20MCA132 OBJECT ORIENTED PROGRAMMING LAB

ASSIGNMENT
CO5 CLASS

SUBMITTED BY

VIVIN V. ABRAHAM
R MCA-2020-S2
ROLL NO : 42

SUBMITTED TO ,

SHELLY MISS

Course Outcome5 (CO5)

1.Create an app interface using applet

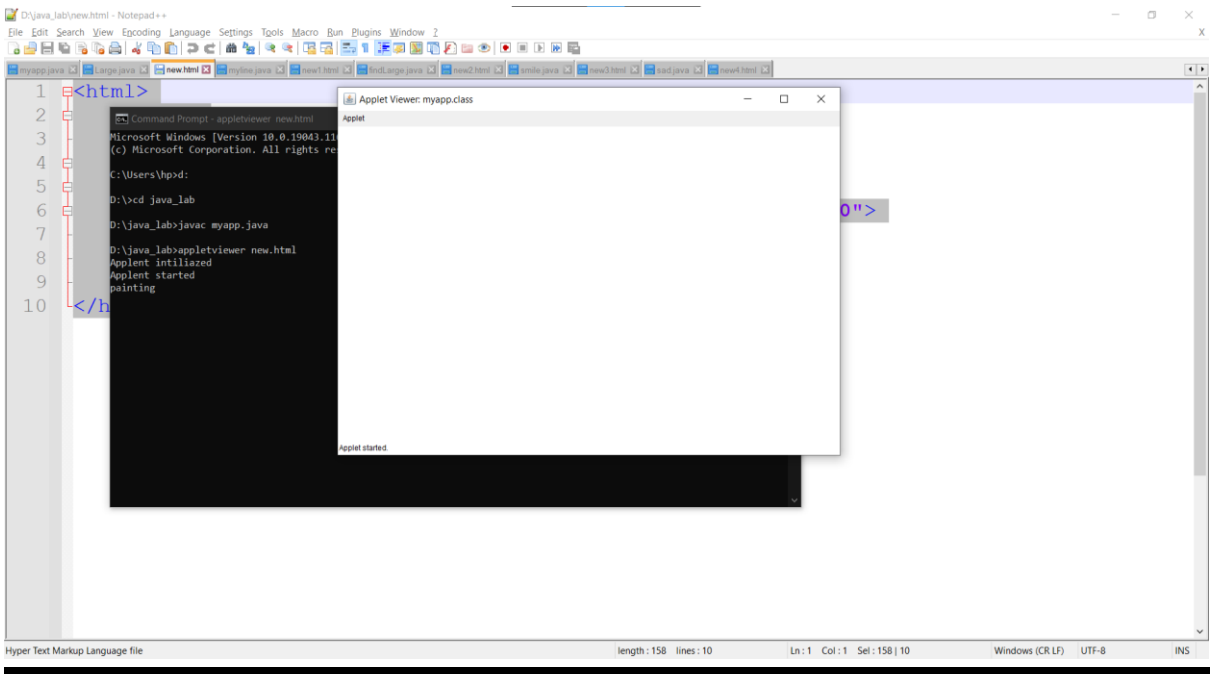
PROGRAM

```
import java.awt.*;
import java.applet.*;
public class myapp extends Applet
{
	public void init()
	{
		System.out.println("Applent intiliazed");
	}
	public void start()
	{
		System.out.println("Applent started");
	}
	public void stop()
	{
		System.out.println("Applent execution stop");
	}
	public void paint(Graphics g)
	{
		System.out.println("painting");
	}
	public void destroy()
	{
		System.out.println("Applent destroyed");
	}
}
```

Html

```
<html>
	<head>
	</head>
	<body>
		<div align="center">
			<applet code="myapp.class" height="500" width="800">
			</applet>
		</div>
	</body>
</html>
```

