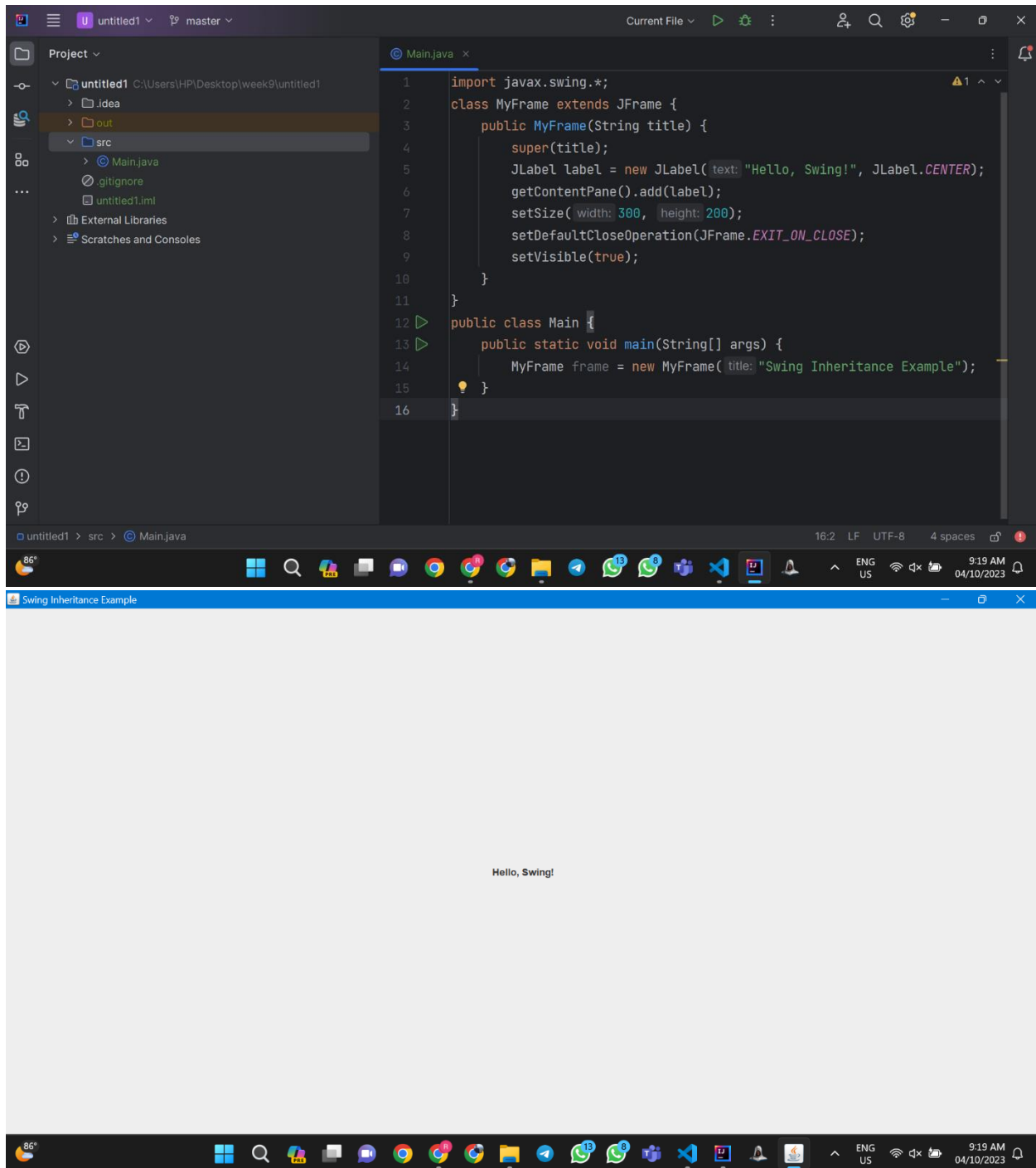


ROHAN SONI

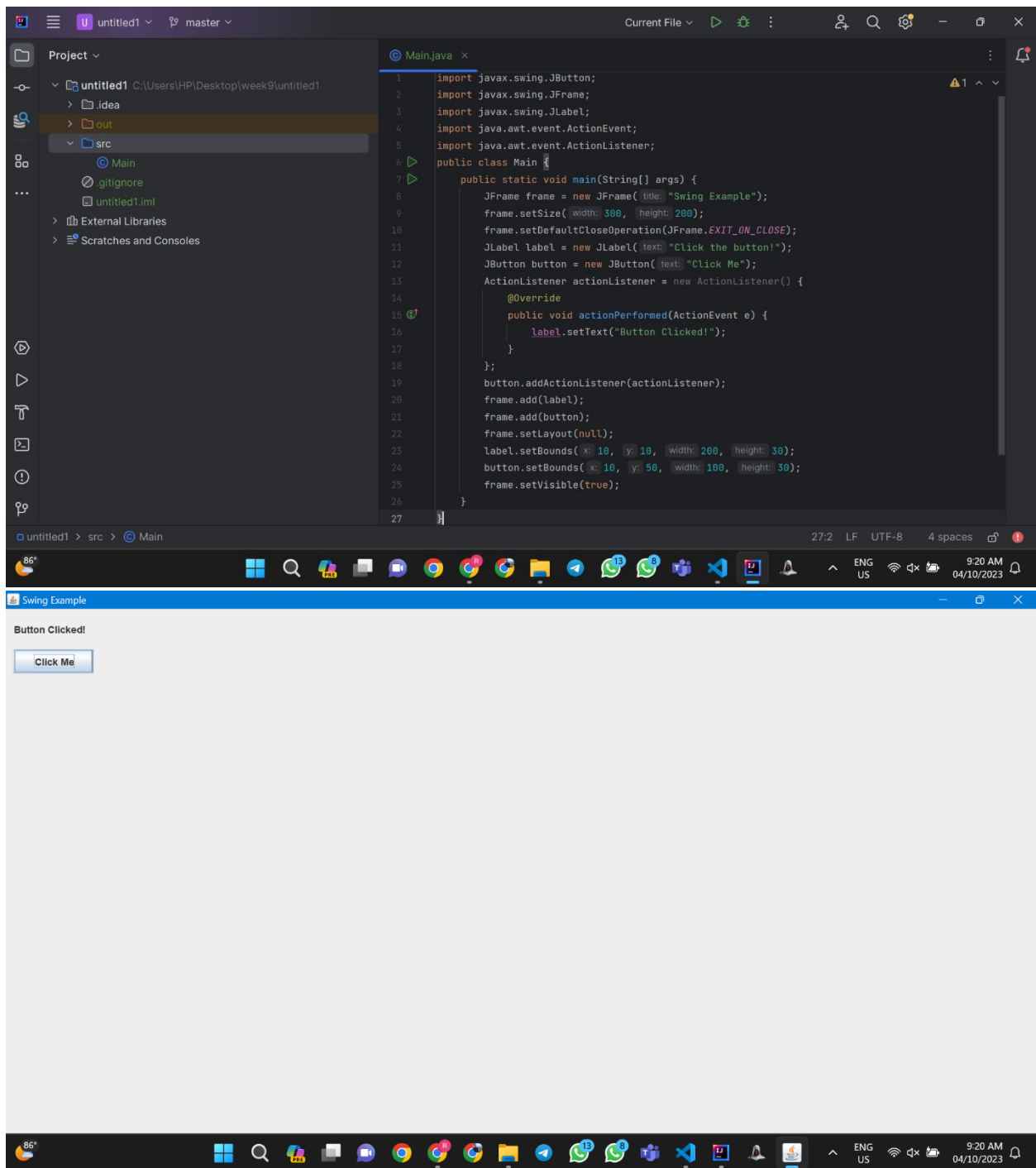
RA2211003012027

WEEK – 9

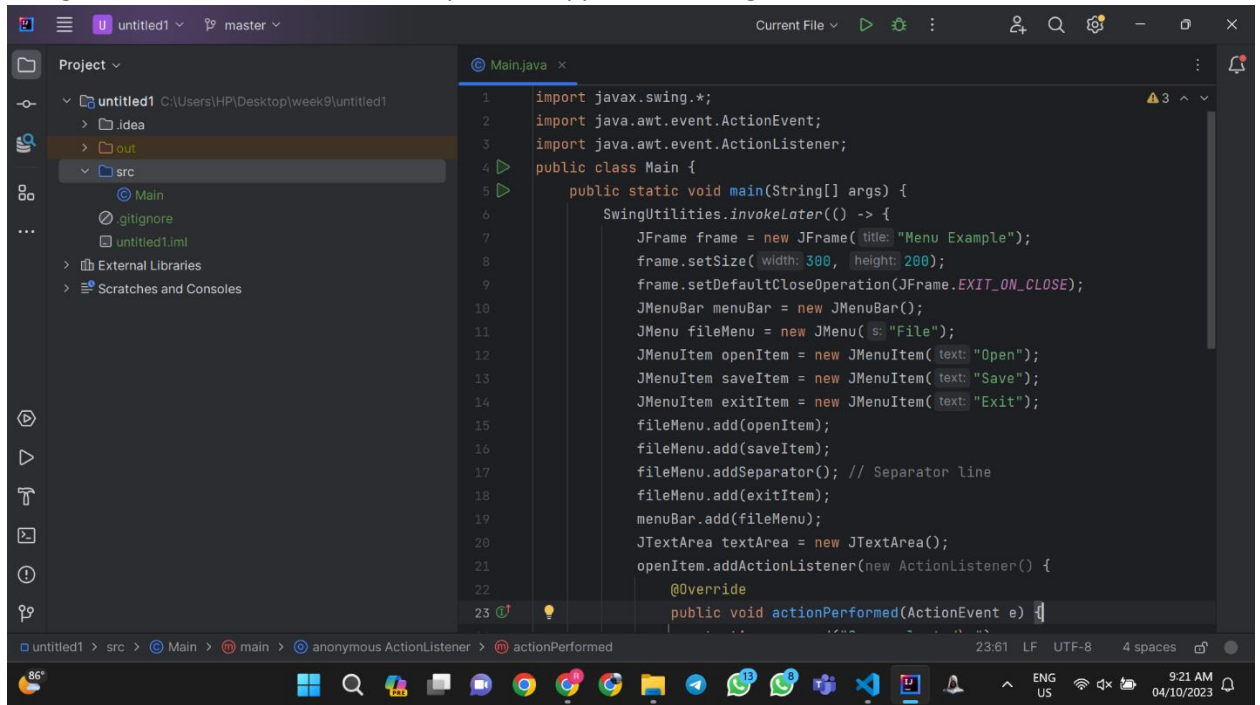
1. Write a java program using swing by inheritance.



2. Write a java program using swing with ActionListener.



3. Using Java JMenuItem and JMenu implement application swing.



The screenshot shows an IDE window with a project named 'untitled1' and a file named 'Main.java'. The code implements a Java Swing application with a menu. The menu has a 'File' menu item containing 'Open', 'Save', and 'Exit' options, separated by a line. The 'Open' option is selected, and its action listener is implemented in the 'actionPerformed' method.

```
1 import javax.swing.*;
2 import java.awt.event.ActionEvent;
3 import java.awt.event.ActionListener;
4 public class Main {
5     public static void main(String[] args) {
6         SwingUtilities.invokeLater(() -> {
7             JFrame frame = new JFrame( title: "Menu Example");
8             frame.setSize( width: 300, height: 200);
9             frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
10            JMenuBar menuBar = new JMenuBar();
11            JMenu fileMenu = new JMenu( s: "File");
12            JMenuItem openItem = new JMenuItem( text: "Open");
