Ex. No: 1 **INHERITANCE**

Date :

AIM:

To prepare circle and rectangle values for using inheritance.

ALGORITHM:

Step 1: Start the process.

Step 2: Include the java header file.

Step 3: Create the area of circle and area of rectangle (3.14*r*r)(a=l*b).

Step 4: Open the switch case.

Step 5: Save the program using java extension.

Step 6: Run the program in command prompt.

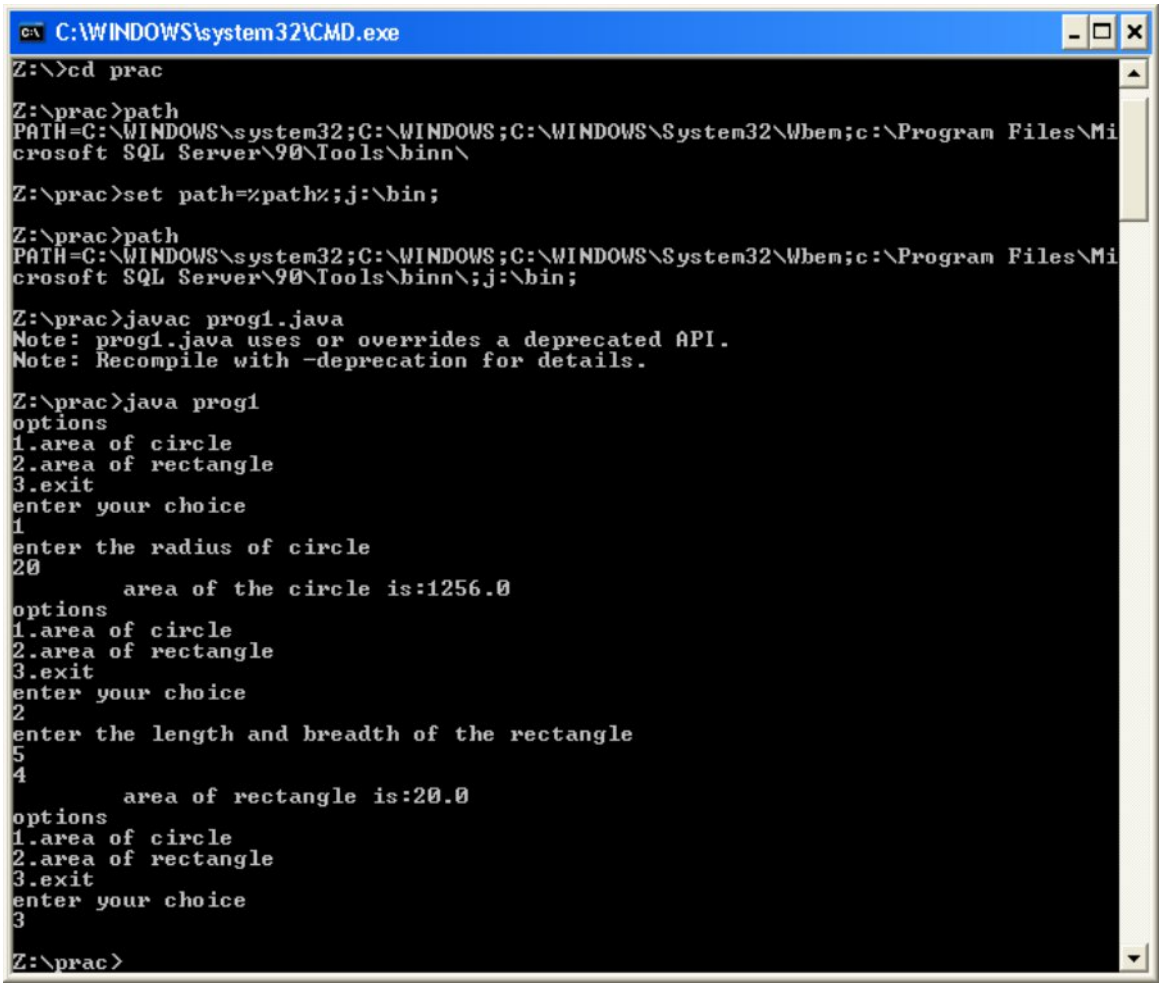
Step 7: Stop the process.

PROGRAM CODING:

```
import java.io.*;
class outerclass
{
double a;
void area(double r)
{
a=3.14*r*r;
}

void area(double l, double b)
{
a=l*b;
}

void result()
{
innerclass in=new innerclass();
in.display();
}

class innerclass
{
void display()
{
System.out.println(a);
}
  }
    }

class inheritclass extends outerclass
{
void label(String str)
{
System.out.print("\t"+str);
}
  }
```

```
public class prog1
{
public static void main(String args[]) throws Exception
{
inheritclass in=new inheritclass();
DataInputStream inp=new DataInputStream(System.in);

while(true)
{
System.out.println("options");
System.out.println("1.area of circle");
System.out.println("2.area of rectangle");
System.out.println("3.exit");
System.out.println("enter your choice");
int ch=Integer.parseInt(inp.readLine());

switch(ch)
{
case 1:
System.out.println("enter the radius of circle");
double r=Double.parseDouble(inp.readLine());
in.area(r);
in.label("area of the circle is:");
in.result();
break;

case 2:
System.out.println("enter the length and breadth of the rectangle");
double l=Double.parseDouble(inp.readLine());
double b=Double.parseDouble(inp.readLine());
in.area(l,b);
in.label("area of rectangle is:");
in.result();
break;

case 3:
System.exit(0);
default:
System.out.println("invalid option.....");
}
  }
    }
      }
```

OUTPUT:



RESULT:

Ex. No: 2 **MOUSE EVENTS**

Date :

AIM:

To create a java program to handle with different mouse event.

ALGORITHM:

Step 1: Start the process.

Step 2: Declare the class and save the file with class name.

Step 3: Declare the Functions. s

Step 4: Save and execute the program.

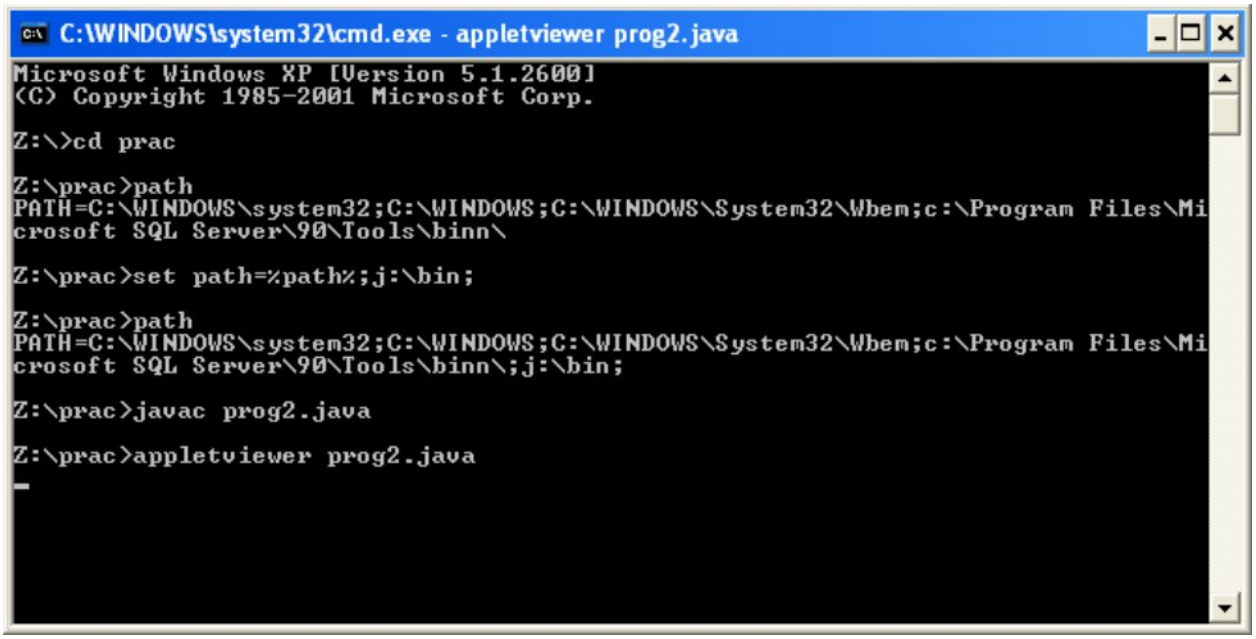
Step 5: Stop the process

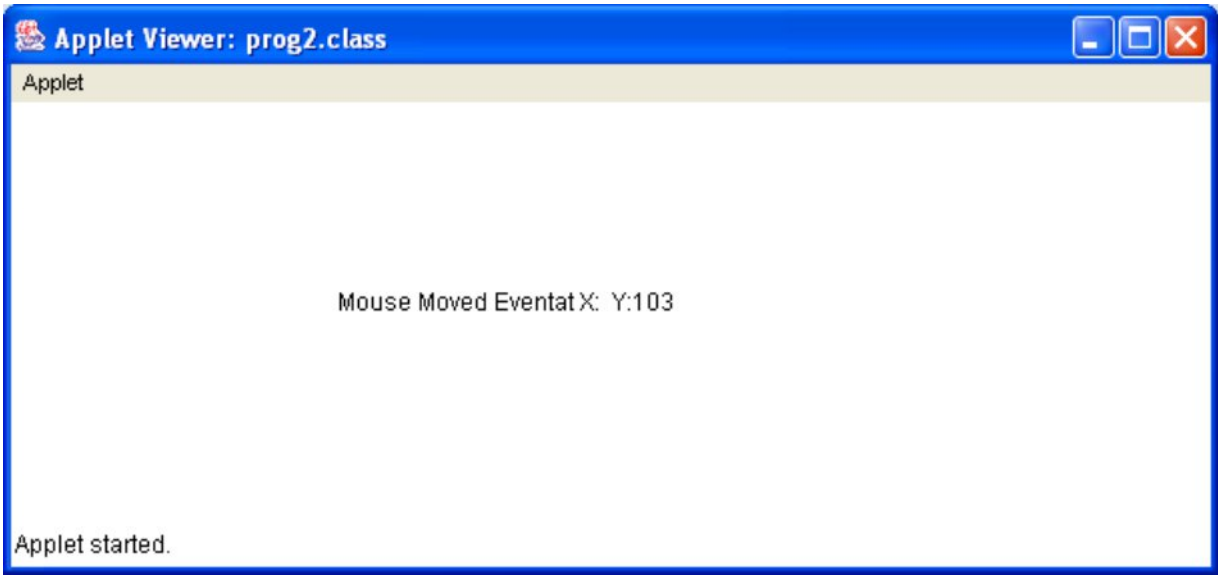
PROGRAM CODING:

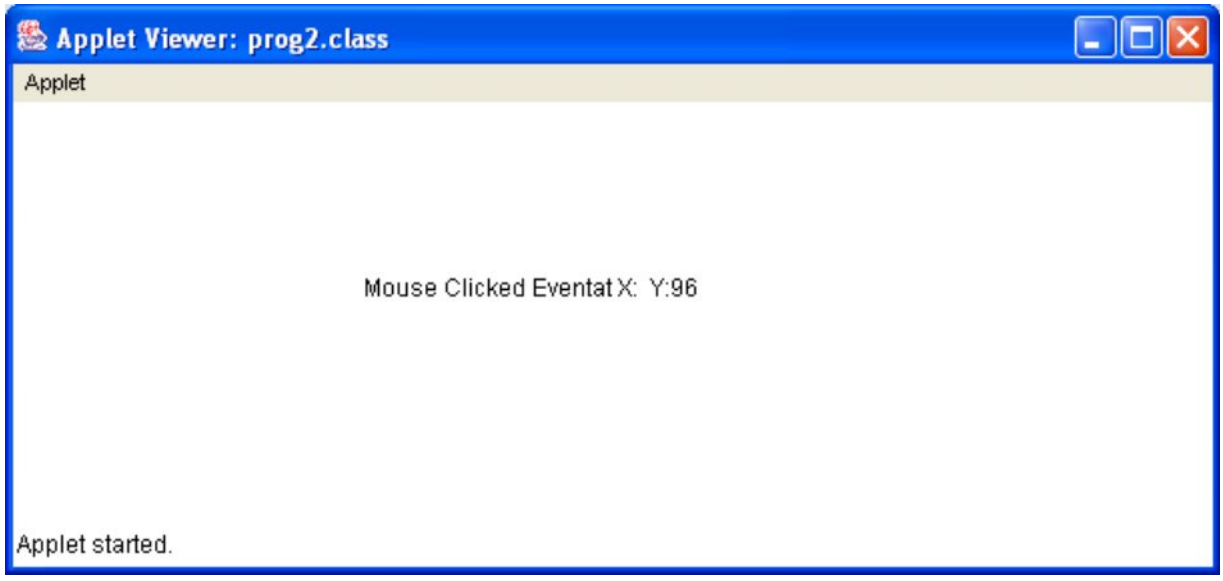
```
//<applet code=prog2.class width=400 height=400></applet>
import java.io.*;
import java.awt.*;
import java.awt.event.*;
import java.applet.*;

public class prog2 extends Applet implements MouseListener, MouseMotionListener
{
int x,y;
String action="";

public void init()
{
addMouseListener(this);
addMouseMotionListener(this);
}

public void mouseDragged(MouseEvent me)
{
x=me.getX();
y=me.getY();
action="Mouse Dragged Event";
repaint();
}

public void mouseMoved(MouseEvent me)
{
x=me.getX();
y=me.getY();
action="Mouse Moved Event";
repaint();
}

public void mouseClicked(MouseEvent me)
{
x=me.getX();
y=me.getY();
action="Mouse Clicked Event";
repaint();
}
```