OUTPUT



2. Draw line using applet interface

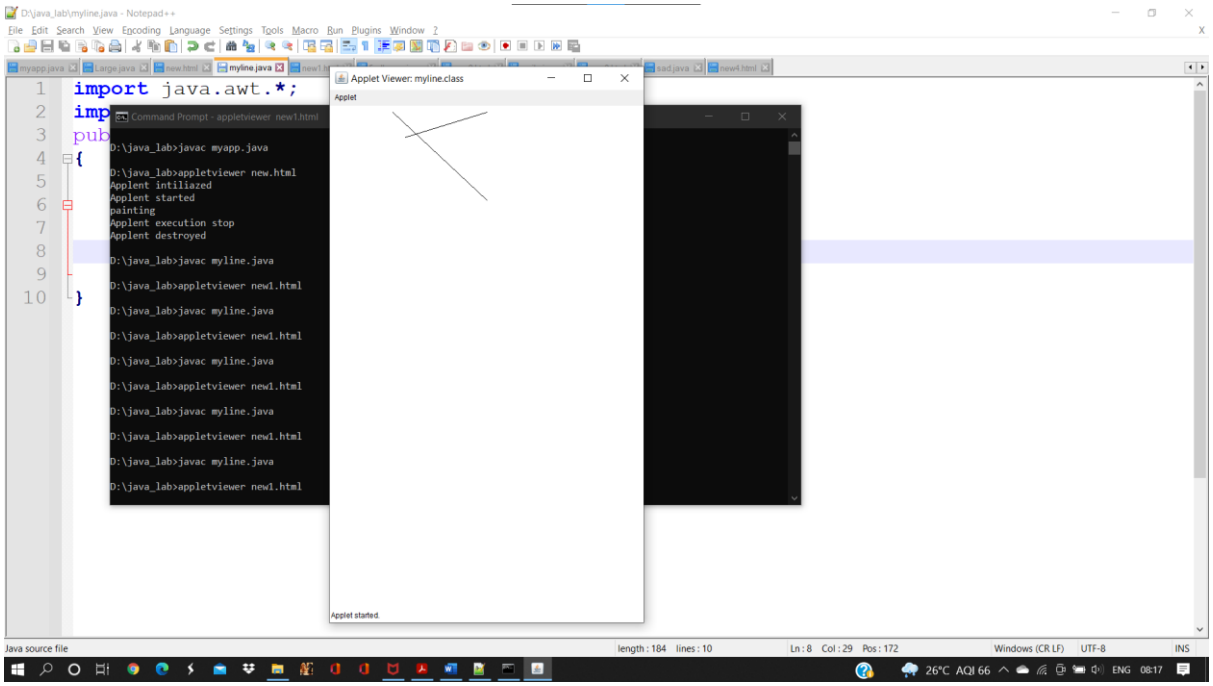
PROGRAM

```
import java.awt.*;
import java.applet.*;
public class myline extends Applet
{
	public void paint(Graphics g)
	{
		g.drawLine(100,10,250,150);
		g.drawLine(100,10,150,10);
	}
}
```

Html

```
<html>
	<head>
	</head>
	<body>
		<div align="center">
			<applet code="myline.class" height="500" width="800">
			</applet>
		</div>
	</body>
</html>
```

OUTPUT



3. Program to find maximum of three numbers using AWT.

PROGRAM

```
import java.awt.*;
import java.applet.*;
import java.awt.event.*;
public class findLarge extends Applet implements ActionListener
{
        TextField t1,t2,t3,t4;
        Button b1;
        public void init()
        {
                t1=new TextField(15);
                t1.setBounds(100,25,50,20);
                t2=new TextField(15);
                t2.setBounds(100,25,50,20);
                t3=new TextField(5);
                t3.setBounds(100,25,50,20);
                t4=new TextField("ANS");
```

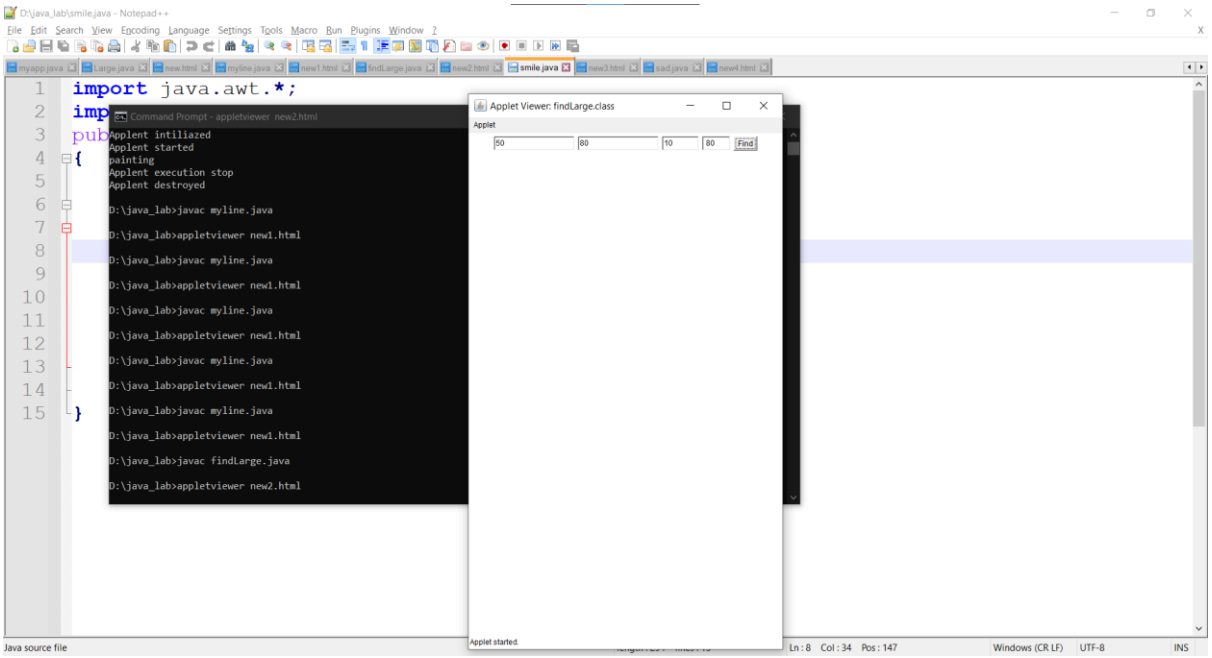
```
		t4.setBounds(175,50,50,20);
		b1=new Button("Find");
		b1.setBounds(175,60,50,40);
		add(t1);
		add(t2);
		add(t3);
		add(t4);
		add(b1);
		b1.addActionListener(this);
	}
	public void actionPerformed(ActionEvent  e)
	{
		int i,j,k;
		i=Integer.parseInt(t1.getText());
		j=Integer.parseInt(t2.getText());
		k=Integer.parseInt(t3.getText());
		if(i<j && k<j)
				t4.setText(" "+j);
		else if(i<k)
				t4.setText(" "+k);
		else
			t4.setText(" "+i);
	}
}
```