13            JMenuItem saveItem = new JMenuItem( text: "Save");
14            JMenuItem exitItem = new JMenuItem( text: "Exit");
15            fileMenu.add(openItem);
16            fileMenu.add(saveItem);
17            fileMenu.addSeparator(); // Separator line
18            fileMenu.add(exitItem);
19            menuBar.add(fileMenu);
20            JTextArea textArea = new JTextArea();
21            openItem.addActionListener(new ActionListener() {
22                @Override
23                public void actionPerformed(ActionEvent e) {
```

untitled1 master

Current File

Project

- untitled1 C:\Users\HP\Desktop\week9\untitled1
 - idea
 - out
 - src
 - Main
 - gitignore
 - untitled1.iml
- External Libraries
- Scratches and Consoles

Main.java

```
23: public void actionPerformed(ActionEvent e) {
24:     // Open selected
25:     // ...
26:     // ...
27:     // ...
28:     // ...
29:     // ...
30:     // ...
31:     // ...
32:     // ...
33:     // ...
34:     // ...
35:     // ...
36:     // ...
37:     // ...
38:     // ...
39:     // ...
40:     // ...
41:     // ...
42:     // ...
43:     // ...
44:     // ...
45:     // ...
46: }
```

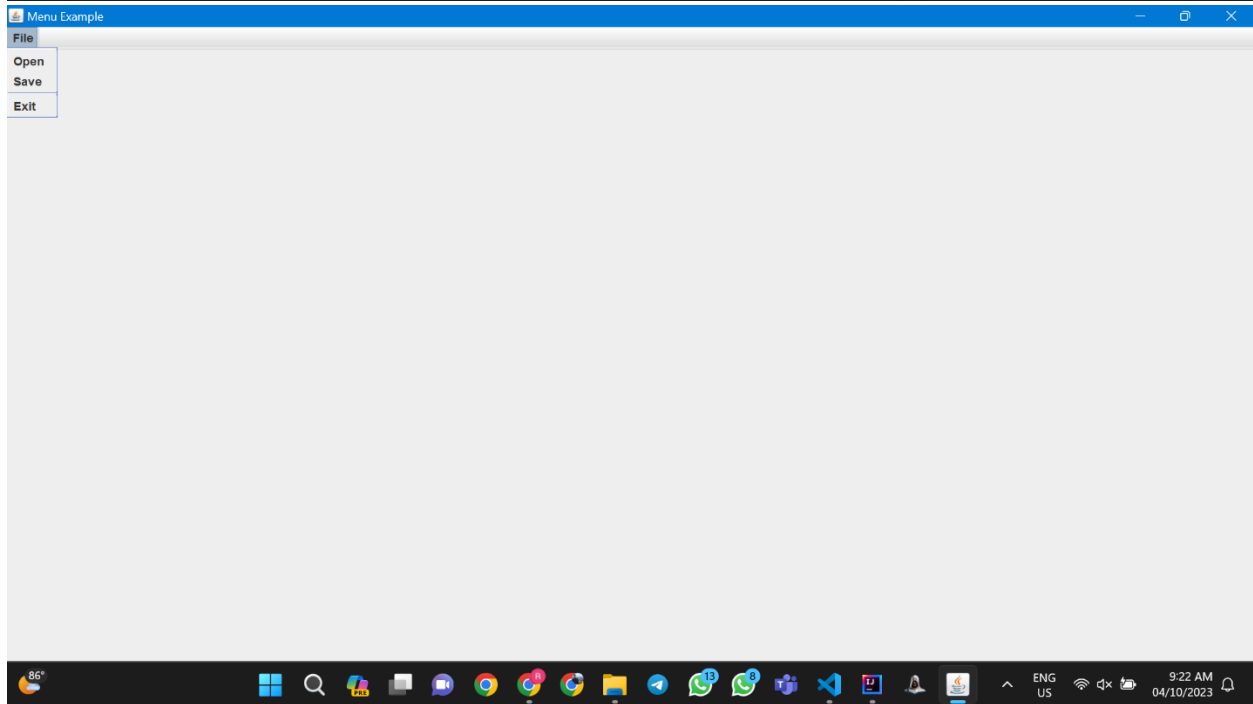
untitled1 > src > Main > main > anonymous ActionListener > actionPerformed