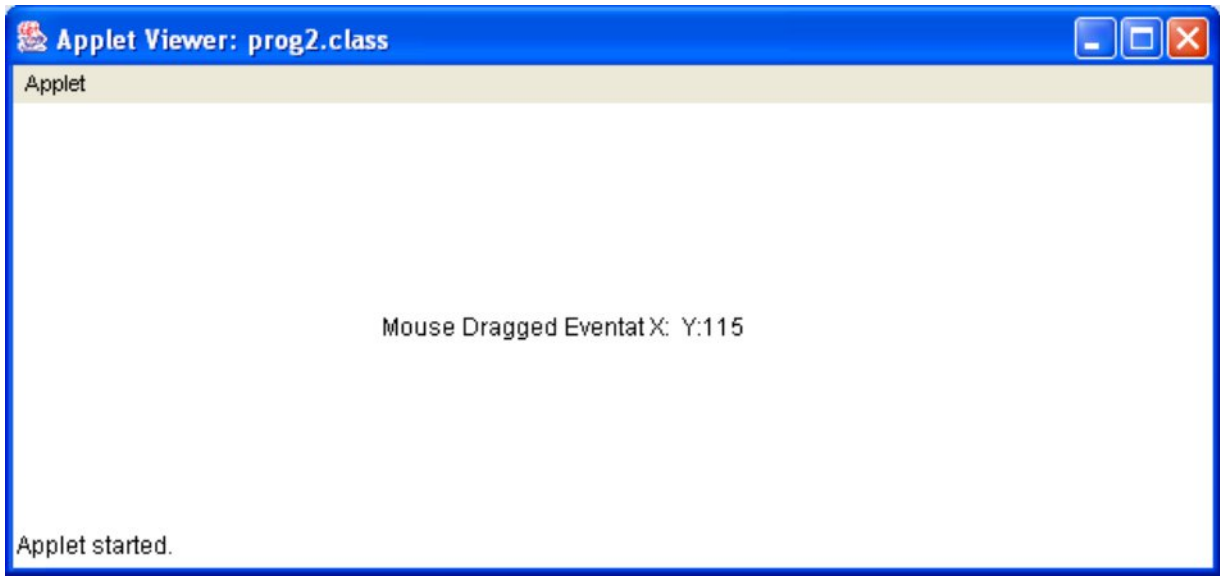
```
public void mouseReleased(MouseEvent me)
{
x=me.getX();
y=me.getY();
action="Mouse Released Event";
repaint();
}

public void mouseExited(MouseEvent me)
{
x=me.getX();
y=me.getY();
action="Mouse Exited Event";
repaint();
}

public void mouseEntered(MouseEvent me)
{
x=me.getX();
y=me.getY();
action="Mouse Entered Event";
repaint();
}

public void mousePressed(MouseEvent me)
{
x=me.getX();
y=me.getY();
action="Mouse Pressed Event";
repaint();
}

public void paint(Graphics g)
{
g.drawString(action + "at X: "+" Y:"+y,x,y);
}
 }
```

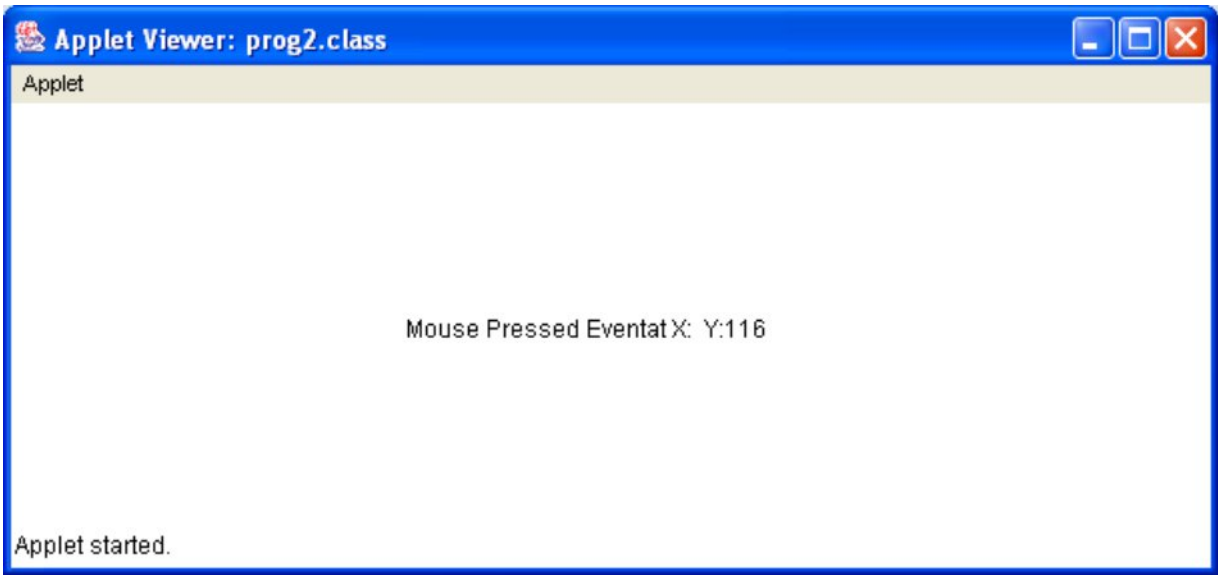
OUTPUT:

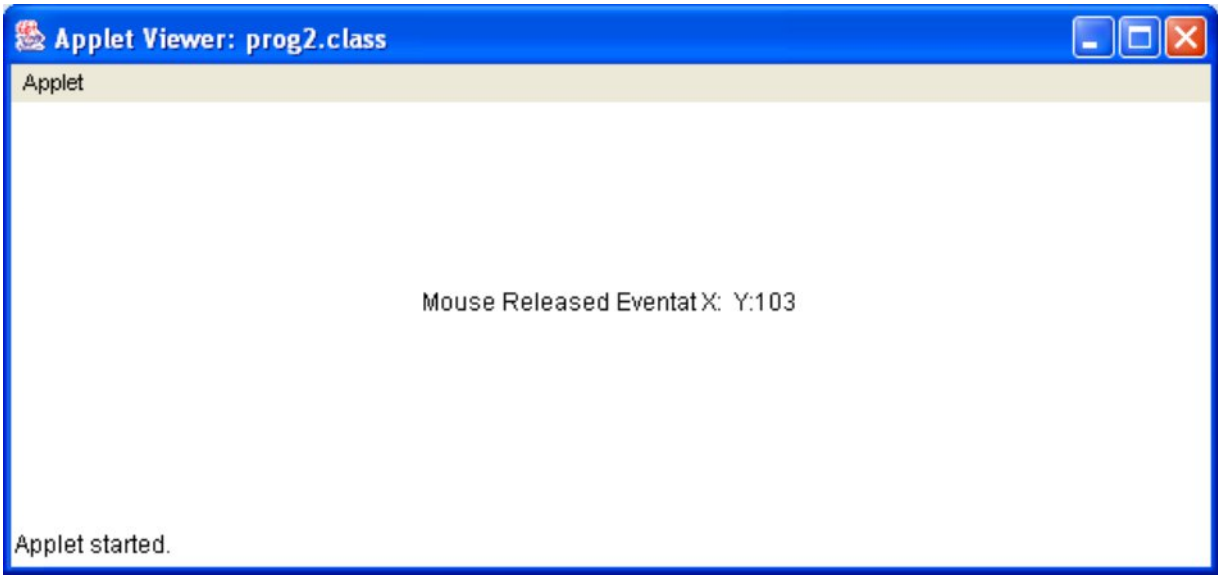

C:\WINDOWS\system32\cmd.exe - appletviewer prog2.java
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.
Z:\>cd prac
Z:\prac>path
PATH=C:\WINDOWS\system32;C:\WINDOWS;C:\WINDOWS\System32\Wbem;c:\Program Files\Microsoft SQL Server\90\Tools\binn\
Z:\prac>set path=%path%;j:\bin;
Z:\prac>path
PATH=C:\WINDOWS\system32;C:\WINDOWS;C:\WINDOWS\System32\Wbem;c:\Program Files\Microsoft SQL Server\90\Tools\binn\;j:\bin;
Z:\prac>javac prog2.java
Z:\prac>appletviewer prog2.java


Applet Viewer: prog2.class
Applet
Mouse Moved Eventat X: Y:103
Applet started.


Applet Viewer: prog2.class
Applet
Mouse Clicked Eventat X: Y:96
Applet started.


Applet Viewer: prog2.class
Applet
Mouse Dragged Eventat X: Y:115
Applet started.


Applet Viewer: prog2.class
Applet
Mouse Pressed Eventat X: Y:116
Applet started.


Applet Viewer: prog2.class
Applet
Mouse Released Eventat X: Y:103
Applet started.

RESULT:

Ex. No: 3 **CALCULATOR**

Date :

AIM:

To write a java program to create a calculator using applet programming.

ALGORITHM:

Step 1: Start the process.

Step 2: Include header file for java program.

Step 3: Create buttons such as add, sub, mul, div, clear, mod, using applet.

Step 4: Set Background and Grid layout for the text field.

Step 5: Get Action command is used to create events for the buttons.

Step 6: Save and run the process.

Step 7: The Calculator is displayed using applet.

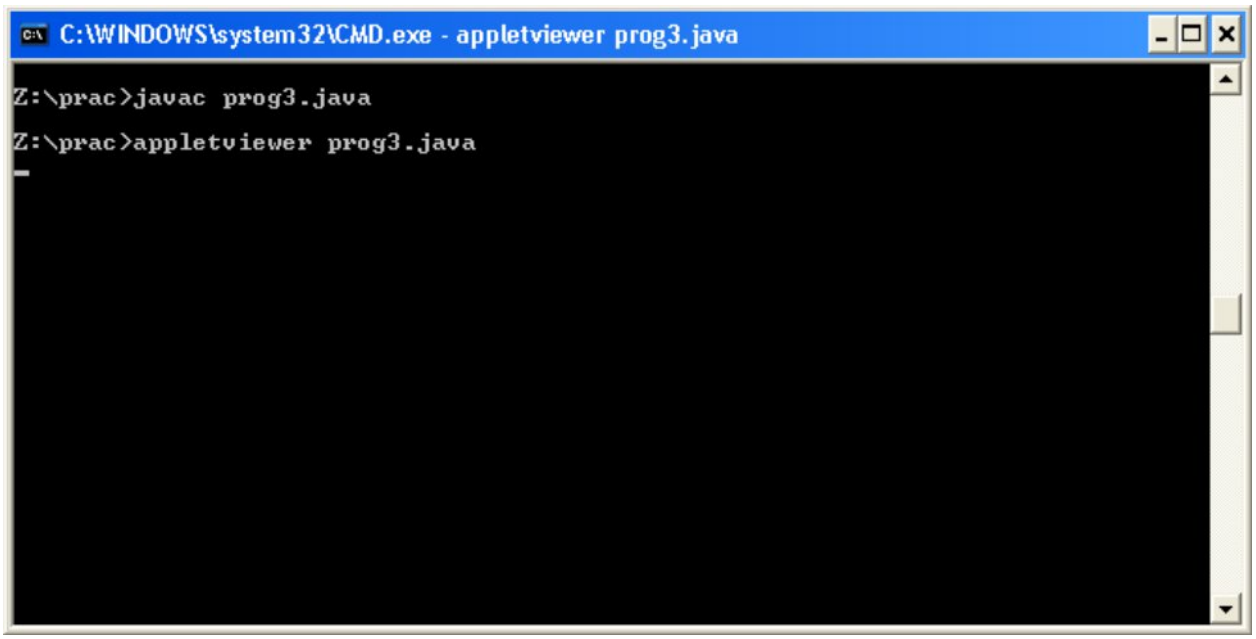
Step 8: Stop the process.

