# OBJECT ORIENTED PROGRAMMING LAB

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**AIM:**

Create a java program that simulates a traffic light. The program lets the users select one of three lights: red, Yellow, Green.

**PROGRAM CODE:**

| | |
|---|---|
| Newlight.java | package myproject;<br>import java.applet.*;<br>import java.awt.event.ActionListener;<br>import java.awt.*;<br>import java.io.*;<br>import java.io.FileWriter;<br>import java.util.ArrayList;<br>import java.util.Scanner;<br>import org.w3c.dom.events.EventException;<br>import java.io.BufferedReader;<br><br>public abstract class Newlight<EventAction> extends Applet implements ActionListener<br>{<br>Label l1=new Label("Select color");<br><br>Button b1=new Button("RED");<br>Button b2=new Button("YELLOW");<br>Button b3=new Button("GREEN");<br><br>public void init()<br>{<br><br>l1.setBounds(50,100,100,30);<br>b1.setBounds(200,120,120,30);<br>b1.setBackground(Color.pink);<br>b2.setBounds(200,140,120,30);<br>b2.setBackground(Color.pink);<br>b3.setBounds(200,140,120,30);<br>b3.setBackground(Color.pink);<br><br>b1.setVisible(true); |

```
        b1.setBackground(Color.pink);
        b1.setSize(400,400);
        b1.setLocation(400,400);
        b2.setVisible(true);
        b2.setBackground(Color.pink);
        b2.setSize(400,400);
        b2.setLocation(400,400);
        b3.setVisible(true);
        b3.setBackground(Color.pink);
        b3.setSize(400,400);
        b3.setLocation(400,400);
}
public void ActionPerformed()
{
        add(l1);
        add(b1);
        add(b2);
        add(b3);
        b1.addActionListener(this);
        b2.addActionListener(this);
        b3.addActionListener(this);

}
public void EventPerformed(EventAction ae)
{
        if((ae.getSource)==b1)
        {
                ae.getText(String.valueOf("true"));
        }
int a=Integer.parseInt(getText("Green"));
int b=Integer.parseInt(getText("Yellow"));
int c=Integer.parseInt(getText("Red"));
}

private String getText(String string) {
        // TODO Auto-generated method stub
        return null;
}
public void paint(Graphics g)
{
```

```
        g.drawRect(20,10,40,150);
        g.fillRect(20, 10, 40, 150);
        g.drawOval(30,40 ,20,20);
        g.setColor(Color.red);
        g.fillOval(30, 40, 20, 20);
        g.drawOval(30, 60, 20, 20);
        g.setColor(Color.green);
        g.fillOval(30, 60, 20, 20);
        g.drawOval(30, 90, 20, 20);
        g.setColor(Color.yellow);
        g.fillOval(30, 90, 20, 20);
}
public static void main(String args[])
{
        String s;
        String s1;
        ArrayList <String>= new ArrayList<String>();

        try{
                if(s1=="green")
                {
                        FileWriter fw=new FileWriter("even.txt", true);
                        fw.write(s);
                        fw.close();
                }
                else
                {
                        if(s1=="Yellow")
                        {

                                FileWriter fw=new FileWriter("odd.txt",
true);
                                fw.write(s);
                                fw.close();
                        }
                        else
                        {
                                if(s1=="Red")
                                {
```

```
                                        FileWriter fw=new
FileWriter("main.txt", true);
                                        fw.write(s);
                                        fw.close();
                                    }                   }
                }
        }
}
}
/*
<applet code="Newlight.class", width="500", height="200", border="2">
</applet>
*/
```

**OUTPUT:**