

KALINGA INSTITUTE OF INDUSTRIAL TECHNOLOGY (KIIT)

Deemed to be University U/S 3 of UGC Act, 1956

WT ASSIGNMENT-3

- Name :HITU RAJ
- Roll no. :2005025
 - Branch : CSE 2005025_Hitu raj

```
// 1. Design an applet to display the user information such as Roll No., Name,
// Branch and Section in separate lines.

import java.applet.*;
import java.awt.*;

public class q1_student extends Applet
{
    public void paint (Graphics g)
    {
        String name = getParameter("name");
        String rollno = getParameter("rollno");
        String branch = getParameter("branch");
        String section = getParameter("section");
        g.setColor(Color.GREEN);
        Font f=new Font("TIMES ROMAN", Font.BOLD | Font.ITALIC,34);
        g.setFont(f);
        g.drawString("Name : "+name,70,50);
```

```
g.drawString("Roll no : "+rollno,70,100);
    g.drawString("Branch : "+branch,70,150);
    g.drawString("section: "+section,70,200);
}

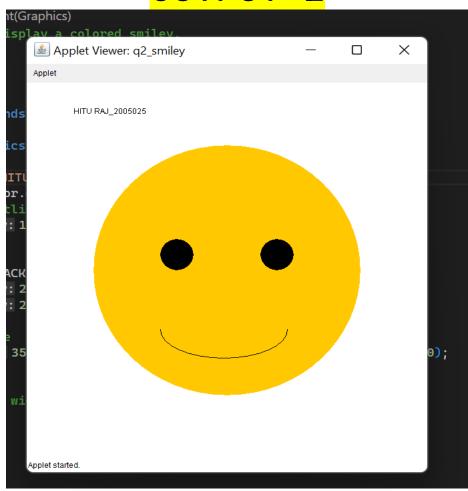
/*<applet code="q1_student" height=500 width=500>

    name="name" value="HITU RAJ"> </param>

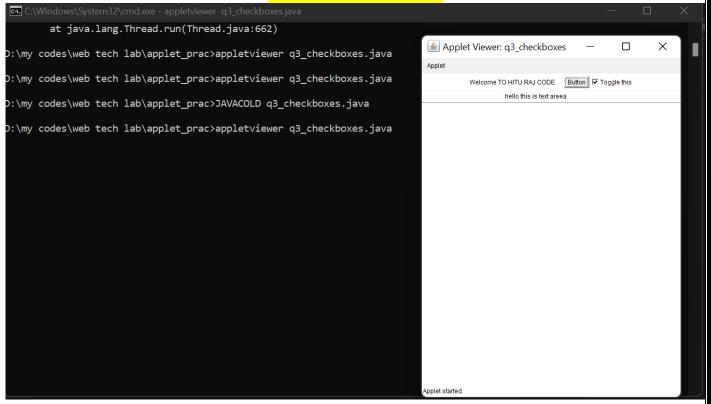
<pre
```



```
import java.applet.*;
import java.awt.*;
public class q2_smiley extends Applet
   public void paint(Graphics g)
        g.drawString("HITU RAJ_2005025 ",70,50);
             g.setColor(Color.orange);
        // Oval for face outline
        g.fillOval(100, 100, 400, 400);
        // Ovals for eyes
        g.setColor(Color.BLACK);
        g.fillOval(200, 250, 50, 50);
        g.fillOval(350, 250, 50, 50);
        // Arc for the smile
        g.drawArc(200, 350, 190, 90, 180, 180);
    }
/*<applet code ="q2_smiley" width=600 height=600>
</applet>*/
```



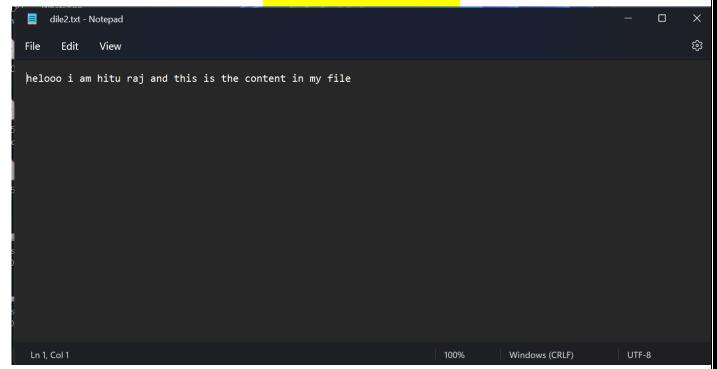
```
// 3. Design an applet with following components on it - Label, Textbox, Text area,
// Checkbox, Radio button and Button.
import java.applet.*;
import java.awt.*;
public class q3_checkboxes extends Applet
   Label label = new Label ("Welcome TO HITU RAJ CODE");
    Button button = new Button ("Button");
    Checkbox toggle = new Checkbox ("Toggle this");
    TextField text = new TextField ("Sample textarea", 200);
    public void init ()
    add (label);
    add (button);
    add (toggle);
    add (text);
/*<applet code ="q3_checkboxes" width=300 height=600>
</applet>*/
```