23:61 LF UTF-8 4 spaces

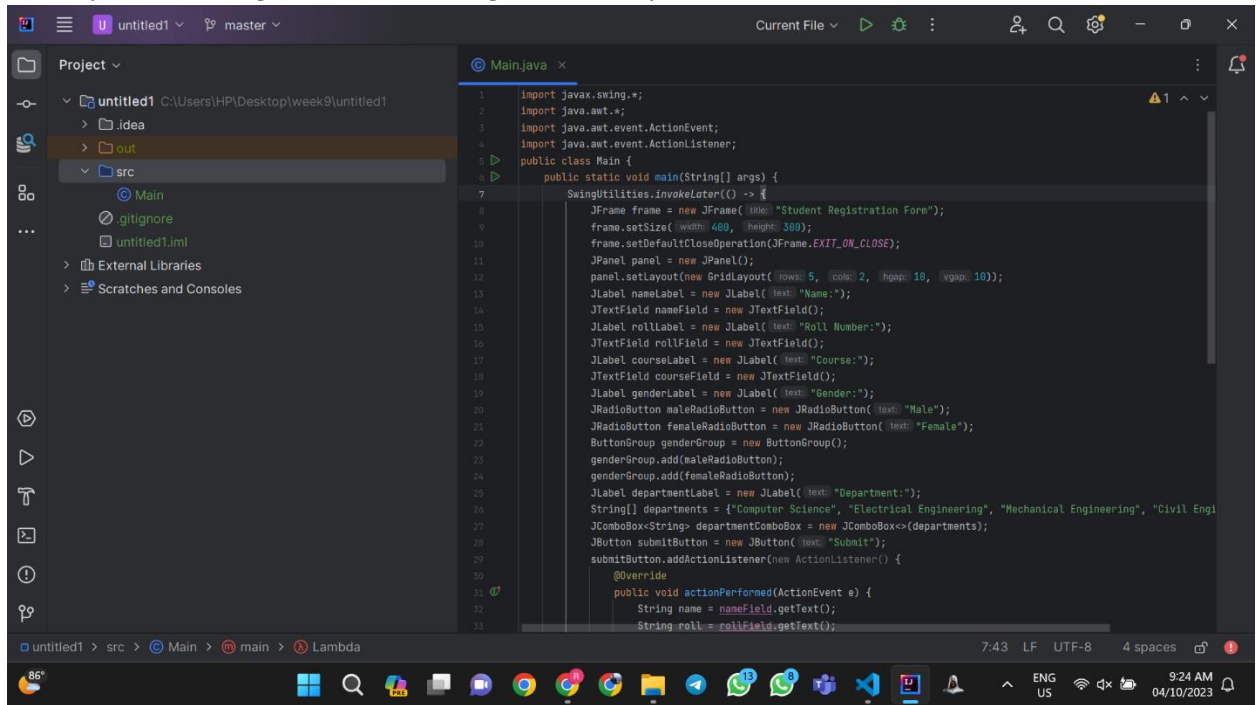
86°

ENG US

9:22 AM 04/10/2023



4. Develop a student registration form using SWING components.



The screenshot shows an IDE with a project named 'untitled1' and a file named 'Main.java'. The code in 'Main.java' is as follows:

```
1 import javax.swing.*;
2 import java.awt.*;
3 import java.awt.event.ActionEvent;
4 import java.awt.event.ActionListener;
5 public class Main {
6     public static void main(String[] args) {
7         SwingUtilities.invokeLater(() -> {
8             JFrame frame = new JFrame("Student Registration Form");
9             frame.setSize(400, 300);
10            frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
11            JPanel panel = new JPanel();
12            panel.setLayout(new GridLayout(5, 2, 10, 10));
13            JLabel nameLabel = new JLabel("Name:");
14            JTextField nameField = new JTextField();
15            JLabel rollLabel = new JLabel("Roll Number:");
16            JTextField rollField = new JTextField();
17            JLabel courseLabel = new JLabel("Course:");
18            JTextField courseField = new JTextField();
19            JLabel genderLabel = new JLabel("Gender:");
20            JRadioButton maleRadioButton = new JRadioButton("Male");
21            JRadioButton femaleRadioButton = new JRadioButton("Female");
22            ButtonGroup genderGroup = new ButtonGroup();
23            genderGroup.add(maleRadioButton);
24            genderGroup.add(femaleRadioButton);
25            JLabel departmentLabel = new JLabel("Department:");
26            String[] departments = {"Computer Science", "Electrical Engineering", "Mechanical Engineering", "Civil Engi
27            JComboBox<String> departmentComboBox = new JComboBox<>(departments);
28            JButton submitButton = new JButton("Submit");
29            submitButton.addActionListener(new ActionListener() {
30                @Override
31                public void actionPerformed(ActionEvent e) {
32                    String name = nameField.getText();
33                    String roll = rollField.getText();
```

The IDE interface includes a project explorer on the left showing the file structure, a central editor window with the code, and a status bar at the bottom indicating the current file, line, column, and encoding.

untitled1 master

Project

- untitled1 C:\Users\HP\Desktop\week9\untitled1
 - idea
 - out
 - src
 - Main
 - gitignore
 - untitled1.iml
 - External Libraries
 - Scratches and Consoles

Main.java

```
28 JButton submitButton = new JButton("Submit");
29 submitButton.addActionListener(new ActionListener() {
30     @Override
31     public void actionPerformed(ActionEvent e) {
32         String name = nameField.getText();
33         String roll = rollField.getText();
34         String course = courseField.getText();
35         String gender = maleRadioButton.isSelected() ? "Male" : "Female";
36         String department = (String) departmentComboBox.getSelectedItem();
37
38         String result = "Name: " + name + "\nRoll Number: " + roll + "\nCourse: " + course +
39             "\nGender: " + gender + "\nDepartment: " + department;
40
41         JOptionPane.showMessageDialog(frame, result, "Registration Successful", JOptionPane.INFORMATION_MESSAGE);
42     }
43 });
44 panel.add(nameLabel);
45 panel.add(nameField);
46 panel.add(rollLabel);
47 panel.add(rollField);
48 panel.add(courseLabel);
49 panel.add(courseField);
50 panel.add(genderLabel);
51 panel.add(maleRadioButton);
52 panel.add(new JLabel()); // Empty space for layout
53 panel.add(femaleRadioButton);
54 panel.add(departmentLabel);
55 panel.add(departmentComboBox);
56 panel.add(new JLabel()); // Empty space for layout
57 panel.add(submitButton);
58 frame.add(panel);
59 frame.setVisible(true);
60
```

