LAB7-03-12-2013

Q1

- Writing class Employee

- Writing class NameTooLongException

- Writing TooYoungException

- Implement some methods such as

setName(String name) which throws NameLimitException

setDOB(String dateInput) which throws PaserException and using SimpleDateFormat class to convert

calculationWorkingYear(Date startWorkDate) which throws TooYoungException

- Using while loop to ask user input correct fields

Q2

- Continue improve Q1 by adding new class Programer

- Implement setSalary(Stirng salary) which is throw NumberFormatException

- Overridden inPutFields method with setSalary(String )

- Implement calculateSalary() which will calculates salary = workingyears\* 5000

- implement finally then salary is not change

LAB6-29-11-2012

Q1

Implement UI as in the picture

- Implement close form action

- Save action

when save check name not empty

All data display in text area

- Cancel acton

Close form

- Clear action

Clear textfied, textarea , reset checkbox state

Note : to validate date time in put

using SimpleDateTimeFormat class to validate and convert value date time

try {

SimpleDateTimeFormat.format(“02-30-2012”);

} catch (DateTimeFormatException fe)

{

}

Q2

- implement like in picture

- using CardLayout

LAB5-26-11-2012

Q1

writing an applet to do such as 2 parts

1, Have a text field to input text

Have a “draw” button

Have a List to select available fonts from system

2, Implement actionPerformed listener for button when user input text and selected font string will be draw by graphic.drawString() function of graphic class

3, Implement onchange action of List when user change this box the text will be re-draw

note: check empty field if user does not type any text should have dialog message to warn

how to make dialog in Apllet

using .setBounds(150,110,100,20); to draw component anywhere you need

Frame f =

(Frame)SwingUtilities.getAncestorOfClass(Frame.class,

this);

Dialog d = new Dialog(f,true)

Q2

1, writing simple applet to simulate a simple paint program ![](data:None;base64,)

2, Implement each button and clear button to selected color and draw line

note: using

g.fillRect(width-53, 3 + 0\*colorSpacing, 50, colorSpacing-3); to draw the rectangle of color chose

good example for applet semulate web browser

<http://doc.sumy.ua/prog/java/javanut/ch01_02.htm>

simple calculator to draw sin cos function

<http://www.java2s.com/Code/Java/Advanced-Graphics/DrawMathFunctionYourOwn.htm>

linkdownload Q1-Q2 https://docs.google.com/open?id=0Bw2eZ8CfkgNBSEpScVdXTm9sYlk

LAB4-22-11-2012

This is component tree to overview all component in AWT and SWING

<http://www.falkhausen.de/en/diagram/html/java.awt.Components.html>

Q1

Writing an Calculator GUI application

![](data:None;base64,)

implement all action for windows and keylistener like this

<https://docs.google.com/file/d/0Bw2eZ8CfkgNBMTBMckhFT0x3MEU/edit>

implement action to simulate the calculator

LAB3-19-11-2012

Q1:

Create a class : Employee

with some fields :

- String name

- boolean sex

- Date age

- String address

implement 2 methods

display() ;

and inputFields() ;

writing an ovelloading methods inputFields(....) with all 4 basic fields

implement default constructor Employee() and parameterized constructor Employee(....) of Employee class

Q2:

Create Programer class externs from Employee

define extend field Date startingWorkingDate

define extend field double salary

Overridden the display() and inputFields() method to create Program object and display information

NOTE:

Using Scanner class to read input from console windows

<http://docs.oracle.com/javase/1.5.0/docs/api/java/util/Scanner.html>

Using Date class to manipulate Date data type

<http://docs.oracle.com/javase/1.5.0/docs/api/java/util/Date.html>

Date d = new Date(“11/19/2012”) ;

Q3 :

Create Manager class externs from Programmer

calculate working years

Overridden the inputFields() of Programmer to re-calculate salary

if(workingYears >3 && workingYears < 5 ) salary + 10000 ;

if(workingYears >= 5 ) salary + 15000 ;

Overridden the display() method to create Program object and display information

Lab2-15-11-2012

Q1:

Create a class name: Calculator

With 2 fields :

int maxNumber

int params[]

Create somes methods to work on this kind of operator

+,-,\*,/, % ( note each operator should has a specific method )

create Calculator object in main method and test

Q2:

Add more some methods to use basic static method on Math class

e.g sqrt, log, sin, cos

Add several methods such as increment () or decrement () with 2 parameters int a is number to calculate , int b the odd number to increase or decrease

Q3:

defile some more fields for Calculator class

int sochan[] to store number % 2 = 0

int sole[] to store number % 2 != 0

initialize two that array with 100 elements

Q4:

Customize code with some init params ( args [] ) when run program co call the function

e.g. + call sum

- call minutes

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