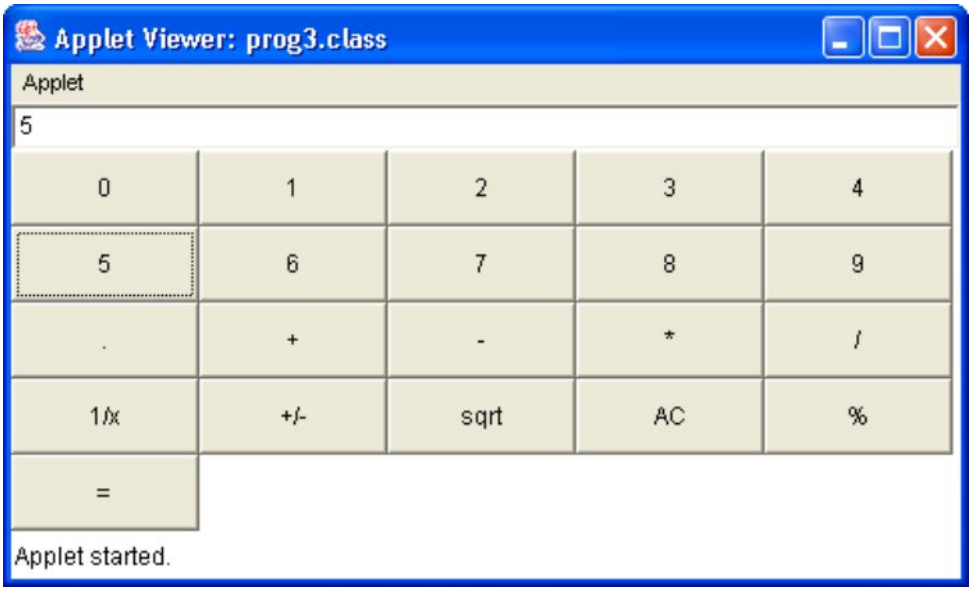
PROGRAM CODING:

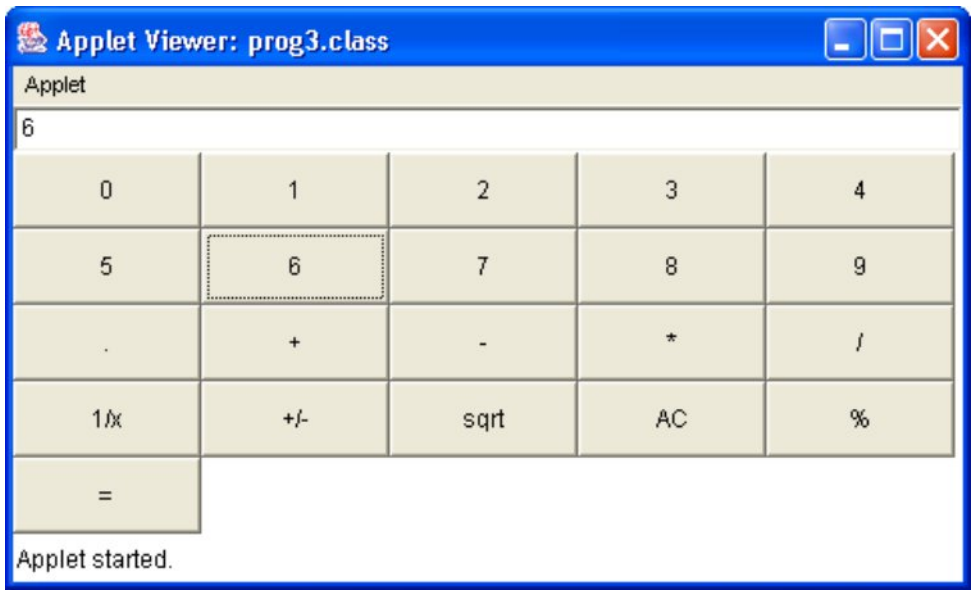
```
/*<applet code="prog3.class" width=150 height=175></applet>*/
import java.io.*;
import java.awt.*;
import java.awt.event.*;
import java.applet.*;

public class prog3 extends Applet implements ActionListener
{
TextField tf;
Button digits[]=new Button[10];
Button others[]=new Button[11];
String oper[]={".","+","-","*","/","1/x","+/-","sqrt","AC","%","="};
int i,opt=0;
double pval,cval,res;
Panel p1;

public void init()
{
tf=new TextField(15);
setLayout(new BorderLayout());
add(tf,BorderLayout.NORTH);
p1=new Panel();
p1.setLayout(new GridLayout(5, 5));

for(i=0; i<=9; i++)
{
digits[i]=new Button(""+i);
p1.add(digits[i]);
digits[i].addActionListener(this);
}

for(i=0;i<oper.length;i++)
{
others[i]=new Button(oper[i]);
p1.add(others[i]);
others[i].addActionListener(this);
}
add(p1,BorderLayout.CENTER);
}


public void actionPerformed(ActionEvent ae)
{
Object obj=ae.getSource();
```

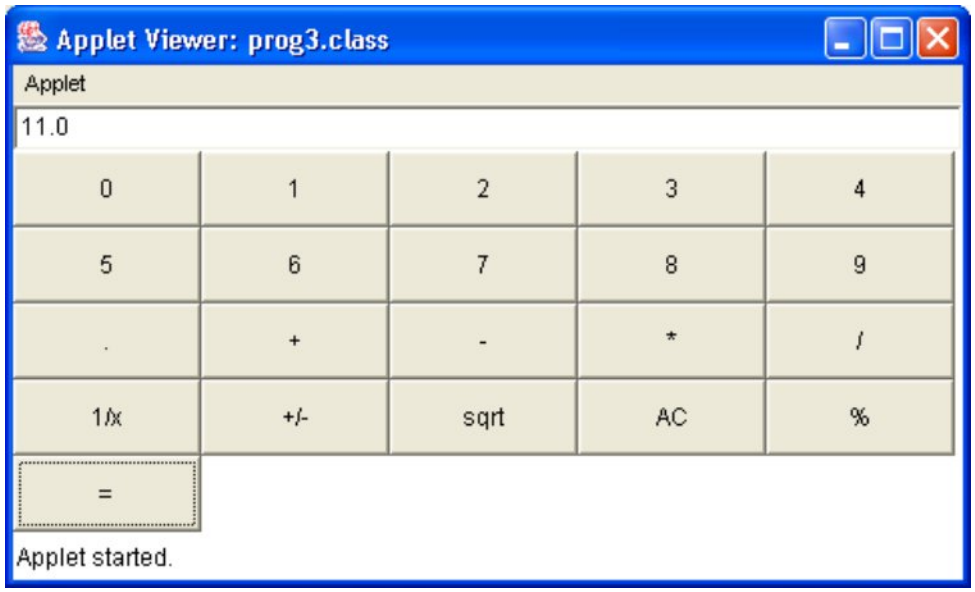
```
for(i=0;i<=9;i++)
{
if(obj==digits[i])
tf.setText(tf.getText()+i);
}
if(obj==others[0])
{
tf.setText(tf.getText()+".");
others[0].setEnabled(false);
}

for(i=0;i<10;i++)
{
if(obj==others[i] && obj != others[9])
{
opt=i;
pval=Double.parseDouble(tf.getText());
tf.setText("");
others[0].setEnabled(true);
}
else if(obj==others[0] || obj == others[10] || opt>4)
{
others[0].setEnabled(true);

switch(opt)
{
case 1:cval=Double.parseDouble(tf.getText());res=pval+cval;break;
case 2:cval=Double.parseDouble(tf.getText());res=pval-cval;break;
case 3:cval=Double.parseDouble(tf.getText());res=pval*cval;break;
case 4:cval=Double.parseDouble(tf.getText());res=pval/cval;break;
case 5:res=1/pval;break;
case 6:res=(-1)*pval;break;
case 7:res=Math.sqrt(pval);break;
case 8:res=0;break;
case 9:res=pval=pval/100.0;break;
}
if(res!=0)
tf.setText(""+res);
pval=0;
}
  }
    }      }
```

OUTPUT:


C:\WINDOWS\system32\CMD.exe - appletviewer prog3.java
Z:\prac>javac prog3.java
Z:\prac>appletviewer prog3.java


Applet Viewer: prog3.class
Applet
5
0
1
2
3
4
5
6
7
8
9
.
+
-
*
/
1/x
+/-
sqrt
AC
%
=
Applet started.


Applet Viewer: prog3.class
Applet
6
0
1
2
3
4
5
6
7
8
9
.
+
-
*
/
1/x
+/-
sqrt
AC
%
=
Applet started.


Applet Viewer: prog3.class
Applet
11.0
0
1
2
3
4
5
6
7
8
9
.
+
-
*
/
1/x
+/-
sqrt
AC
%
=
Applet started.

RESULT:

Ex. No: 4 **ANIMATING OBJECTS**

Date :

AIM:

To create a java program to animate objects at different intervals

ALGORITHM:

Step 1: Start the process.

Step 2: Declare the class and save the file with class name.

Step 3: Declare the functions.

Step 4: Save and execute the program.

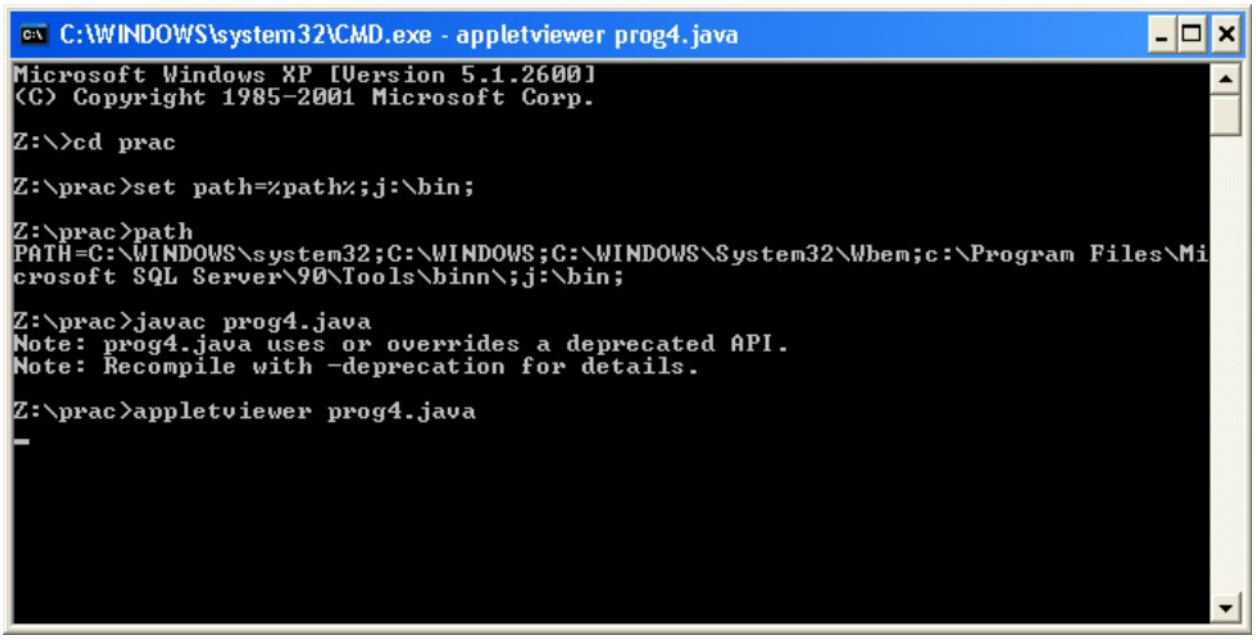
Step 5: Stop the process.

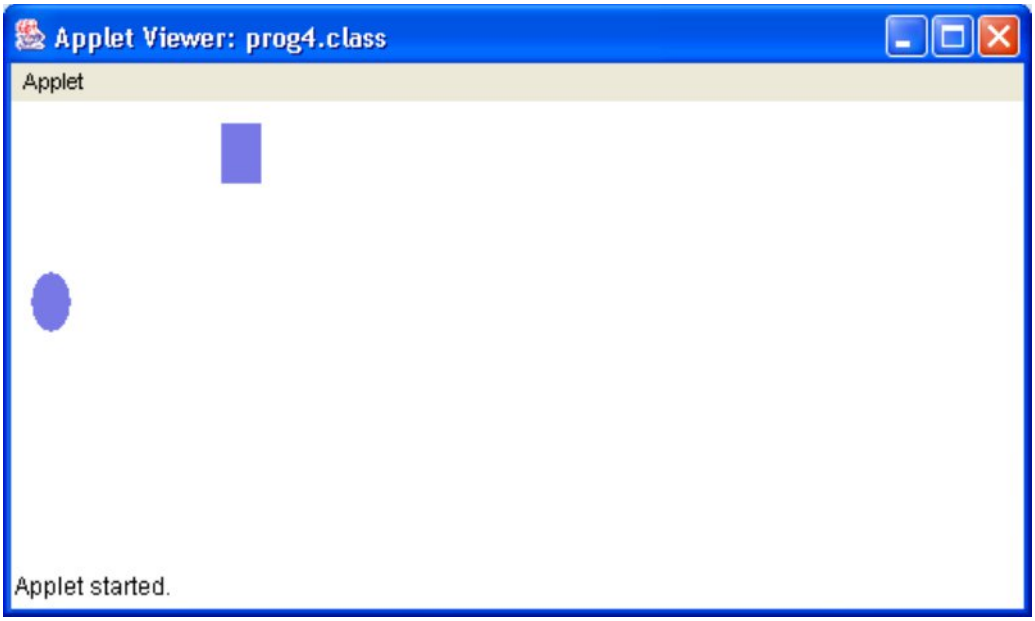
PROGRAM CODING:

