

JAVA PROGRAMMING LABORATORY MANUAL

PROGRAM 1

/* Write a Java Program to define a class, describe its constructor, overload the Constructors and instantiate its object */

```
import java.lang.*;

class student
{
    String name;
    int regno;
    int marks1,marks2,marks3;
    // null constructor
    student()
    {
        name="raju";
        regno=12345;
        marks1=56;
        marks2=47;
        marks3=78;
    }
    // parameterized constructor
    student(String n,int r,int m1,int m2,int m3)
    {
        name=n;
        regno=r;
        marks1=m1;
        marks2=m2;
        marks3=m3;
    }
    // copy constructor
    student(student s)
    {
        name=s.name;
        regno=s.regno;
        marks1=s.marks1;
        marks2=s.marks2;
        marks3=s.marks3;
    }
    void display()
    {
        System.out.println(name + "\t" +regno+ "\t" +marks1+ "\t" +marks2+ "\t" + marks3);
    }
}

class studentdemo
{
    public static void main(String arg[])
    {
        student s1=new student();
    }
}
```

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```
student s2=new student("john",34266,58,96,84);
student s3=new student(s1);
s1.display();
s2.display();
s3.display();
}
```

*****OUTPUT*****

c:\jdk1.6.0_26\bin>javac studentdemo.java

c:\jdk1.6.0_26\bin>java studentdemo

raju	12345	56	47	78
john	34266	58	96	84
raju	12345	56	47	78

PROGRAM 2

/* Write a Java Program to define a class, define instance methods for setting and Retrieving values of instance variables and instantiate its object.*/

```
import java.lang.*;

class emp
{
    String name;
    int id;
    String address;
    void getdata(String name,int id,String address)
    {
        this.name=name;
        this.id=id;
        this.address=address;
    }
    void putdata()
    {
        System.out.println("Employee details are :");
        System.out.println("Name :" +name);
        System.out.println("ID  :" +id);
        System.out.println("Address :" +address);
    }
}

class empdemo
{
    public static void main(String arg[])
    {
        emp e=new emp();
        e.getdata("smith",76859,"gulbarga");
        e.putdata();
    }
}
```

*****OUTPUT*****

c:\jdk1.6.0_26\bin>javac empdemo.java

c:\jdk1.6.0_26\bin>java empdemo

Employee details are :
Name :smith
ID :76859
Address :Gulbarga

PROGRAM 3

/* Write a Java Program to define a class, define instance methods and overload them and use them for dynamic method invocation.*/

```
import java.lang.*;

class add
{
    void display(int a,int b)
    {
        int c=a+b;
        System.out.println("The sum of " + a + " & " + b + " is " + c);
    }

    void display(double a,double b)
    { double c=a+b;
      System.out.println("The sum of " + a + " & " + b + " is " + c);
    }
}

class add_demo
{
    public static void main(String arg[])
    {
        add obj=new add();
        obj.display(10,20);
        obj.display(10.2,20.2);
    }
}
```

*****OUTPUT*****

c:\jdk1.6.0_26\bin>javac add_demo.java

c:\jdk1.6.0_26\bin>java add_demo

The sum of 10 & 20 is 30

The sum of 10.2 & 20.2 is 30.4

PROGRAM 4

/* Write a Java Program to demonstrate use of sub class */

```
import java.lang.*;
class parent
{
    int m;
    void get_m(int m)
    {
        this.m=m;
    }
    void display_m()
    {
        System.out.println("This is from parent : m = " +m);
    }
}
class child extends parent
{
    int n;
    void get_n(int n)
    {
        this.n=n;
    }
    void display_n()
    {
        System.out.println("This is from child : n = " +n);
    }
}

class childdemo
{
    public static void main(String arg[])
    {
        child c=new child();
        c.get_m(10);
        c.get_n(20);
        c.display_m();
        c.display_n();
    }
}
```

*****OUTPUT*****

C:\jdk1.6.0_26\bin>javac childdemo.java

C:\jdk1.6.0_26\bin>java childdemo

This is from parent : m = 10

This is from child : n = 20

PROGRAM 5

/* Write a Java Program to demonstrate use of nested class.*/