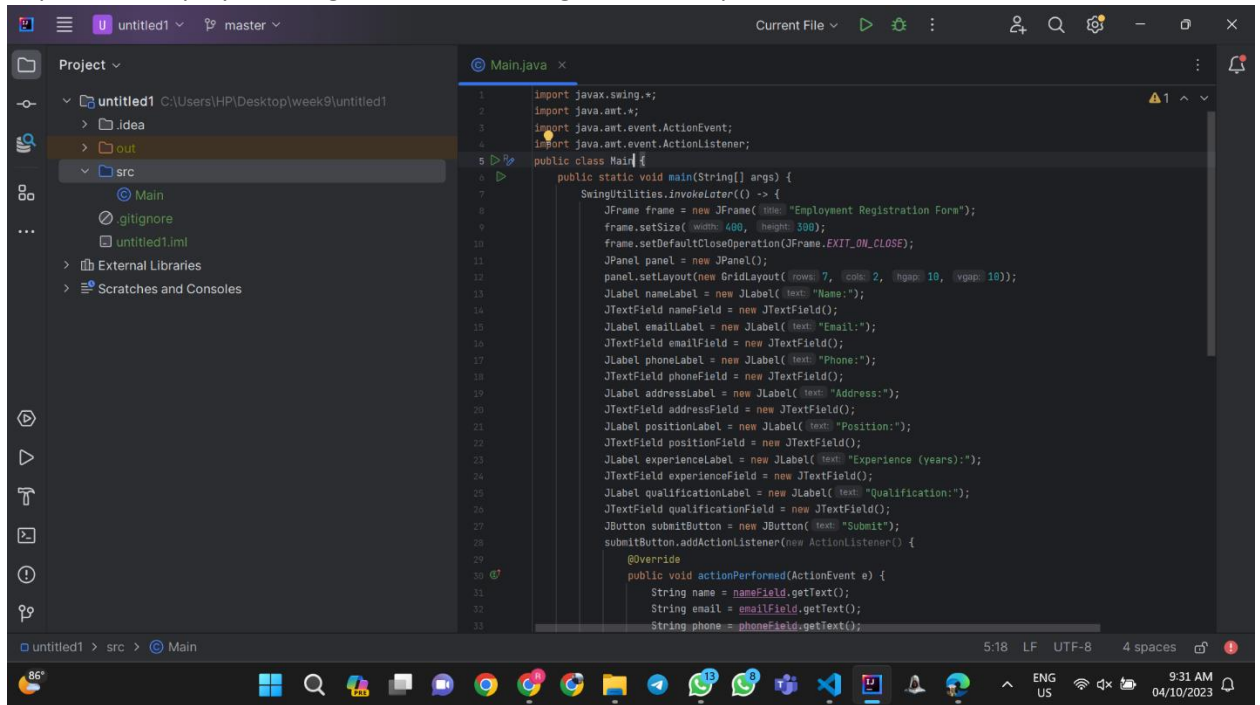
7:43 LF UTF-8 4 spaces

Student Registration Form

Name:	<input type="text"/>	Roll Number:	<input type="text"/>
	Course:		<input type="text"/>
Gender:	<input type="radio"/> Male		
<input type="radio"/> Female	Department:		Computer Science
	<input type="button" value="Submit"/>		

86°

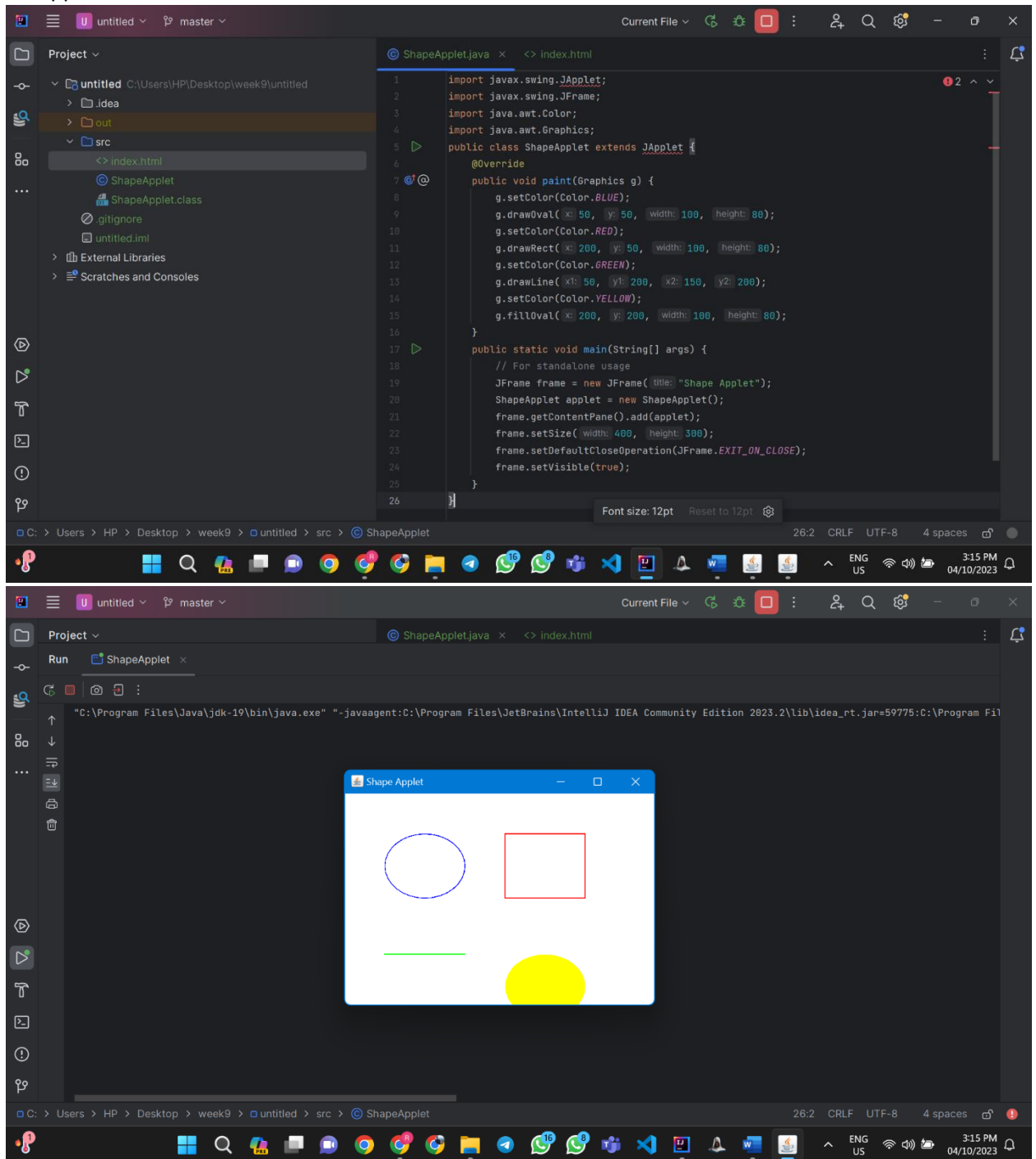
5. Implement Employment registration form using SWING components.