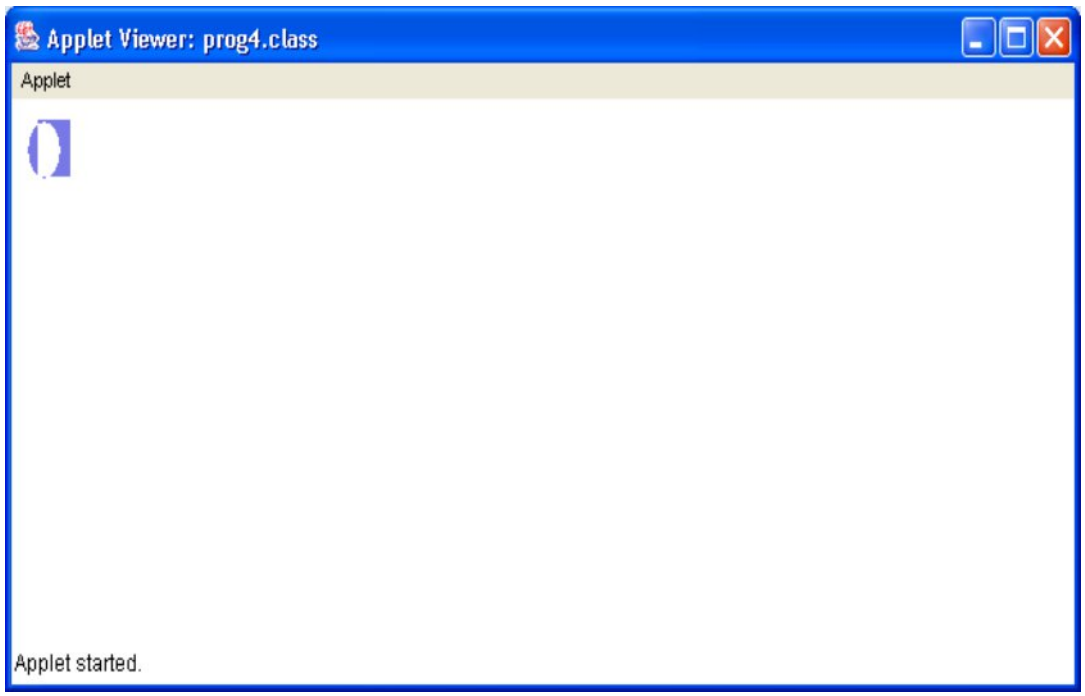
```
/*<applet code="prog4.class" width=400 height=400></applet>*/
import java.io.*;
import java.awt.*;
import java.applet.*;

public class prog4 extends Applet implements Runnable
{
Thread t;
int direct=0, x=0, y=0;

public void start()
{
if(t==null)
{
t=new Thread(this);
t.start();
}
  }

public void stop()
{
t.stop();
t=null;
}

public void run()
{
while(true)
{
t.setPriority(5);
ballAnimate();
try
{
Thread.sleep(20);
}
catch(Exception ex)
{}
squareAnimate();
repaint();
}
  }

public void ballAnimate()
{
if(direct==0)
```

```
{
x++;
if(x==200) direct=1;
}
else
{
x--;
if(x==0)direct=0;
}
  }

public void squareAnimate()
{
if(direct==0)
{
y++;
if(y==200) direct=1;
}
else
{
y--;
if(y==0) direct=0;
}
  }

public void paint (Graphics g)
{
g.setXORMode(getBackground());
setForeground(new Color(120,120,230));
g.fillOval(10,y,20,30);
g.fillRect(x,10,20,30);
}
  }
```

OUTPUT:


C:\WINDOWS\system32\CMD.exe - appletviewer prog4.java
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.
Z:\>cd prac
Z:\prac>set path=%path%;j:\bin;
Z:\prac>path
PATH=C:\WINDOWS\system32;C:\WINDOWS;C:\WINDOWS\System32\Wbem;c:\Program Files\Microsoft SQL Server\90\Tools\binn\;j:\bin;
Z:\prac>javac prog4.java
Note: prog4.java uses or overrides a deprecated API.
Note: Recompile with -deprecation for details.
Z:\prac>appletviewer prog4.java


Applet Viewer: prog4.class
Applet
Applet started.



RESULT:

Ex. No: 5 **ANALOG CLOCK**

Date :

AIM:

To write a applet program to create the analog clock.

ALGORITHM:

Step 1: Start the process.

Step 2: Include the header file.

Step 3: Create the object class and functions.

Step 4: Add the width and height.

Step 5: Include the angle, radius and line.

Step 6: Save the program with extension java.

Step 7: Run with applet viewer.

Step 8: Stop the process.

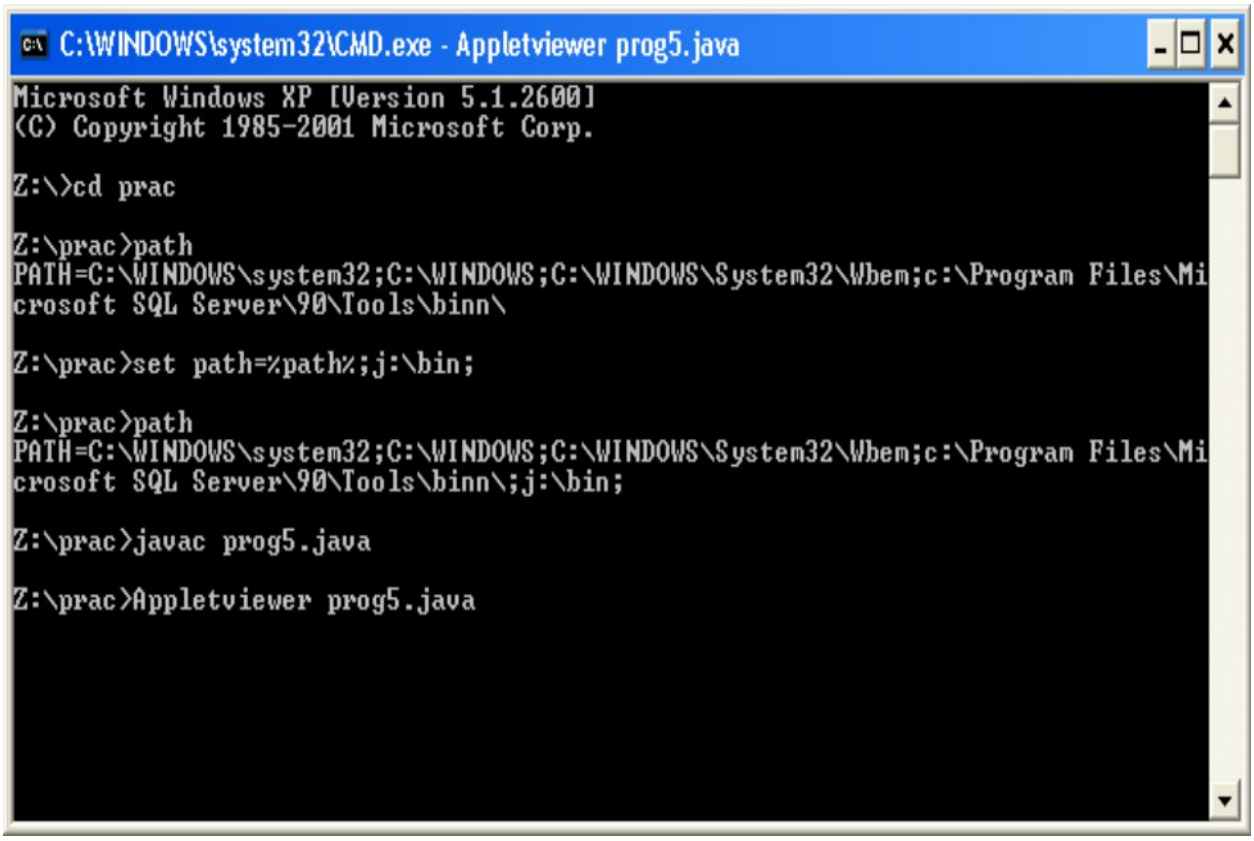
PROGRAM CODING:

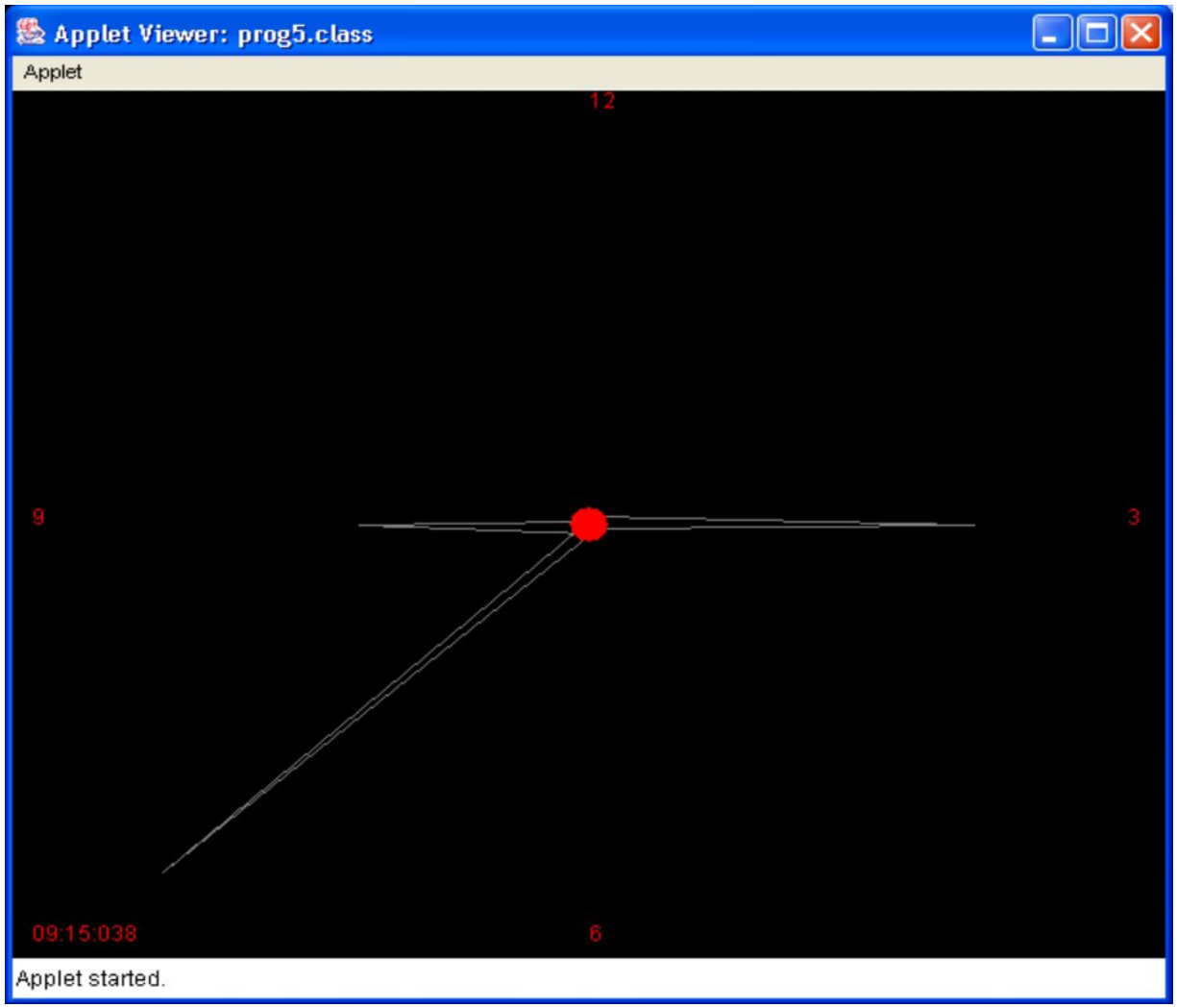
```
//<applet code="prog5.class" width="600" height="500"></applet>
import java.applet.*;
import java.awt.*;
import java.util.*;
import java.text.*;

public class prog5 extends Applet implements Runnable
{
int width,height;
Thread t=null;
boolean threadSuspended;
int hours=0,minutes=0,seconds=0;
String timeString= "";

public void init()
{
width=getSize().width;
height=getSize().height;
setBackground(Color.black);
}

public void start()
{
if(t==null)
{
t=new Thread(this);
t.setPriority(Thread.MIN_PRIORITY);
threadSuspended=false;
t.start();
}

else
{
if(threadSuspended)
{
threadSuspended=false;
synchronized(this)
{




notify();
}
```

```
  }
    }
      }

public void stop()
{
threadSuspended=true;
}

public void run()
{
try
{

while(true)
{
Calendar cal=Calendar.getInstance();
hours=cal.get(Calendar.HOUR_OF_DAY);
if(hours>12)hours=hours-12;
minutes=cal.get(Calendar.MINUTE);
seconds=cal.get(Calendar.SECOND);
SimpleDateFormat
formatter=new SimpleDateFormat ("hh:mm:sss",Locale.getDefault());
timeString=formatter.format(cal.getTime());

if(threadSuspended)
{
synchronized(this)
{

while(threadSuspended)
{
wait();
}
  }
    }
repaint();
t.sleep(1000);
}
  }



catch(Exception e)
{
   }
```

```
    }

void drawHand(double angle,int radius,Graphics g)
{
angle=0.5*Math.PI;
int x=(int)(radius*Math.cos(angle));
int y=(int)(radius*Math.sin(angle));
g.drawLine(width/2,height/2,width/2+x,height/2+y);
}

void drawwedge(double angle,int radius,Graphics g)
{
angle-=0.5*Math.PI;
int x=(int)(radius*Math.cos(angle));
int y=(int)(radius*Math.sin(angle));
angle+=0.5*Math.PI/3;
int x2=(int)(5*Math.cos(angle));
int y2=(int)(5*Math.sin(angle));
angle+=2*Math.PI/3;
angle+=2*Math.PI/3;
int x3=(int)(5*Math.cos(angle));
int y3=(int)(5*Math.sin(angle));
g.drawLine(width/2+x2,height/2+y2,width/2+x,height/2+y);
g.drawLine(width/2+x3,height/2+y3,width/2+x,height/2+y);
g.drawLine(width/2+x2,height/2+y2,width/2+x3,height/2+y3);
}

public void paint(Graphics g)
{
g.setColor(Color.gray);
drawwedge(2*Math.PI*hours/12,width/5,g);
drawwedge(2*Math.PI*minutes/60,width/3,g);
drawwedge(2*Math.PI*seconds/60,width/2,g);
g.setColor(Color.red);
g.fillOval(width/2-10,height/2-10,20,20);
g.drawString(timeString,10,height-10);
g.drawString("12",width/2,10);
g.drawString("9",10,height/2);
g.drawString("3",width-20,height/2);
g.drawString("6",width/2,height-10);
}
```