Html

```
<html>
	<head>
	</head>
	<body>
		<div align="center">
```

```
                <applet code="findLarge.class" height="500" width="800">
                </applet>
            </div>
        </body>
</html>
```

OUTPUT



4. Program to create a smiling face.

PROGRAM

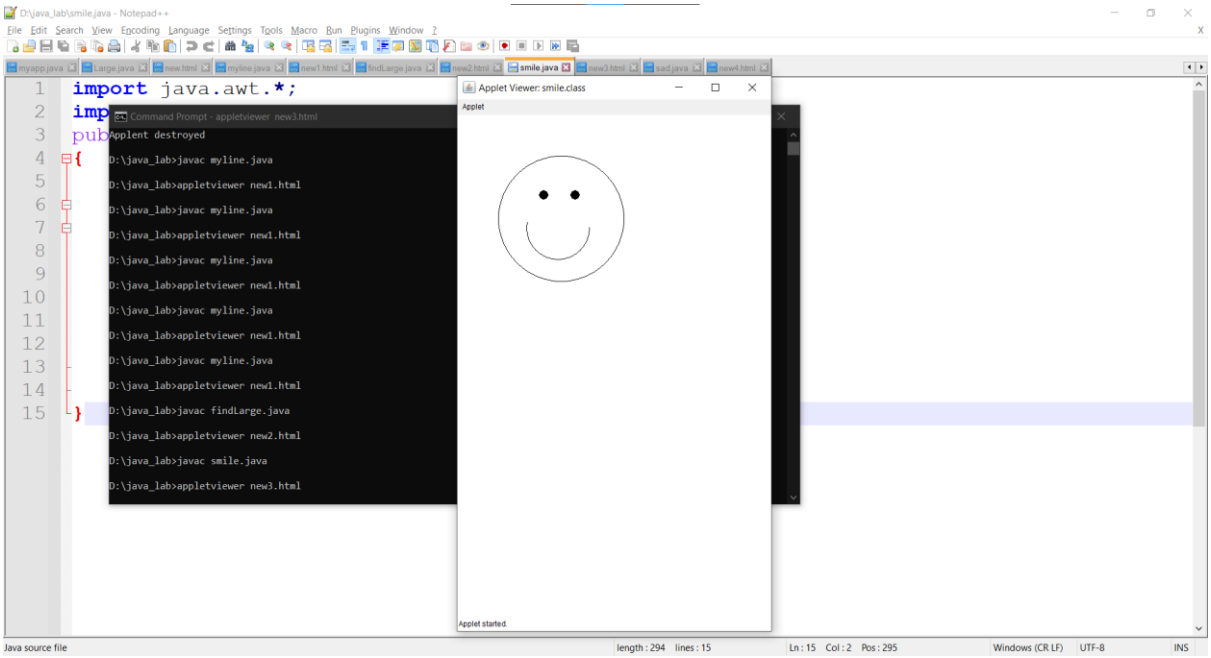
```
import java.awt.*;
import java.applet.*;
public class smile extends Applet
{
        public void paint(Graphics g)
        {
                {
```

```
                g.drawOval(65,65,200,200);
                g.setColor(Color.BLACK);
                g.fillOval(130,120,15,15);
                g.fillOval(180,120,15,15);
                g.drawArc(110,130,100,100,170,190);
            }
        }
}
```

Html

```
<html>
    <head>
    </head>
    <body>
        <div align="center">
            <applet code="smile.class" height="500" width="800">
            </applet>
        </div>
    </body>
</html>
```

OUTPUT



4. Program to create a sad face.

PROGRAM

```
import java.awt.*;
import java.applet.*;
public class sad extends Applet
{
	public void paint(Graphics g)
	{
		{
			g.drawOval(65,65,200,200);
			g.setColor(Color.BLACK);
			g.fillOval(130,120,15,15);
			g.fillOval(180,120,15,15);
			g.drawArc(110,180,100,100,60,70);
		}
	}
}
```

Html

```
<html>
	<head>
	</head>
	<body>
		<div align="center">
			<applet code="sad.class" height="500" width="800">
			</applet>
		</div>
	</body>
</html>
```

OUTPUT