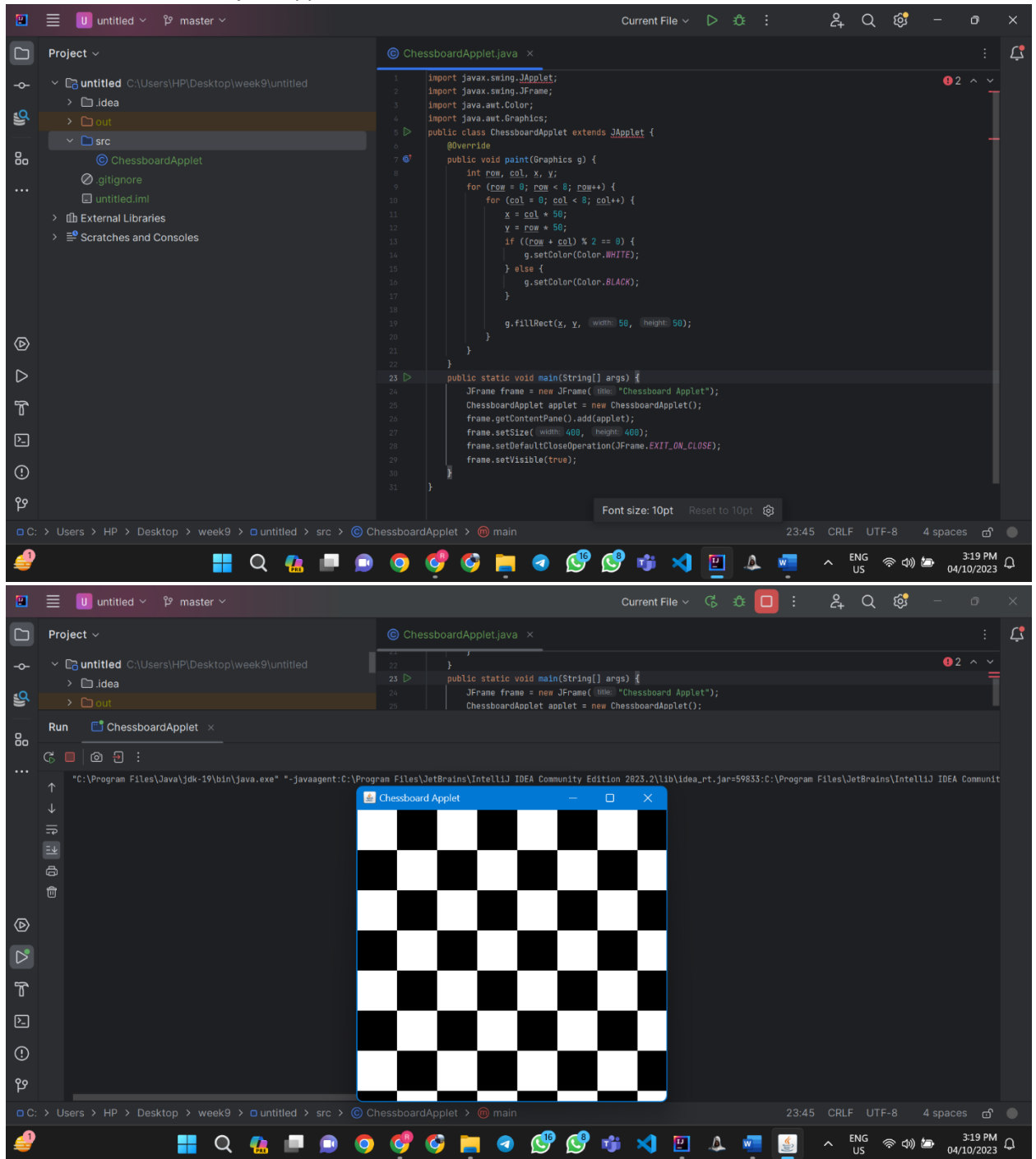
The screenshot displays an IDE window with a project named 'untitled1' and a file named 'Main.java'. The code implements an employment registration form using Swing components. The form is titled 'Employment Registration Form' and has a size of 400x300. It contains several text fields for Name, Email, Phone, Address, Position, Experience (years), and Qualification, each preceded by a label. A 'Submit' button is also present. The code uses a GridLayout for the form's layout. The 'Main' method uses 'SwingUtilities.invokeLater()' to ensure the GUI is created on the Event Dispatch Thread. The 'actionPerformed' method is overridden to handle the button click, retrieving the text from the Name, Email, and Phone fields.

```
1 import javax.swing.*;
2 import java.awt.*;
3 import java.awt.event.ActionEvent;
4 import java.awt.event.ActionListener;
5
6 public class Main {
7     public static void main(String[] args) {
8         SwingUtilities.invokeLater(() -> {
9             JFrame frame = new JFrame("Employment Registration Form");
10            frame.setSize(400, 300);
11            frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
12            JPanel panel = new JPanel();
13            panel.setLayout(new GridLayout(7, 2, 10, 10, 10, 10));
14            JLabel nameLabel = new JLabel("Name:");
15            JTextField nameField = new JTextField();
16            JLabel emailLabel = new JLabel("Email:");
17            JTextField emailField = new JTextField();
18            JLabel phoneLabel = new JLabel("Phone:");
19            JTextField phoneField = new JTextField();
20            JLabel addressLabel = new JLabel("Address:");
21            JTextField addressField = new JTextField();
22            JLabel positionLabel = new JLabel("Position:");
23            JTextField positionField = new JTextField();
24            JLabel experienceLabel = new JLabel("Experience (years):");
25            JTextField experienceField = new JTextField();
26            JLabel qualificationLabel = new JLabel("Qualification:");
27            JTextField qualificationField = new JTextField();
28            JButton submitButton = new JButton("Submit");
29            submitButton.addActionListener(new ActionListener() {
30                @Override
31                public void actionPerformed(ActionEvent e) {
32                    String name = nameField.getText();
33                    String email = emailField.getText();
34                    String phone = phoneField.getText();
35                }
36            });
37            frame.add(panel);
38            frame.add(submitButton);
39            frame.setVisible(true);
40        });
41    }
42}
```