OUTPUT:


C:\WINDOWS\system32\CMD.exe - Appletviewer prog5.java
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.
Z:\>cd prac
Z:\prac>path
PATH=C:\WINDOWS\system32;C:\WINDOWS;C:\WINDOWS\System32\Wbem;c:\Program Files\Microsoft SQL Server\90\Tools\binn\
Z:\prac>set path=%path%;j:\bin;
Z:\prac>path
PATH=C:\WINDOWS\system32;C:\WINDOWS;C:\WINDOWS\System32\Wbem;c:\Program Files\Microsoft SQL Server\90\Tools\binn\;j:\bin;
Z:\prac>javac prog5.java
Z:\prac>Appletviewer prog5.java


Applet Viewer: prog5.class
Applet
12
9
3
09:15:038
6
Applet started.

RESULT:

Ex. No: 6

READING TEXT FILE

Date :

AIM:

To write a java program to create the reading text file using java coding.

ALGORITHM:

Step 1: Start the process.

Step 2: Include the header file for java program.

Step 3: Open the class and include the objects.

Step 4: Save the file with java extension.

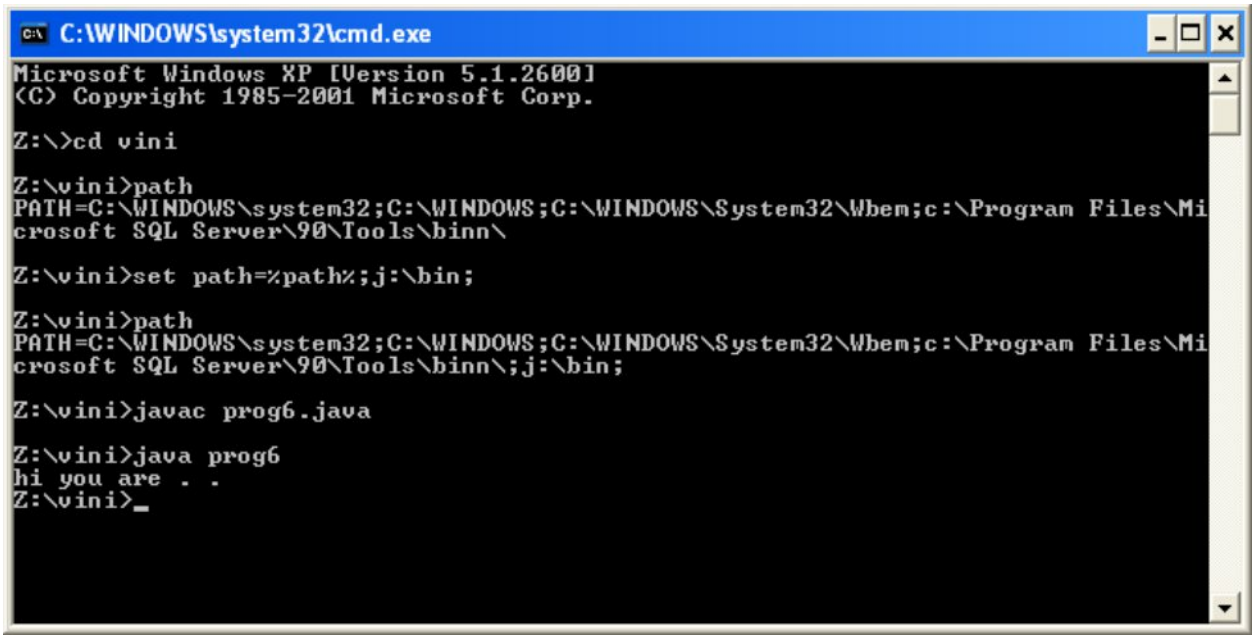
Step 5: Run the program in command prompt.

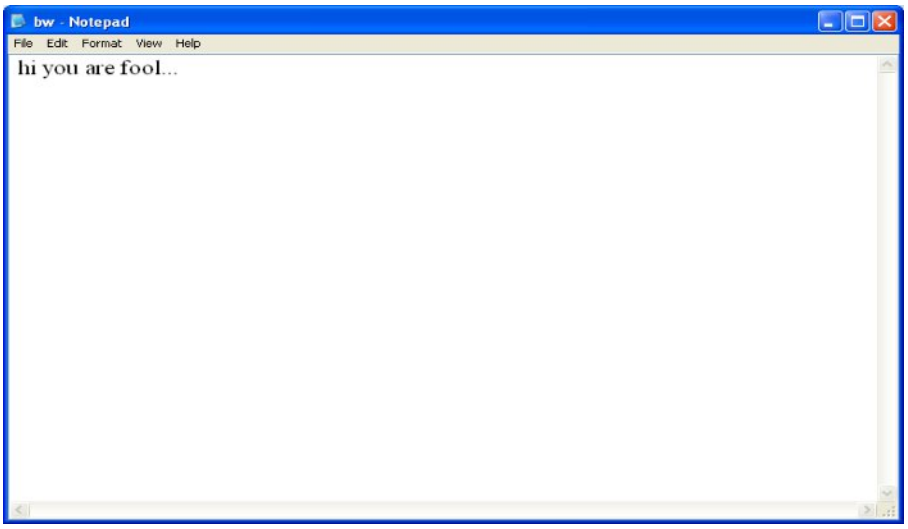
Step 6: Stop the process.

PROGRAM CODING:

```
import java.io.*;
import java.lang.*;
class prog6
{

public static void main(String args[])throws Exception
{
String words[]={ "idiot","stupit","fool"};
FileInputStream fis=new FileInputStream("bw.txt");
int c,i,flag=0;
String str=" ";

while ((c=fis.read())!=-1)
{
flag=0;

if((char)c==' '||(char)c=='\n'||(char)c=='.')
{
for(i=0;i<words.length;i++)
{
str=str.trim();
if(str.equalsIgnoreCase(words[i])) flag=1;
}

if (flag==0)
System.out.print(str+" ");
str=" ";
}
str=str+(char)c;
}
  }
    }
```

OUTPUT:





RESULT:

Ex. No: 7 **SORTING NUMBERS**

Date :

AIM:

To write a program for sorting numbers and

ALGORITHM:

Step 1: Start the process.

Step 2: Include the header file.

Step 3: Open the arguments, class and objects.

Step 4: Save the program using java extension.

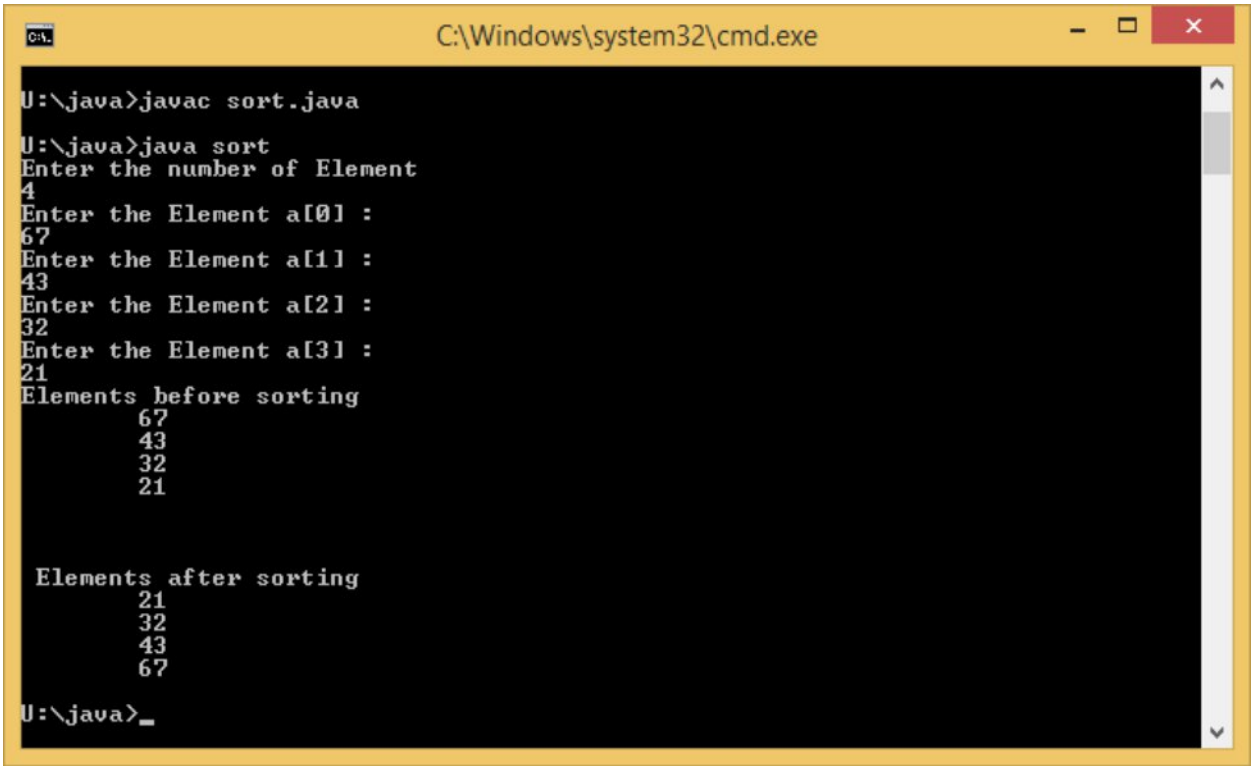
Step 5: Run the program in command prompt.

Step 6: Stop the process.

PROGRAM CODING:

```
import java.io.*;
import java.util.*;
class sorting
{
public static void main(String arg[]) throws IOException
{
System.out.println("Enter the number of Element");
BufferedReader sc=new BufferedReader(new InputStreamReader(System.in));
int n=Integer.parseInt(sc.readLine());

//DataType arrayName[];
//arrayName=new DataType[size];
int a[]=new int[10];
int i,j,t;

for(i=0;i<n;i++)
{
System.out.println("Enter the Element a["+i+"] :");
a[i]=Integer.parseInt(sc.readLine());
}

System.out.println("Elements befor sorting");
for(i=0;i<n;i++)
{
System.out.println("\t" + a[i]);
}

//Insertion sorting...
for(i=1;i<n;i++)
{
t=a[i];
for(j=i;j>0&&t<a[j-1];j--)
{
a[j]=a[j-1];
}
a[i]=t;  }
System.out.println("\n\n Elements after sorting");
for(i=0;i<n;i++)
{
System.out.println("\t"+a[i]);
}  }    }
```

OUTPUT:



RESULT:

Ex. No: 8 **SORTING NAMES USING OBJECT**

Date :

AIM:

To prepare the sorting names using objects for java program.

ALGORITHM:

Step 1: Start the process.

Step 2: Include the header file.

Step 3: Open the string names roll no, department

Step 4: Save the program with java extensions.

Step 5: Run the program in command prompt.

Step 6: Stop the process.