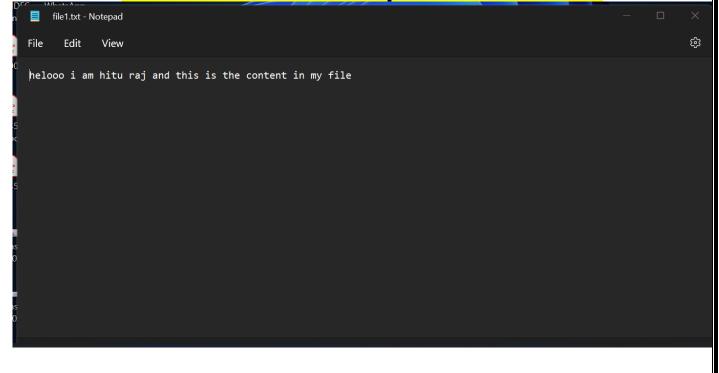
```
^{\prime}/ 4. Write a program in Java to copy the content of a given file to another user
// entered file using character stream.
import java.io.*;
import java.util.*;
public class q4_Filecopy
   public static void copyData(File file1, File file2) throws Exception
        FileInputStream ip = new FileInputStream(file1);
        FileOutputStream out = new FileOutputStream(file2);
        {
            int i;
            while ((i = ip.read()) != -1)
                out.write(i);
        catch(Exception e)
            System.out.println("Error Found: "+e.getMessage());
        finally
            if (ip != null)
                ip.close();
            if (out != null) {
                out.close();
        System.out.println("File Copied");
    // main() method start
   public static void main(String[] args) throws Exception
        Scanner sc = new Scanner(System.in);
        System.out.println("Enter the name of the file from where the data would be
copied :");
        String file1 = sc.nextLine();
        // create instance of the File class for the source file
        File a = new File("C:\\Users\\KIIT\\Desktop\\"+file1);
        // get the file in which the data would be written.
        System.out.println("Enter the name of the file from where the data would be
written :");
        String file2 = sc.nextLine();
        // create instance of the File class for the destination file
```

```
File b = new File("C:\\Users\\KIIT\\Desktop\\"+file2);
    sc.close();
    // method called to copy the data from file a to file b
    copyData(a, b);
}
```

OUTPUT-4 File1.txt



Dile2.txt(copied file)

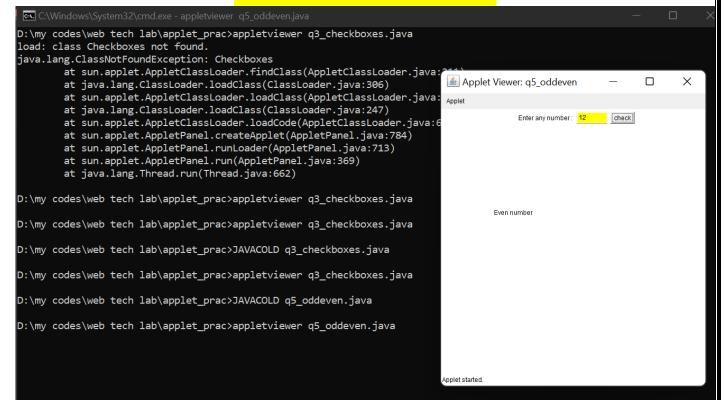


```
^{\prime\prime} 5. Design an applet with one label, one text field and one button so that on
// clicking the button it will check and display in the applet whether the value
entered
// in the text field is even or odd or blank.
import java.awt.*;
import java.applet.*;
import java.awt.event.*;
public class q5_oddeven extends Applet implements ActionListener
            TextField input;
            Button check;
            int flag=0;
            public void init()
                        check=new Button("check");
                        Label inp=new Label("Enter any number :",Label.RIGHT);
                        input=new TextField(5);
                        input.setBackground(Color.yellow);
                        add(inp);
                        add(input);
                        add(check);
                         input.addActionListener(this);
                        check.addActionListener(this);
            public void actionPerformed(ActionEvent ae)
                        String str=ae.getActionCommand();
                        if(str.equals("check"))
                                     int n=Integer.parseInt(input.getText());
                 flag=0;
                                     if(n%2==0)
                                     {
                                         flag=1;
                                     }
                        repaint();
            public void paint (Graphics g)
                if(flag == 1)
                    g.drawString("Even number",100,200);
                else if(flag==0)
                    g.drawString("odd number",100,200);
```

```
}

/*<applet code="q5_oddeven" width=500 height=500></applet>*/
```

For even no.



For even no. For odd no.