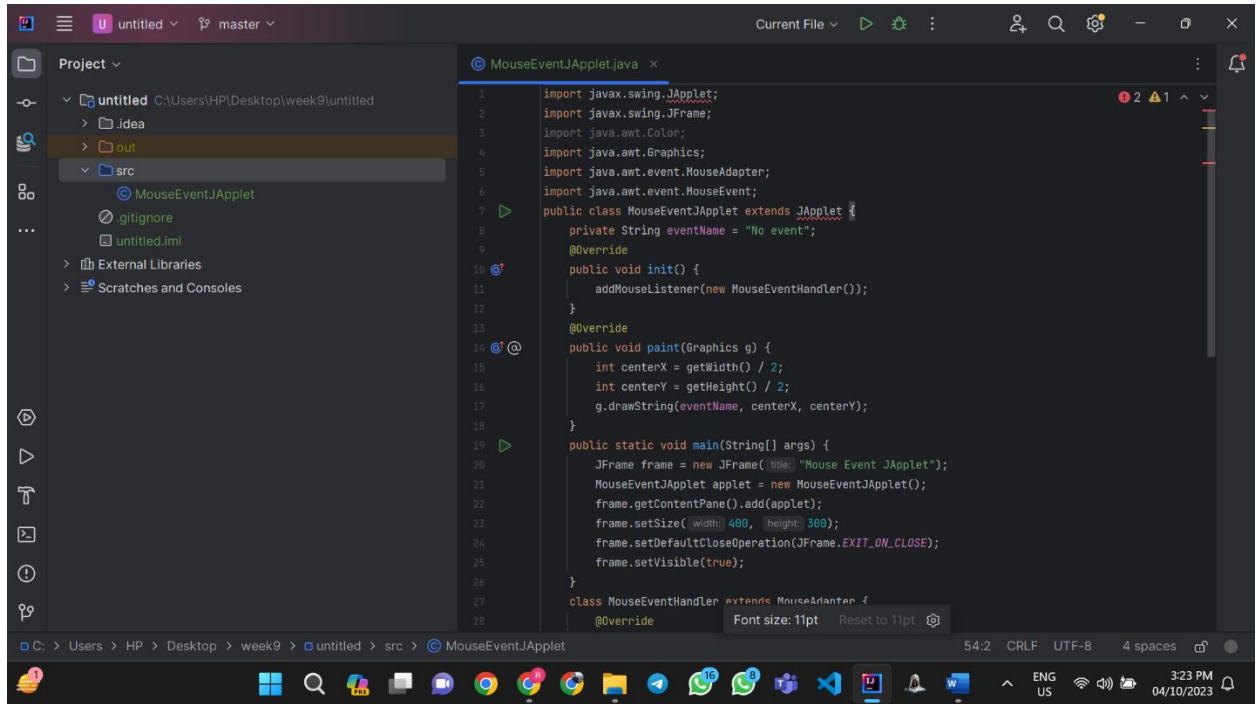

6. Write a java program to draw Oval, Rectangle, Line and fill the color in it. and display it on Applet.



7. Draw a chessboard in java applet.



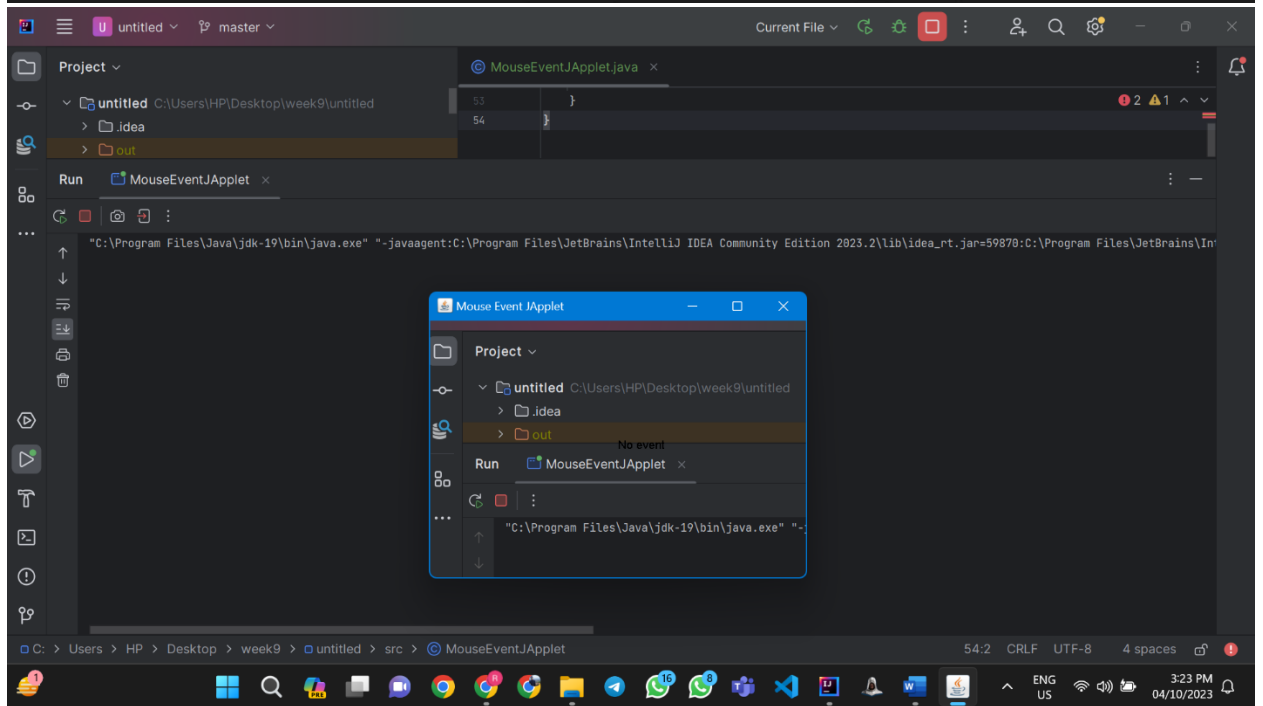
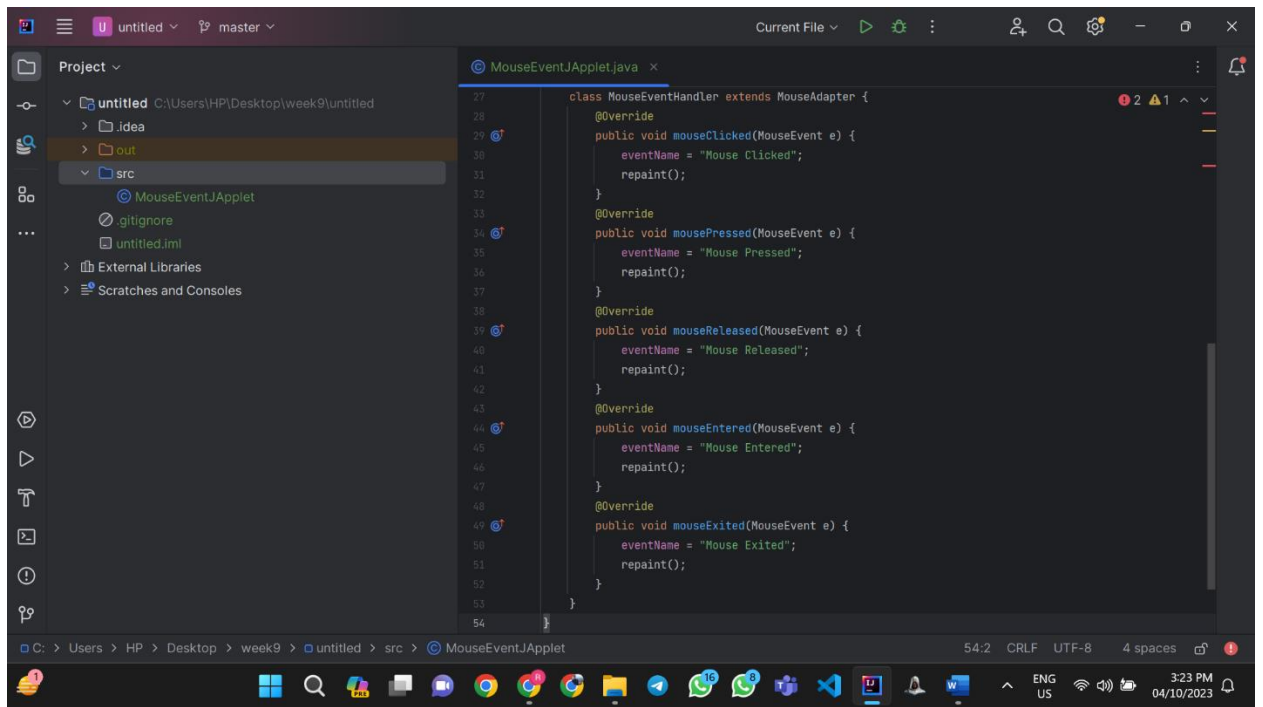
8. Write a java program that handles all mouse events and shows the event name at the center of the window when mouse event is fired (Use Adapter classes and applet).