PROGRAM CODING:

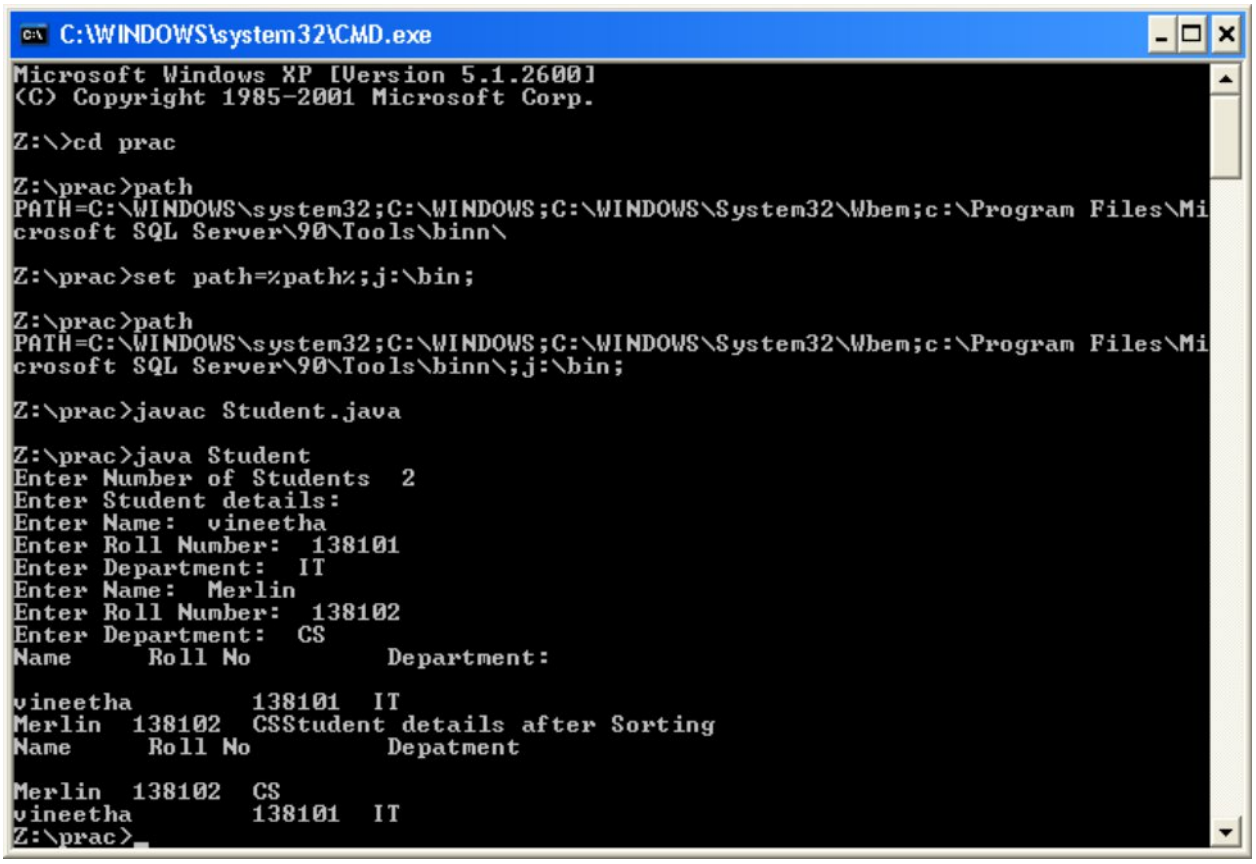
```
import java.io.*;
class Student
{

String name,rollno,dept;
void getDetails() throws IOException
{
BufferedReader ob=new BufferedReader(new InputStreamReader(System.in));
System.out.print("Enter Name:  ");
name=ob.readLine();
System.out.print("Enter Roll Number:  ");
rollno=ob.readLine();
System.out.print("Enter Department:  ");
dept=ob.readLine();
}

void displayDetails()
{
System.out.print("\n"+name+"\t"+rollno+"\t"+dept);
}

public static void main(String arg[]) throws IOException
{
BufferedReader ob=new BufferedReader(new InputStreamReader(System.in));
System.out.print("Enter Number of Students  ");
int n=Integer.parseInt(ob.readLine());
Student stu[]=new Student[n];
int i,j;
Student t=new Student();
System.out.println("Enter Student details:");

for(i=0;i<n;i++)
{
stu[i]=new Student();
stu[i].getDetails();
}
System.out.println("Name  \t Roll No \t Department:");
```

```
for(i=0;i<n;i++)
{
stu[i].displayDetails();
}
```

//Insertion Sorting...

```
for(i=0;i<n;i++)
{
t=stu[i];

for(j=i;j>0&&t.name.compareTo(stu[j-i].name)<0;j--)
{
stu[j]=stu[j-1];
}
stu[j]=t;
}

System.out.println("Student details after Sorting");
System.out.println("Name \t Roll No \t Depatment");
for(i=0;i<n;i++)
{
stu[i].displayDetails();
}
  }
    }
```

OUTPUT:



RESULT:

Ex. No: 9

PACKAGES

Date :

AIM:

To write a java program to create the package-calc using java coding.

ALGORITHM:

Step 1: Start the process.

Step 2: Include the header file for java program.

Step 3: Open the class and package.

Step 4: Set the mathematical operation for packages.

Step 5: Open the class and package for the tester.

Step 6: Create the objects for tester.

Step 7: Save the program with java execution.

Step 8: Stop the process.

PROGRAM CODING:

MYPACKAGE - CALC:

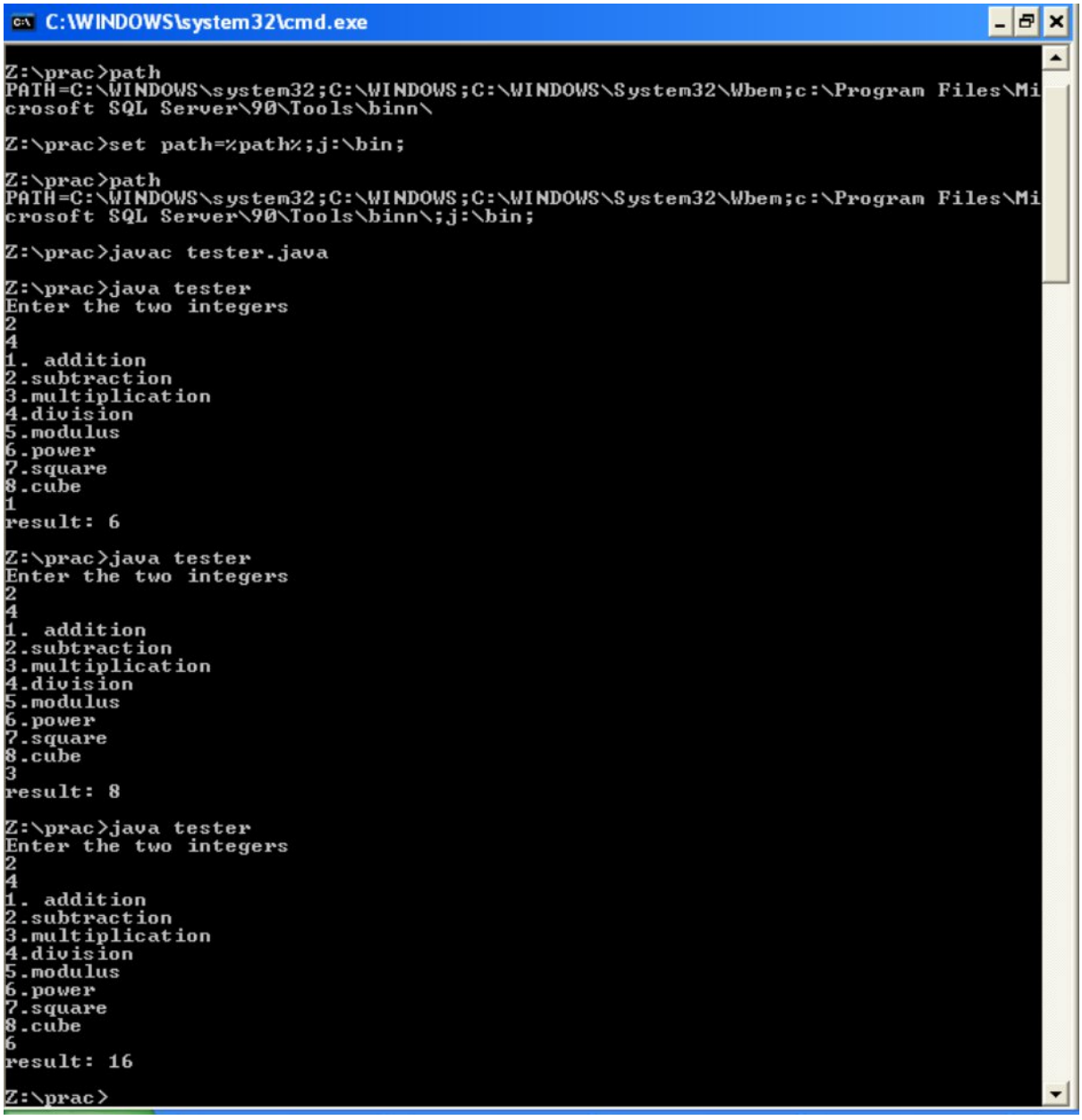
```
package mypackage;
public class calc
{
public int sum(int a, int b)
{
return (a+b);
}

public int sub(int a, int b)
{
return (a-b);
}

public int mul(int a, int b)
{
return (a*b);
}

public int div(int a, int b)
{
return (a/b);
}

public int mod(int a, int b)
{
return (a%b);
}

public int power(int a, int b)
{
int i,res=1;
for(i=0;i<b;i++)
res=res*a;
return res;
}

public int square(int a)
{
return (a*a);
}
public int cube(int a)
{
return (a*a*a); }}
```

TESTER:

```
import mypackage.calc;
import java.io.*;

class tester
{
public static void main(String arg[]) throws IOException
{
calc c=new calc();
BufferedReader sc= new BufferedReader (new InputStreamReader(System.in));
System.out.println("Enter the two integers");
int a=Integer.parseInt(sc.readLine());
int b=Integer.parseInt(sc.readLine());
int res=0;

System.out.println("1.
addition\n2.subtraction\n3.multiplication\n4.division\n5.modulus\n6.power\n7.square\n8.cube");
int ch=Integer.parseInt(sc.readLine());

switch(ch)
{
case 1:
res=c.sum(a,b);
break;

case 2:
res=c.sub(a,b);
break;

case 3:
res=c.mul(a,b);
break;

case 4:
res=c.div(a,b);
break;

case 5:
res=c.mod(a,b);
break;

case 6:
res=c.power(a,b);
break;
```

```
case 7:
res=c.square(a);
break;

case 8:
res=c.cube(a);
break;
}
System.out.println("result: "+res);
}
   }
```

OUTPUT:



RESULT

Ex. No: 10

CHAT APPLICATION

Date :

AIM:

To create a java program for client\server chat application.

ALGORITHM:

Step 1: Start the process.

Step 2: Include header file for client side and server side.

Step 3: Create an object and class for both client and server.

Step 4: Save the program in client.java and server.java.

Step 5: Open the command prompt run the client and server.

Step 6: Stop the process.

PROGRAM CODING:

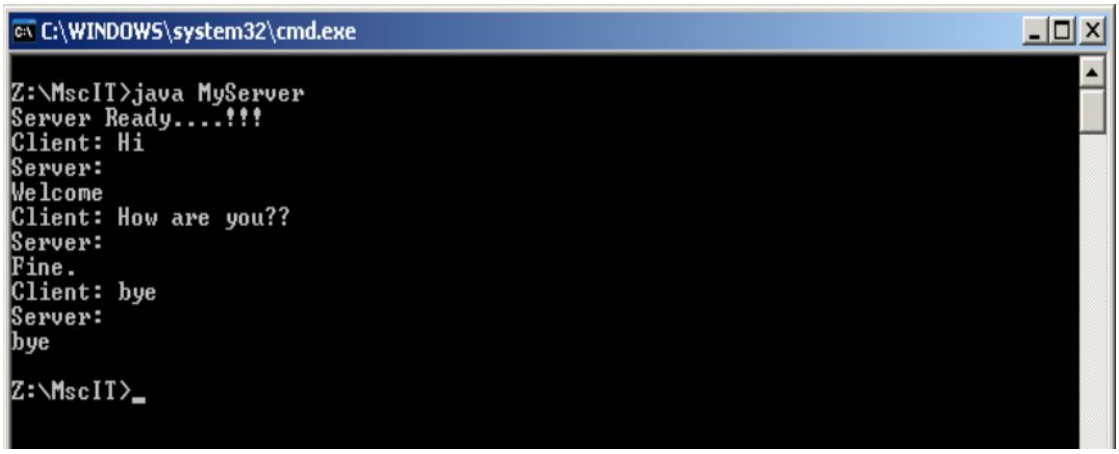
SERVER:

