

Week 10

**a. Develop a Java application to implement the opening of a door while opening man should present before hut and closing man should disappear.**

AIM: Develop a Java application to implement the opening of a door while opening man should present before hut and closing man should disappear.

Source code:

```
import java.awt.*;

import java.awt.event.*;

class Animation extends JFrame implements ActionListener

{

    ImageIcon ii1, ii2;

    Container c;

    JButton b1,b2;

    JLabel lb1;

    Animation()

    {

        c = getContentPane();

        c.setLayout(null);

        ii1 = new ImageIcon("house0.jpg");

        ii2 = new ImageIcon("house1.jpg");

        lb1 = new JLabel(ii1);

        lb1.setBounds(50,10,500,500);

        b1 = new JButton("Open");

        b2 = new JButton("Close");

        b1.addActionListener(this);

        b2.addActionListener(this);
```

```
b1.setBounds(650,240,70,40);
b2.setBounds(650,320,70,40);
c.add(lb1);
c.add(b1);
c.add(b2);
}

public void actionPerformed(ActionEvent ae)
{
    String str = ae.getActionCommand();
    if( str.equals("Open") )
        lb1.setIcon(ii2);
    else
        lb1.setIcon(ii1);
}

public static void main(String args[])
{
    Animation ob = new Animation();
    ob.setTitle("Animation");
    ob.setSize(800,600);
    ob.setVisible(true);
    ob.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
}
}
```

**b. Develop a Java application by using J text Field to read decimal value and converting a decimal number into binary number then print the binary value in another Jtext Field.**

AIM: a Java application by using J text Field to read decimal value and converting a decimal number into binary number then print the binary value in another Jtext Field.

SOURCE CODE:

```
<applet code="Rottenapplet.class" height=300 width=300></applet>
```

```
import java.awt.*;
```

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

```
import java.applet.*;
```

```
import javax.swing.*;
```

```
public class rottenapplet extends JApplet implements ActionListener
```

```
{
```

```
JPanel mainpanel=new JPanel(new GridLayout (3,1));
```

```
JPanel p1=new JPanel(new FlowLayout(0));
```

```
JPanel p2=new JPanel(new FlowLayout (0));
```

```
JPanel p3=new JPanel(new FlowLayout ());
```

```
JTextField q1=new JTextField (10);
```

```
JTextField q2=new JTextField (10);
```

```
JButton clickbutton = new JButton("convert");
```

```
public void init()
```

```
{
```

```
getContentPane().add(mainpanel);
```

```
mainpanel.add(p1);
```

```
mainpanel.add(p2);
```

```
mainpanel.add(p3);
```

```
p1.add(new JLabel("Insert Decimal:"));
```

```

p1.add(q1);
p2.add(clickbutton);
p3.add(new JLabel("Decimal to Binary:"));
p3.add(q2);
clickbutton.addActionListener(this);
}

public void actionPerformed(ActionEvent x)
{
if(x.getSource()==clickbutton)
{
int counter,dec,user;
user=Integer.valueOf(q1.getText()).intValue();
String[]conversion=new String[8];
String[]complete=new String[4];
counter=0;
complete[0]="";
do
{
dec=user%2;
conversion[counter]=String.valueOf(dec);
complete[0]=conversion[counter]+complete[0];
user=user/2;
counter+=1;
}
while(user !=0);

```

```
q2.setText(String.valueOf(complete[user]));
```

```
}
```

```
}
```

```
}
```