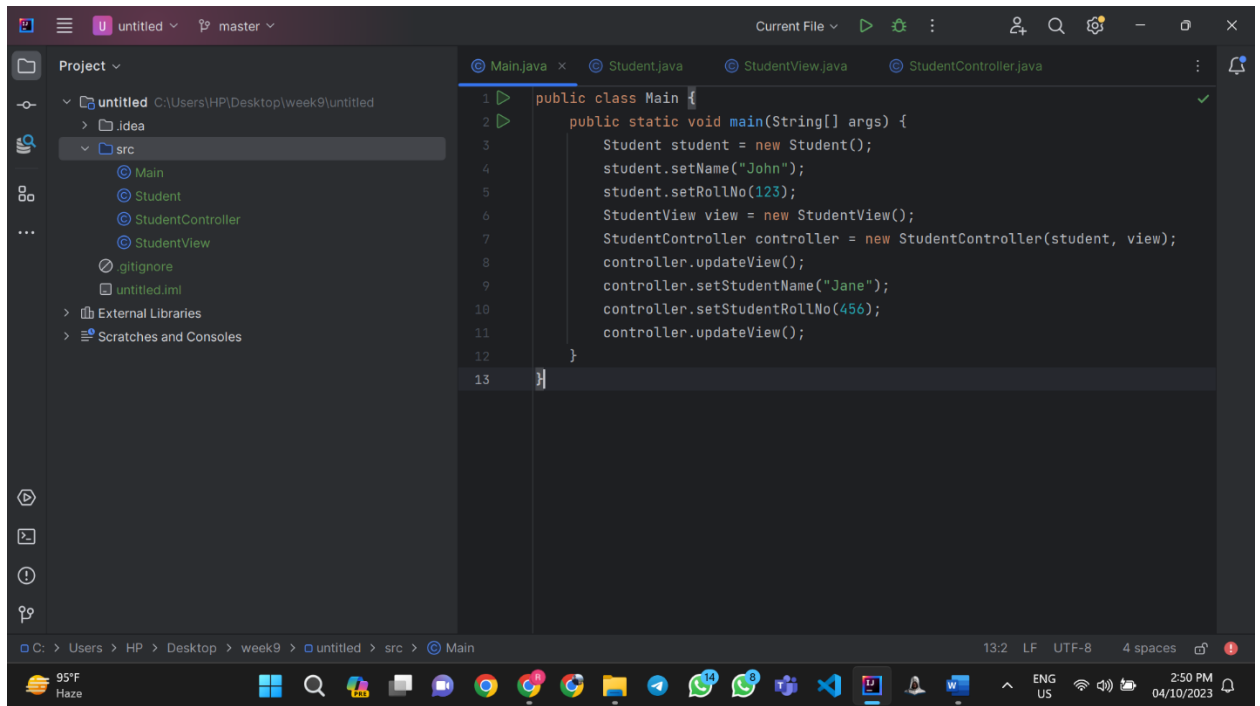
The screenshot shows an IDE with a project named 'untitled' and a source file 'MouseEventJApplet.java'. The code implements a Java Applet that displays the name of the mouse event at the center of the window. It uses the Adapter pattern with a custom 'MouseEventHandler' class that implements 'MouseListener'.

```
1 import javax.swing.JApplet;
2 import javax.swing.JFrame;
3 import java.awt.Color;
4 import java.awt.Graphics;
5 import java.awt.event.MouseAdapter;
6 import java.awt.event.MouseEvent;
7 public class MouseEventJApplet extends JApplet {
8     private String eventName = "No event";
9     @Override
10    public void init() {
11        addMouseListener(new MouseEventHandler());
12    }
13    @Override
14    public void paint(Graphics g) {
15        int centerX = getWidth() / 2;
16        int centerY = getHeight() / 2;
17        g.drawString(eventName, centerX, centerY);
18    }
19    public static void main(String[] args) {
20        JFrame frame = new JFrame("Mouse Event JApplet");
21        MouseEventJApplet applet = new MouseEventJApplet();
22        frame.getContentPane().add(applet);
23        frame.setSize(400, 300);
24        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
25        frame.setVisible(true);
26    }
27    class MouseEventHandler extends MouseAdapter {
28        @Override
```

The IDE interface includes a Project Explorer on the left showing the file structure, a central code editor, and a status bar at the bottom with file encoding (UTF-8) and line count (54:2).



9. Implement java MVC pattern application with Student object Model, StudentView and StudentController.



```
1 public class Main {
2     public static void main(String[] args) {
3         Student student = new Student();
4         student.setName("John");
5         student.setRollNo(123);
6         StudentView view = new StudentView();
7         StudentController controller = new StudentController(student, view);
8         controller.updateView();
9         controller.setStudentName("Jane");
10        controller.setStudentRollNo(456);
11        controller.updateView();
12    }
13 }
```

This screenshot shows the IntelliJ IDEA IDE with the 'Student.java' file open. The project structure on the left includes 'untitled' (C:\Users\HP\Desktop\week9\untitled) with subfolders 'idea' and 'src'. The 'src' folder contains 'Main', 'Student', 'StudentController', and 'StudentView'. The 'Student.java' file contains the following code:

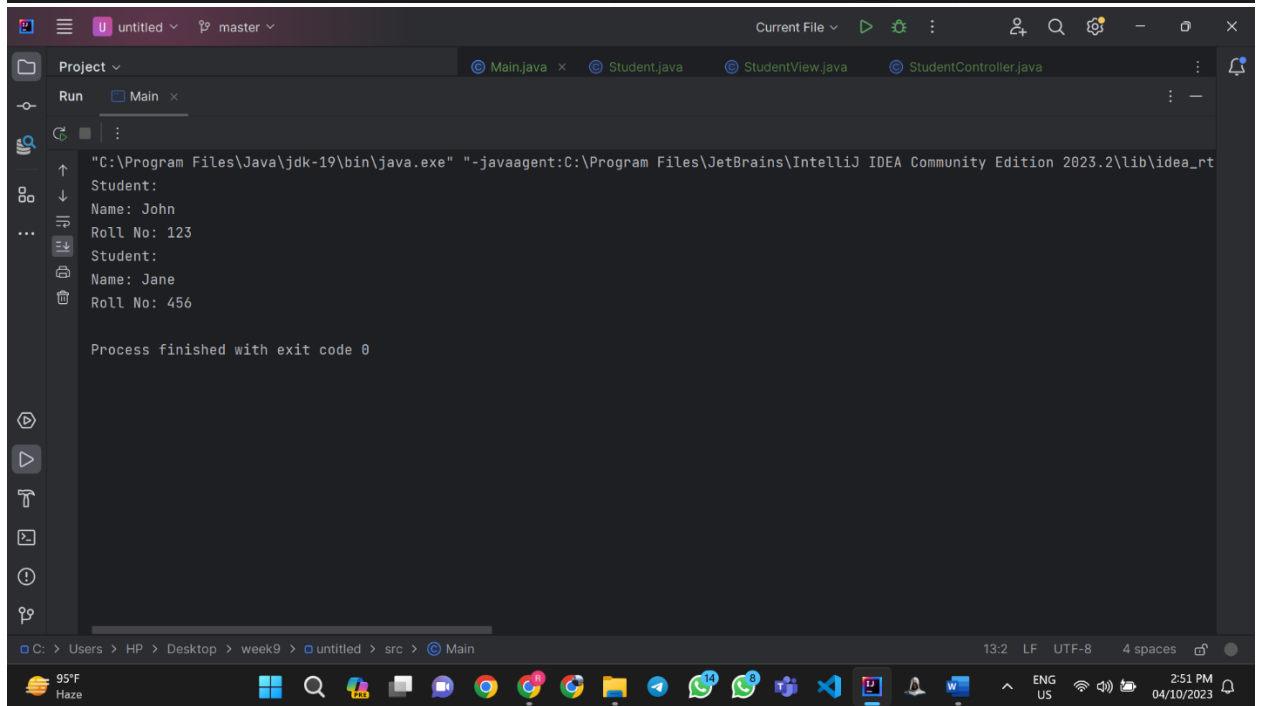
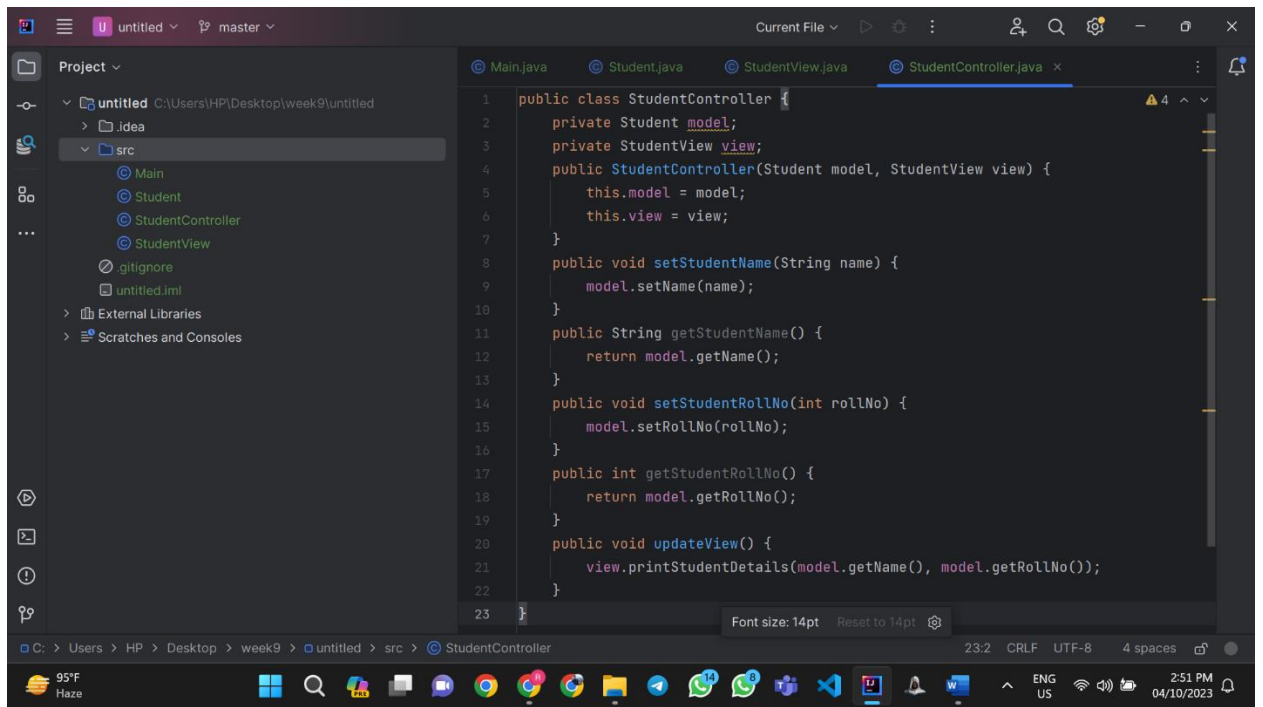
```
1 public class Student {
2     private String name;
3     private int rollNo;
4     public String getName() {
5         return name;
6     }
7     public void setName(String name) {
8         this.name = name;
9     }
10    public int getRollNo() {
11        return rollNo;
12    }
13    public void setRollNo(int rollNo) {
14        this.rollNo = rollNo;
15    }
16 }
```