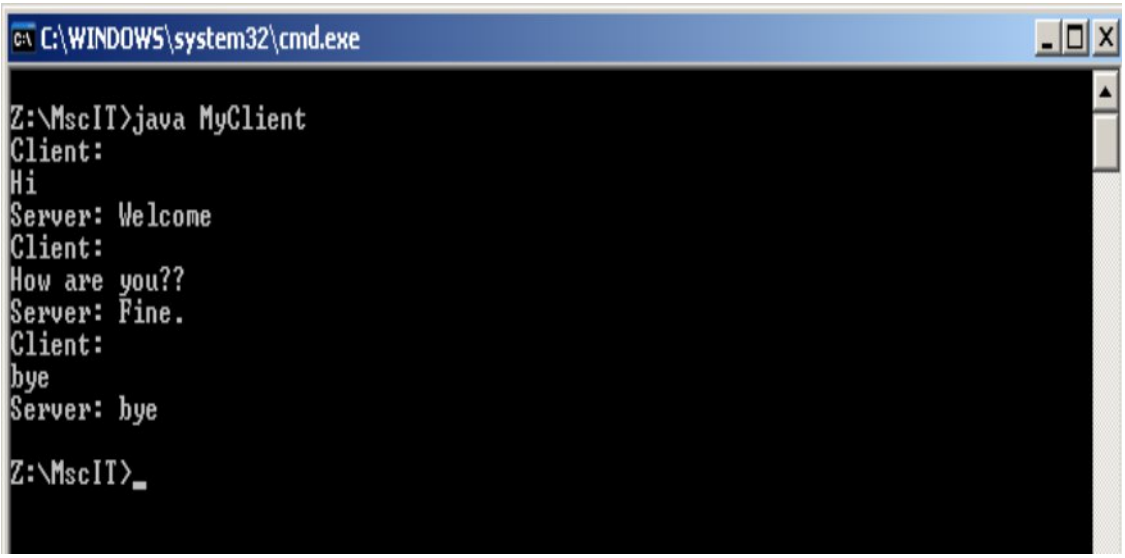
```
import java.net.*;
import java .io.*;
import java.util.*;

class MyServer
{
public static void main(String args[])
{
try
{
ServerSocket ss=new ServerSocket(4444);
System.out.println("Server Ready....!!!");
Socket s=ss.accept();
DataOutputStream dout=new DataOutputStream(s.getOutputStream());
DataInputStream din=new DataInputStream(s.getInputStream());
String str="Welcome";
Scanner in=new Scanner(System.in);

while(!str.equals("bye"))
{
str=(String)din.readUTF();
System.out.println("Client: "+str);
System.out.println("Server: ");
str=in.nextLine();
dout.writeUTF(str);
dout.flush();
}
ss.close();
}

catch(Exception e)
{
System.out.println(e);
}
  }
    }
```

CLIENT:

```
import java.net.*;
import java .io.*;
import java.util.*;

class MyClient
{
public static void main(String args[])
{
try
{
Socket s=new Socket("localhost",4444);
DataOutputStream dout=new DataOutputStream(s.getOutputStream());
DataInputStream din=new DataInputStream(s.getInputStream());
String str="Welcome";
Scanner in=new Scanner(System.in);

while(!str.equals("bye"))
{
System.out.println("Client: ");
str=in.nextLine();
dout.writeUTF(str);
dout.flush();
str=(String)din.readUTF();
System.out.println("Server: "+str);
}
s.close();
}

catch(Exception e)
{
System.out.println(e);
}
  }
    }
```

OUTPUT:





RESULT:

Ex. No: 11 **STUDENT DATABASE**

Date :

AIM:

To create a java program for student database and using the jdbc and odbc connections in Ms-Access.

ALGORITHM:

Step 1: Start the process.

Step 2: Create a student database using the ms-access.to add fields.

Step 3: To create a student name, mark, sub name, and save the database.

Step 4: To write a program for java code and using connections in jdbc and odbc.

Step 5: Open the class and include the objects.

Step 6: Save the program with java execution.

Step 7: Stop the process.

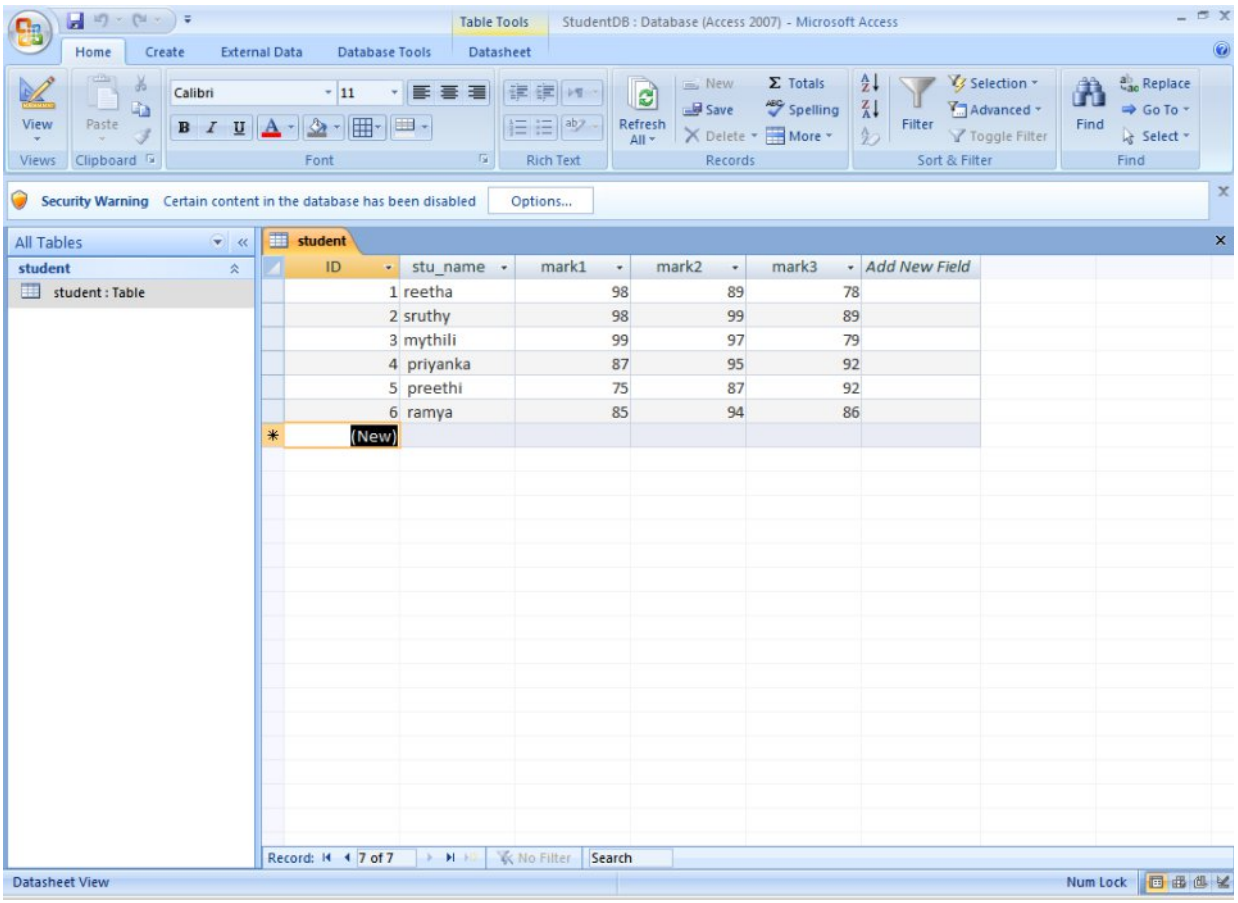
PROGRAM CODING:

```
import java.io.*;
class Studentdb
{

void insert()
{
try
{
BufferedReader br=new BufferedReader(new InputStreamReader(System.in));
String name=br.readLine();
String m1=br.readLine();
String m2=br.readLine();
String m3=br.readLine();
String q="insert into student(stu_name,mark1,mark2,mark3)values(' "+name+"
','"+m1+","+m2+","+m3+")";

Class.forName("sun.jdbc.odbc.JdbcOdbcDriver");
Connection con=DriverManager.getConnection("Jdbc:Odbc:stu");
Statement st=con.createStatement();
st.executeUpdate(q);
con.close();
}

catch(Exception e)
{
System.out.println(e);
}
  }

void display()
{
try
{
Class.forName("sun.jdbc.odbc.JdbcOdbcDriver");
Connection con=DriverManager.getConnection("Jdbc:Odbc:stu");
Statement st=con.createStatement();
ResultSet rs=st.executeQuery("select * from student");
```

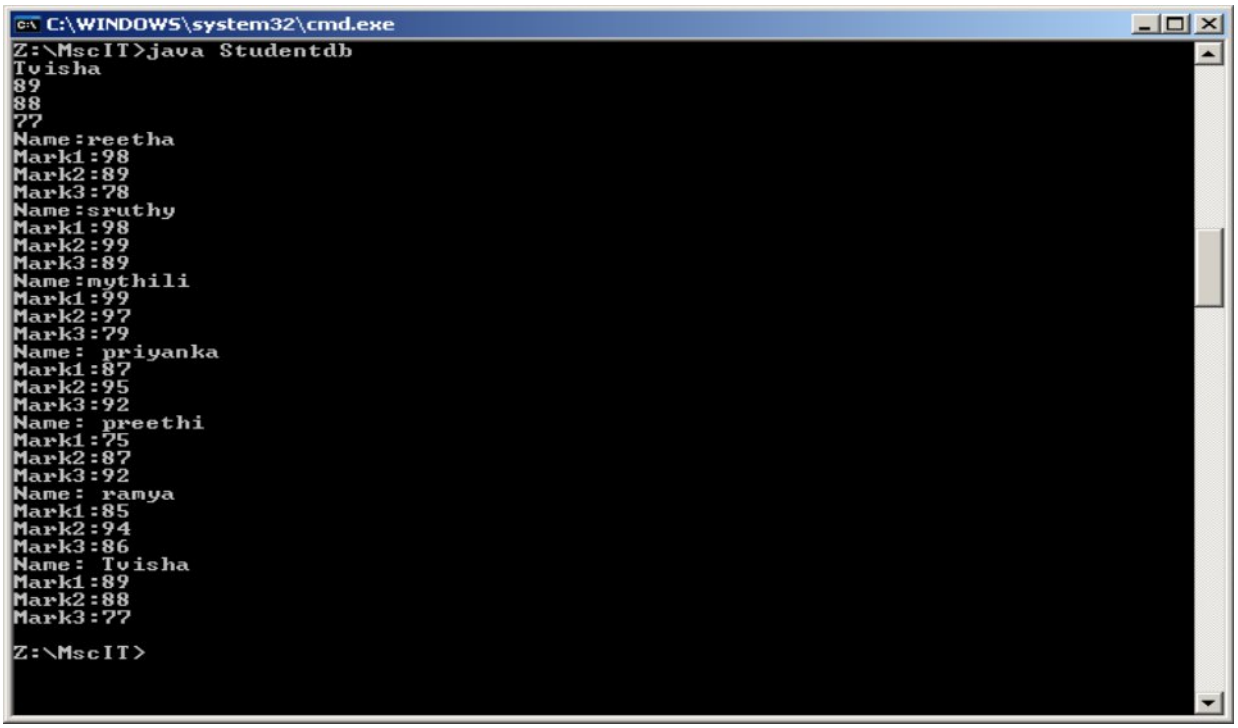
```
while(rs.next())
{
System.out.println("Name:"+rs.getString("stu_name"));
System.out.println("Mark1:"+rs.getString("mark1"));
System.out.println("Mark2:"+rs.getString("mark2"));
System.out.println("Mark3:"+rs.getString("mark3"));
}
con.close();
}

catch(Exception e)
{
System.out.println(e);
}
  }

public static void main(String args[])
{
Studentdb s=new Studentdb();
s.insert();
s.display();
}
  }
```

OUTPUT:

BEFORE ADDING FIELD:



AFTER ADDING FIELDS:



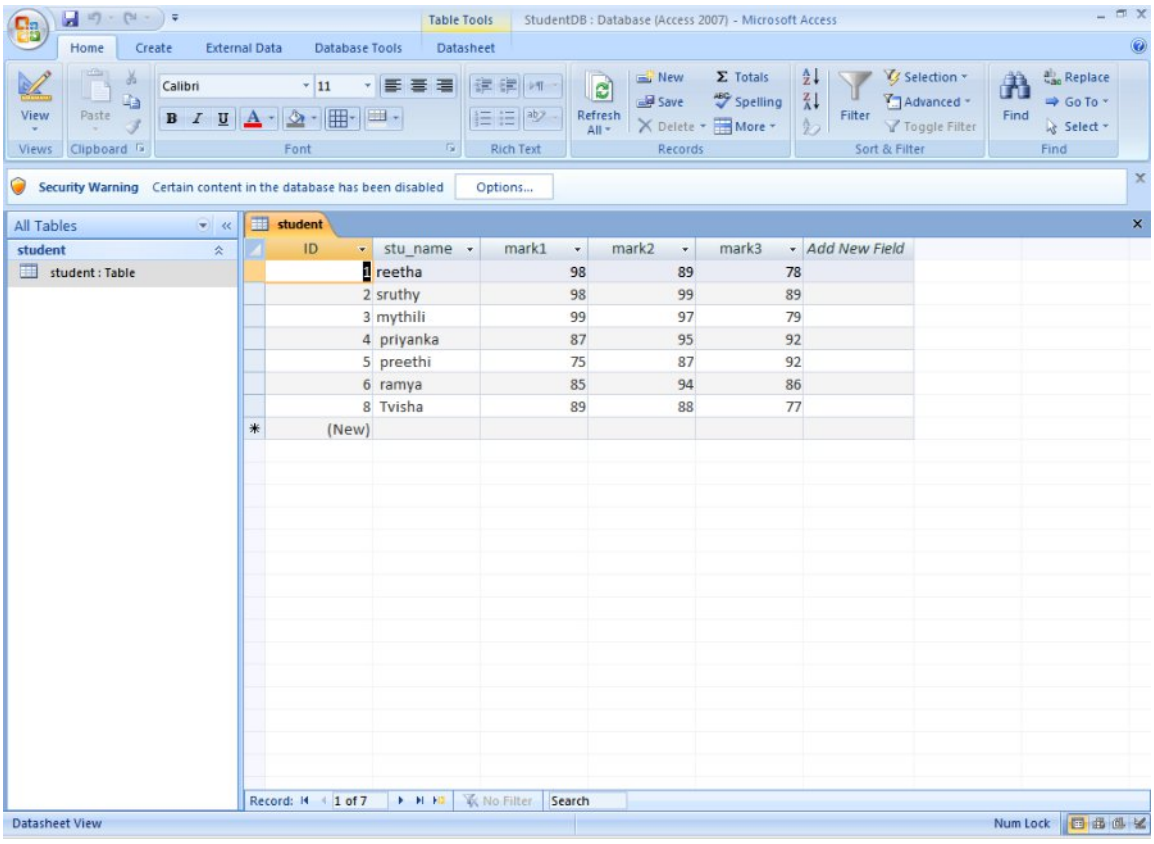


Table Tools
StudentDB : Database (Access 2007) - Microsoft Access
Home
Create
External Data
Database Tools
Datasheet
Security Warning
Certain content in the database has been disabled
Options...
All Tables
student
student : Table
ID
stu_name
mark1
mark2
mark3
Add New Field
1 reetha 98 89 78
2 sruthy 98 99 89
3 mythili 99 97 79
4 priyanka 87 95 92
5 preethi 75 87 92
6 ramya 85 94 86
8 Tvisha 89 88 77
(New)
Record: 1 of 7
No Filter
Search
Datasheet View
Num Lock

RESULT:

Ex. No: 12

QUIZ APPLICATION

Date :

AIM:

To write a java program to create a quiz program.

