SRM INSTITUTE OF SCIENCE AND TECHNOLOGY

FACULTY OF ENGINEERING AND TECHNOLOGY

SCHOOL OF COMPUTING

DEPARTMENT OF COMPUTATIONAL INTELLIGENCE

21CSC203P ADVANCED PROGRAMMING PRACTICE

**Week 9 – Tutorial Assignment**

**GRAPHICAL USER INTERFACE BASED PROGRAMMING PARADIGM**

1. Write a java program using swing by inheritance.
2. Write a java program using swing with ActionListener.
3. Using Java JMenuItem and JMenu implement application swing.
4. Develop a student registration form using SWING components.
5. Implement Employment registration form using SWING components.
6. Write a java program to draw Oval, Rectangle,Line and fill the color in it.and display it on Applet.
7. Draw a chessboard in java applet.
8. Write a java program that handles all mouse events and shows the event name at the center of the window when mouse event is fired (Use Adapter classes and applet).
9. Implement java MVC pattern application with Student object Model, StudentView and StudentController.
10. Implement java MVC to display Employee details.