The status bar at the bottom indicates the file is at 'C:\Users\HP\Desktop\week9\untitled\src\Student', with settings for 16:2, CRLF, UTF-8, and 4 spaces. The system tray shows a temperature of 95°F, weather 'Haze', and the date/time 2:50 PM on 04/10/2023.

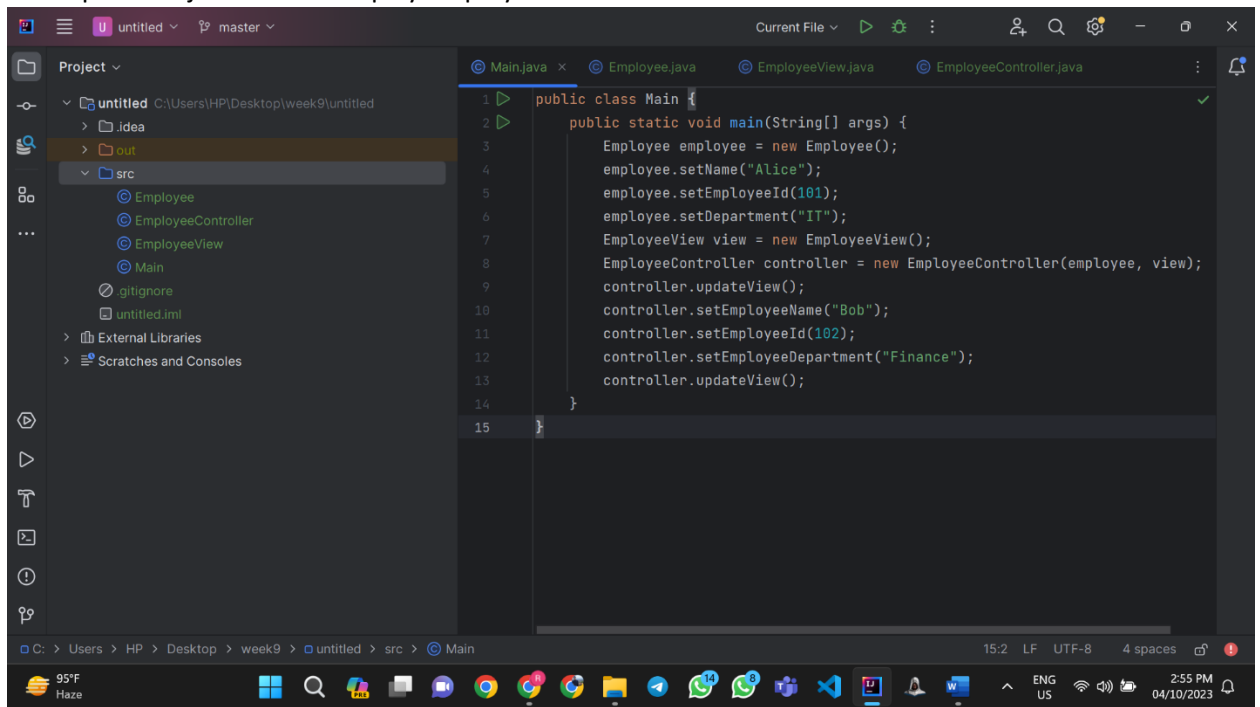
This screenshot shows the IntelliJ IDEA IDE with the 'StudentView.java' file open. The project structure on the left is the same as the previous screenshot. The 'StudentView.java' file contains the following code:

```
1 public class StudentView {
2     public void printStudentDetails(String studentName, int studentRollNo) {
3         System.out.println("Student: ");
4         System.out.println("Name: " + studentName);
5         System.out.println("Roll No: " + studentRollNo);
6     }
7 }
```

The status bar at the bottom indicates the file is at 'C:\Users\HP\Desktop\week9\untitled\src\StudentView', with settings for 7:2, CRLF, UTF-8, and 4 spaces. The system tray shows a temperature of 95°F, weather 'Haze', and the date/time 2:50 PM on 04/10/2023.



10. Implement java MVC to display Employee details.



The screenshot shows an IDE with a project named 'untitled' located at 'C:\Users\HP\Desktop\week9\untitled'. The project structure includes a 'src' directory with files: 'Employee.java', 'EmployeeController.java', 'EmployeeView.java', and 'Main.java'. The 'Main.java' file is open, showing the following code:

```
1 public class Main {  
2     public static void main(String[] args) {  
3         Employee employee = new Employee();  
4         employee.setName("Alice");  
5         employee.setEmployeeId(101);  
6         employee.setDepartment("IT");  
7         EmployeeView view = new EmployeeView();  
8         EmployeeController controller = new EmployeeController(employee, view);  
9         controller.updateView();  
10        controller.setEmployeeName("Bob");  
11        controller.setEmployeeId(102);  
12        controller.setEmployeeDepartment("Finance");  
13        controller.updateView();  
14    }  
15 }
```

The IDE interface includes a sidebar with project navigation, a top toolbar with various icons, and a bottom status bar showing the file path, encoding (UTF-8), and a Windows taskbar at the very bottom with system icons and the date/time (2:55 PM, 04/10/2023).