ALGORITHM:

Step 1: Start the process.

Step 2: Include the header file for java program.

Step 3: Set Size, title, visible and frame.

Step 4: Add the buttons in the program.

Step 5: Create the frame for score.

Step 6: Save and execute the program.

Step 7: Stop the process.

PROGRAM CODING:

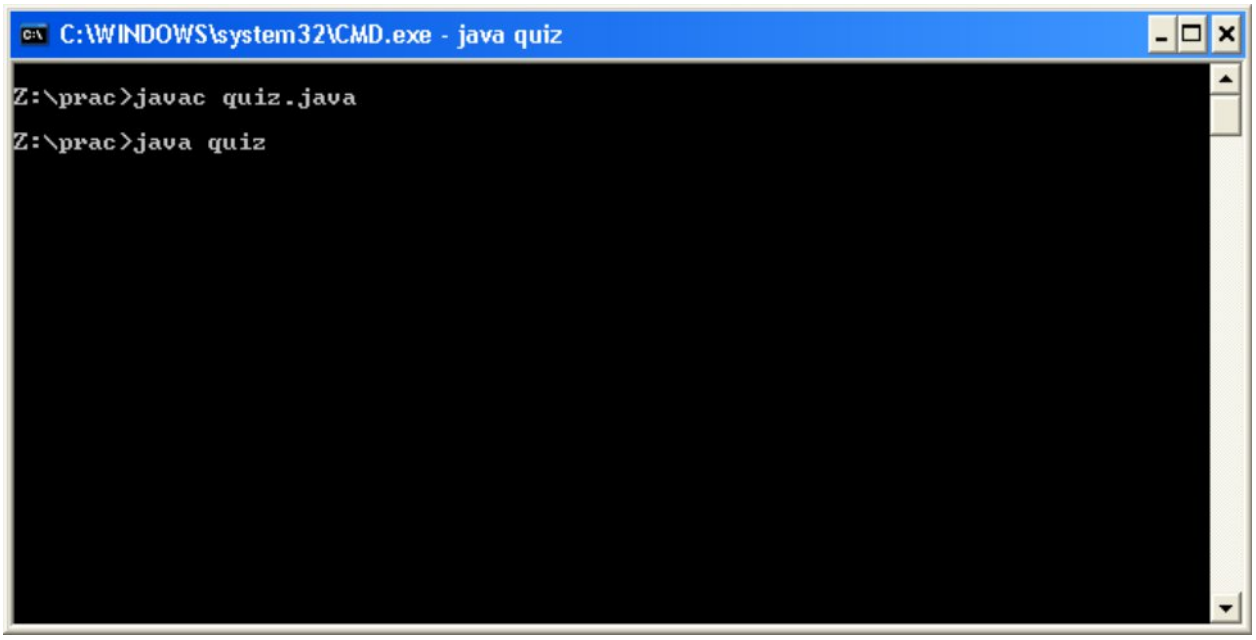
```
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;

class quiz extends JFrame
{
quiz()
{
setSize(600,600);
setTitle("Quiz application using swing");
setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
setVisible(true);
Container cp=getContentPane();
Quizpanel qp=new Quizpanel();
cp.add(qp);
setVisible(true);
}

public static void main(String arg[])
{
quiz q=new quiz();
}
  }

class Quizpanel extends JPanel implements ActionListener
{
JLabel q1,q2,q3,q4,q5;
JTextArea a1,a2,a3,a4,a5;
JButton submit;
int mark;

Quizpanel()
{
mark=0;
q1=new JLabel("question 1: World's poisonous animal?");
q2=new JLabel("question 2: who win the cricket world cup 2015?");
q3=new JLabel("question 3: world's second tastiest water?");
q4=new JLabel("question 4: Who invented the keyboard?");
q5=new JLabel("question 5: which is the first animal to reach the space?");
a1=new JTextArea();
a2=new JTextArea();
a3=new JTextArea();
a4=new JTextArea();
a5=new JTextArea();
```

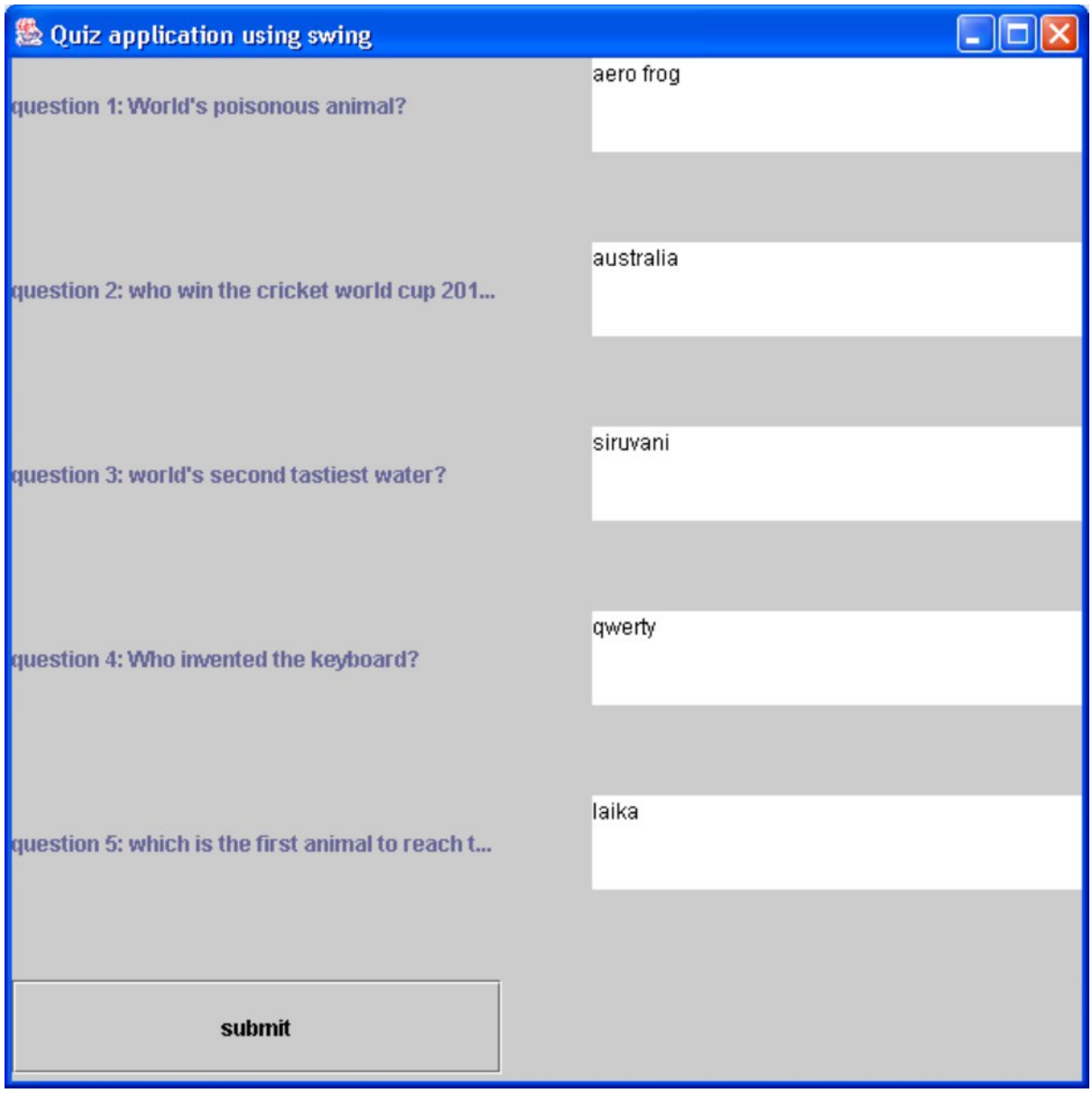
```
submit=new JButton("submit");
setLayout(new GridLayout(6,2,50,50));
add(q1);
add(a1);
add(q2);
add(a2);
add(q3);
add(a3);
add(q4);
add(a4);
add(q5);
add(a5);
submit.addActionListener(this);
add(submit);
}

public void actionPerformed(ActionEvent e)
{
mark=0;
if(a1.getText().equals("aero frog"))
mark=mark+10;
if(a2.getText().equals("australia"))
mark=mark+10;
if(a3.getText().equals("siruvani"))
mark=mark+10;
if(a4.getText().equals("qwerty"))
mark=mark+10;
if(a5.getText().equals("laika"))
mark=mark+10;
System.out.println("mark: "+mark);
new score(mark);
setVisible(false);
}
  }
```

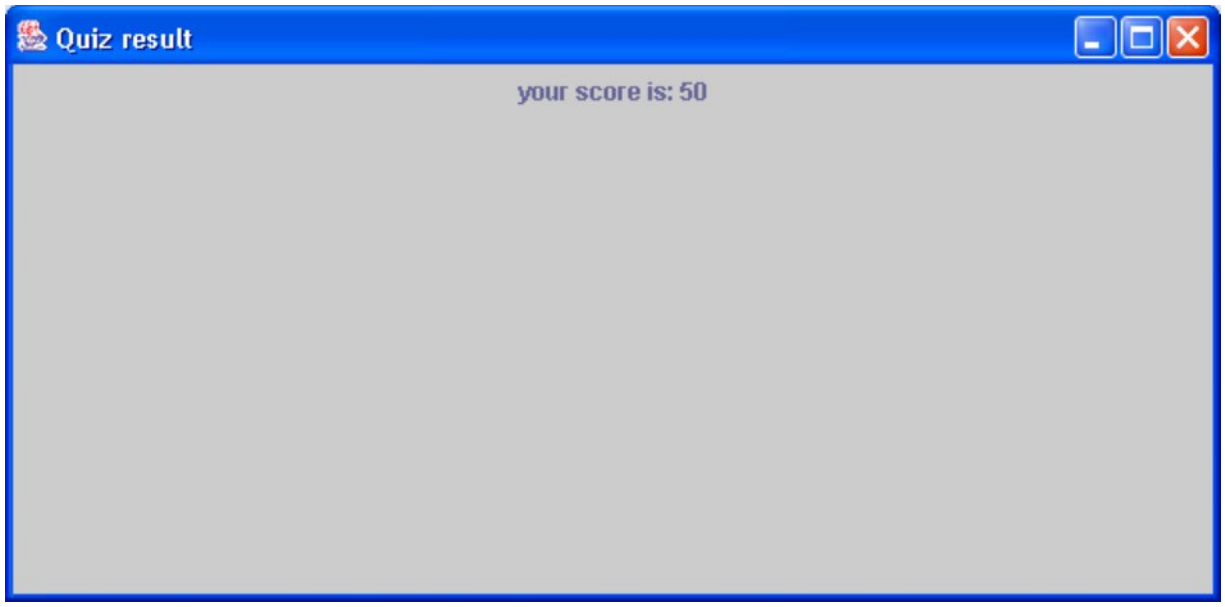
SCORE:

```
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;

class score extends JFrame
{
score(int mark)
{
setSize(600,600);
setTitle("Quiz result");
setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

Container cp=getContentPane();
ScorePanel sp=new ScorePanel(mark);
cp.add(sp);
setVisible(true);
}
  }

class ScorePanel extends JPanel
{
ScorePanel(int mark)
{
JLabel score=new JLabel("your score is: "+mark);
add(score);
}
  }
```

OUTPUT:


C:\WINDOWS\system32\CMD.exe - java quiz
Z:\prac>javac quiz.java
Z:\prac>java quiz


Quiz application using swing
question 1: World's poisonous animal?
aero frog
question 2: who win the cricket world cup 201...
australia
question 3: world's second tastiest water?
siruvani
question 4: Who invented the keyboard?
qwerty
question 5: which is the first animal to reach t...
laika
submit



RESULT