SUBJECT TITLE   :   **NETWORK PROGRAMMING LAB**
SUBJECT CODE   :   **459**
COURSE CATEGORY   :   **A**
PERIODS PER WEEK   :   **4**
PERIODS PER SEMESTER: **72**
CREDITS   :   **2**

TIME SCHEDULE

MODULE	TOPICS	PERIODS
1	AWT	14
2	Java Swing	16
3	URL	14
4	Socket	14
5	RMI	14
	Total	**72**

OBJECTIVES

Practice AWT - Java Swing - URL – Sockets – RMI

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1	Develop an applet program using awt that receives an integer in one text field and display its factorial in another text field when a button in pressed
2	Develop an applet program using awt to perform simple calculator.
3	Develop an awt program to display the bio data entered by the user.(Bio data includes text field for inputting name ,radio button for gender, check boxes for class etc…Display the selected contents when the button is pressed)
4	Write a socket based program using TCP. Create a server that listens to a specified port, when the client receives connection, the client sends a message to the server. The server should convert that message into uppercase characters ad sends it back to the client. The client should then displays the message.
5	Write a socket based program using UDP .Create a server that listens to a specified port, when the client receives connection, the client sends a message to the server. The server should convert that message into uppercase characters ad sends it back to the client. The client should then displays the message.
6	Implement a socket program using TCP, whatever the client sends to the server, the server should echo it back to the client. The client should then display it.
7	Implement a simple calculator program using RMI
8	Implement a program using RMI to find the length of a string
9	Implement a RMI program to find the system date.
10	Write a program to retrieve host name ,IP address using methods in Inet Address class.
11	Write a program to design a form using basic swing components.
12	Write a Java program to practice connectivity to URL ,read and write from the URL