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1. Creating label, button & TextField in a frame using AWT.

```
* import java.awt.*;
import java.awt.event.*;
public class AWTExample extends WindowAdapter
{
    Frame f;
    AWTExample(){
        f=new Frame();
        f.addWindowListener(this);
        Label l = new Label("Employee id:");
        Button b = new Button("Submit");
        TextField t = new TextField();
        l.setBounds(20,80,80,30);
        t.setBounds(20,100,80,30);
        b.setBounds(100,100,80,30);
        f.add(b);
        f.add(l);
        f.add(t);
        f.setSize(400,300);
        f.setTitle("Employee info");
        f.setLayout(null);
        f.setVisible(true);
    }
public void windowClosing(WindowEvent e){
        System.exit(0);
    }
public static void main(String[] args)
{
    AWTExample awt_obj = new AWTExample();
}
}
```

2. Create a button and add a action listener for Mouse click.

```
import java.awt.*;
import java.awt.event.*;
public class EventHandling extends WindowAdapter implements ActionListener{
        Frame f;
        TextField tf;
        EventHandling(){
            f = new Frame();
            f.addWindowListener(this);
            tf = new TextField();
            tf.setBounds(60,50,170,20);
            Button b = new Button("click me");
            b.setBounds(100,120,80,30);
            b.addActionListener(this);
            f.add(b); f.add(tf);
            f.setSize(300,300);
            f.setLayout(null);
            f.setVisible(true);
        }
        public void actionPerformed(ActionEvent e){
            tf.setText("Welcome");
        }
    public void windowClosing(WindowEvent e){
            System.exit(0);
    }
    public static void main(String args[])
    {
        new EventHandling();
    }
}
```

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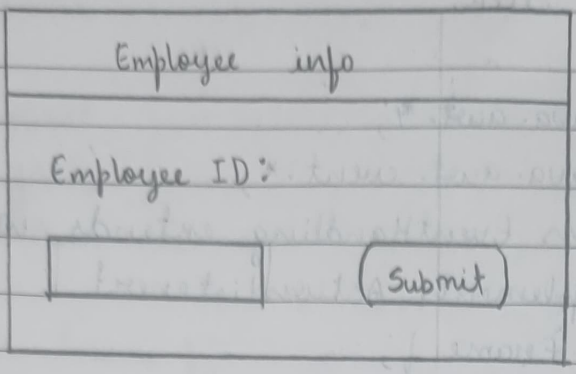
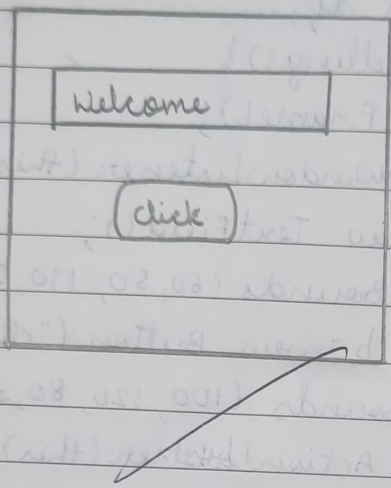
o/p:

1.



2.



Programs on IO

```
import java.io.*;
public class ByteArrayInput{
    Public static void (String args[]) throws
    IOException{
        byte[] buf = {35, 36, 37, 38};
        ByteArrayInputStream byt = new
                    ByteArrayInputStream(buf);
        int k=0;
        while ((k=byt.read())!=-1) {
            char ch= (char) k;
            Sop("ASCII value of character is
                :"+k+"; Special Character
                is:"+ch);
        }
    }
}
```

o/p:

ASCII value of character is: 35; Special Character is: #

ASCII value of character is: 36; Special character is: $

ASCII value of character is: 37; Special character is: %

ASCII value of character is: 38; Special character is: &

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Ex 2:

```
public class FileEx {
    public static void main (String a[])
    throws IOException {
        FileInputStream fin = new FileInputS-
                              tream ("Example.
                              txt");
        Sop("Remaining bytes that can be
             read:" + fin.available());
        content = fin.read();
            Sop ((char) content + " ");
            Sop(content + " ");
            Sop ("Remaining bytes that
                 can be read:" +
                 fin.available());
        Sop("Remaining bytes that can
             be read:" + fin.available());
    }
}
```

Ex 3:

O/p:

Remaining bytes that can be read: 5
H 72 e101 L108 O111
Remaining byte that can be read: 0

Ex 3:

```
import java.io.FileInputStream;
import java.io.IOException;
public class FileEx2{
    public static void main(String a[])
    throws IOException{
        FileInputStream fin = new
                FileInputStream("Ex-
                ample.txt");
        byte[] bytes = new byte[20];
        int i;
        char c;
        i=fin.read(bytes);
        Sop(" Number of bytes read:"+i);
        Sop(" Bytes read: ");
        for(byte b: bytes){
            c=(char)b;
            Sop(c);
        }
    }
}
```

O/P:

Number of byte read: 5
Bytes read: Hello.

26.02.24