# OBJECT ORIENTED PROGRAMMING LAB EXAMINATION

**SUBMITTED BY:**
**GANGA KRISHNAN.G**
**ROLL NO:20MCA218**

**REGISTER NO: TKM20MCA-2018**

**AIM:**

create a java program that simulates a traffic light.The program lets the user select one of three lights:red,yellow,or green with radio buttons

- On selecting green button ,a file that contains the list of even numbers should be displayed on the console
- On selecting yellow button ,a file that contains the list of odd numbers should be displayed on the console
- On selecting red button ,a file that contains the list of all numbers should be displayed on the console

## PROGRAM CODE:

```
package javaprgm;
import java.applet.Applet;
import java.awt.Graphics;
import java.awt.Color;
import java.awt.Button;
//import java.awt.Label;
//import java.awt.TextField;
//import java.awt.event.ActionEvent;
//import java.awt.Event.*;
//import java.io.*;
import java.io.File;
//import java.io.FilenameFilter;
/*<applet code="Trafficsimulator.class" width=500,height=700></applet>*/

public class Trafficsimulator extends Applet
{
/*implements ActionListener{
        Button b1,b2,b3;
         Label l1;
         TextField t1;
        public void init()
        {   t1=new TextField();
                l1=new Label("CONTENT");
                l1.setBounds(320,470,50,50);
                t1.setBounds(320,520,70,30);
                b1=new Button("RED");
                b2=new Button("YELLOW");
                b3=new Button("GREEN");
                b1.setBounds(320,150,50,30);
                b2.setBounds(320,260,50,30);
                b3.setBounds(320,370,50,50);
                add(b1);
                add(b2);
                add(b3);*/
                /*b1.addActionListener(this);
                b2.addActionListener(this);
                b3.addActionListener(this);
                setLayout(null);*/
```

```
/*}
public void actionPerformed(ActionEvent e)
{
String str;
str=e.addActionComponent();

}*/

public void paint(Graphics g)
{
        //if(e.getSour)
        Button b1,b2,b3;
        b1=new Button("RED");
        b2=new Button("YELLOW");
        b3=new Button("GREEN");
        b1.setBounds(320,180,50,30);
        b2.setBounds(320,290,50,30);
        b3.setBounds(320,400,50,50);
        add(b1);
        add(b2);
        add(b3);
g.setColor(Color.black);
g.drawOval(210, 150, 100, 100);
g.setColor(Color.red);
g.fillOval(210, 150, 100, 100);
g.setColor(Color.black);
g.drawString("STOP", 250, 200);
g.drawString("All numbers : 1 2 3 4 5 6 7 8 9 10",400,180);

g.setColor(Color.black);
g.drawOval(210, 260, 100, 100);
g.setColor(Color.yellow);
g.fillOval(210, 260, 100, 100);
g.setColor(Color.black);
g.drawString("READY", 250, 300);
g.drawString("Odd numbers : 1 3 5 7 9",400,280);

g.setColor(Color.black);
g.drawOval(210, 370, 100, 100);
g.setColor(Color.green);
g.fillOval(210, 370, 100, 100);
g.setColor(Color.black);
g.drawString("GO",250 , 420);
g.drawString(" Even numbers : 2 4 6 8 10", 400, 400);


}
public static void main(String[] args)
{
        File f1=new File("c://users/admin/desktop/files/odd.txt");
        File f2=new File("c://users/admin/desktop/files/even.txt");
        File f3=new File("c://users/admin/desktop/files/both.txt");
```

```
            String[] filelist1=f1.list();
            String[] filelist2=f2.list();
            String[] filelist3=f3.list();
            for(String i : filelist1)
                  System.out.println(i);
            for(String j : filelist2)
                  System.out.println(j);
            for(String k : filelist3)
                  System.out.println(k);
      }

}
```

# OUTPUT