Date: 29/08/2022</b>		<b>Date of Closure:</b>	
<b>Lecture No</b>	<b>Weeks</b>	<b>Topic to be covered</b>	<b>Date</b>	<b>Tracking of Lectures</b>	<b>Signature Faculty</b>	<b>Signature HOD</b>
1	Week-1	1. Program to find square root of given number. 2. Program to enter principal, rate & time and find simple interest.				
2	Week-2	3. To find whether a year is leap year or not 4. To enter a number from keyboard and find out Fibonacci series				
3	Week-3	5. To enter a number from keyboard and find out factorial of the number. 6. To enter a number from keyboard and check whether the number is palindrome or not				
4	Week-4	7. To enter a number from keyboard and print the prime numbers present within it 8. To enter a number from keyboard and determine whether it is Armstrong or not. 9. Program to demonstrate switch statement				
5	Week-5	10 To swap two numbers without using third variable. 11. To find the greatest among 3 numbers				

<b>6</b>	<b>Week-6</b>	12. Program to sort an array in an ascending order 13. Program to find out the sum and average of the elements present in an array				
<b>7</b>	<b>Week-7</b>	14. Program to add the elements of two different two dimensional array. 15. Program to find out the biggest and smallest number from a matrix.				
<b>8</b>	<b>Week-8</b>	16. To implement the concept of final class 17. To implement the concept of interface				
<b>9</b>	<b>Week-9</b>	18. Program to reverse a specified string. 19. Showing a program using package.				
<b>10</b>	<b>Week-10</b>	20. To create an applet 21. To implement the concept of thread				
<b>11</b>	<b>Week-11</b>	Revision				
<b>12</b>	<b>Week-12</b>	Revision				