## ARPIT BHARDWAJ AD-1219 BSC HONS COMPUTER SCIENCE JAVA

Ques 6: Write a program that copies content of one file to another. Pass the names of the files through command-line arguments.

```
import java.io.*;
class CopyContent
    public static void main(String args[])throws Exception
    {
        File infile=new File(f1.txt);
        File ofile=new File(f2.txt);
        FileReader fr=null;
        FileWriter fw=null;
        try
            fr=new FileReader(infile);
            fw=new FileWriter(ofile);
            int ch;
            while((ch=fr.read())!=-1)
                fw.write((char)ch);
        catch(Exception e)
            System.out.println(e);
        finally
            fr.close();
            fw.close();
            System.out.println("Copied contents of "+args[0]+" file to
"+args[1]+" file.");
```

```
Windows PowerShell
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Install the latest PowerShell for new features and improvements! https://aka.ms/PSWindows

PS C:\Users\hp\LetsGit> cd "c:\Users\hp\Desktop\Lab_8\"; if ($?) { ja vac CopyFile.java }; if ($?) { java CopyFile }

Exception in thread "main" java.lang.ArrayIndexOutOfBoundsException: I ndex 0 out of bounds for length 0

at CopyFile.main(CopyFile.java:6)
```

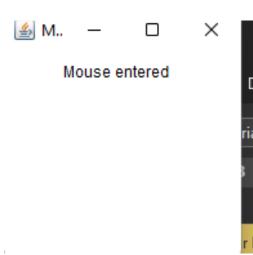
Ques 7: Write a program to read a file and display only those lines that have the first two characters as '//' (Use try with resources).

```
import java.io.*;
class TryWith
    public static void main(String args[])throws IOException
        File infile=new File("f1.txt");
        BufferedReader br=new BufferedReader(new FileReader(infile));
        try(br)
            String str,s;
            while((str=br.readLine())!=null)
                str=str.trim();
                if(str.substring(0,2).equals("//"))
                    System.out.println(str.substring(2));
                else
                    continue;
        }
        finally
            br.close();
```

## Ques 8: Write a program to handle mouse events(Clicked, Entered, Exited, Presses, and Released).

```
import java.awt.*;
import java.awt.event.*;
class MouseDemo extends Frame
    private Label 1 = new Label();
   MouseDemo()
        setSize(300, 200);
        setLocation(0, 0);
        setTitle("Mouse Tester");
        setVisible(true);
        setLayout(new FlowLayout());
        add(1);
        addComponentListener(new ComponentAdapter()
            public void componentResized(ComponentEvent ce)
                addMouseListener(new MouseAdapter()
                    public void mouseEntered(MouseEvent e)
                        1.setText("Mouse entered");
                        setSize(200, 200);
```

```
public void mouseClicked(MouseEvent e)
                    1.setText("Mouse Clicked");
                    setSize(400, 400);
                public void mousePressed(MouseEvent e)
                    1.setText("Mouse Pressed");
                    setSize(250, 250);
                public void mouseReleased(MouseEvent e)
                    1.setText("Mouse Released");
                    setSize(350, 300);
            });
   });
public static void main(String args[])
   new MouseDemo();
```



## Ques 9: Write a program to handle key events (Pressed, Released, and Typed).

```
import java.awt.*;
import java.awt.event.*;
class MouseDemo extends Frame
    private Label 1 = new Label();
   MouseDemo()
        setSize(300, 200);
        setLocation(0, 0);
        setTitle("Mouse Tester");
        setVisible(true);
        setLayout(new FlowLayout());
        add(1);
        addComponentListener(new ComponentAdapter()
            public void componentResized(ComponentEvent ce)
                addMouseListener(new MouseAdapter()
                    public void mouseEntered(MouseEvent e)
                        1.setText("Mouse entered");
                        setSize(200, 200);
                    public void mouseClicked(MouseEvent e)
                        1.setText("Mouse Clicked");
                        setSize(400, 400);
                    public void mousePressed(MouseEvent e)
                        1.setText("Mouse Pressed");
                        setSize(250, 250);
                    public void mouseReleased(MouseEvent e)
                        1.setText("Mouse Released");
                        setSize(350, 300);
```