```
import java.lang.*;
class outer
{
    int m=10;
    class inner
    {
        int n=20;
        void display()
        {
            System.out.println("m = "+m);
            System.out.println("n = "+n);
        }
    }
}

class nesteddemo
{
    public static void main(String arg[])
    {
        outer outobj=new outer();
        outer.inner inobj=outobj.new inner();
        inobj.display();
    }
}
```

*****OUTPUT*****

C:\jdk1.6.0_26\bin>javac nesteddemo.java

C:\jdk1.6.0_26\bin>java nesteddemo

m = 10
n = 20

PROGRAM 6

/* Write a Java Program to implement array of objects. */

```
import java.lang.*;

public class EmployeeTest
{
    public static void main(String[] args)
    {
        Employee[] staff = new Employee[3];
        staff[0] = new Employee("Harry Hacker", 3500);
        staff[1] = new Employee("Carl Cracker", 7500);
        staff[2] = new Employee("Tony Tester", 3800);
        for (int i = 0; i < 3; i++)
            staff[i].print();
    }
}

class Employee
{
    private String name;
    private double salary;
    public Employee(String n, double s)
    {
        name = n;
        salary = s;
    }
    public void print()
    {
        System.out.println(name + " " + salary);
    }
}
```

*****OUTPUT*****

C:\jdk1.6.0_26\bin>javac EmployeeTest.java

C:\jdk1.6.0_26\bin>java EmployeeTest

Harry Hacker 3500.0

Carl Cracker 7500.0

Tony Tester 3800.0

PROGRAM 7 (A)

Write a Java program to practice using String class and its methods.

```
import java.lang.String;
class stringdemo
{
    public static void main(String arg[])
    {
        String s1=new String("gpt gulbarga");
        String s2="GPT GULBARGA";
        System.out.println(" The string s1 is : " +s1);
        System.out.println(" The string s1 is : " +s2);
        System.out.println(" Length of the string s1 is : " +s1.length());
        System.out.println(" The first accurence of r is at the position : " +s1.indexOf('r'));
        System.out.println(" The String in Upper Case : " +s1.toUpperCase());
        System.out.println(" The String in Lower Case : " +s1.toLowerCase());
        System.out.println(" s1 equals to s2 : " +s1.equals(s2));
        System.out.println(" s1 equals ignore case to s2 : " +s1.equalsIgnoreCase(s2));
        int result=s1.compareTo(s2);
        System.out.println("After compareTo()");
        if(result==0)
            System.out.println( s1 + " is equal to "+s2);
        else if(result>0)
            System.out.println( s1 + " is greather than to "+s2);
        else
            System.out.println( s1 + " is smaller than to "+s2);
        System.out.println(" Character at an index of 6 is : " +s1.charAt(6));
        String s3=s1.substring(4,12);
        System.out.println(" Extracted substring is :"+s3);
        System.out.println(" After Replacing g with a in s1 : " + s1.replace('g','a'));
        String s4=" This is a book ";
        System.out.println(" The string s4 is :"+s4);
        System.out.println(" After trim() :"+s4.trim());
    }
}
```

*****OUTPUT*****

```
c:\jdk1.6.0_26\bin>javac stringdemo.java
```

```
c:\jdk1.6.0_26\bin>java stringdemo
```

```
The string s1 is : gpt gulbarga
The string s1 is : GPT GULBARGA
Length of the string s1 is : 12
The first accurence of r is at the position : 9
The String in Upper Case : GPT GULBARGA
```

The String in Lower Case : gpt gulbarga
s1 equals to s2 : false
s1 equals ignore case to s2 : true
After compareTo()
gpt gulbarga is greather than to GPT GULBARGA
Character at an index of 6 is :l
Extracted substring is :gulbarga
After Replacing g with a in s1 : apt aulbaraa
The string s4 is : This is a book
After trim() :This is a book

PROGRAM 7 (B)

Write a Java program to practice using String Buffer class and its methods.

```
import java.lang.String;
class stringbufferdemo
{
    public static void main(String arg[])
    {
        StringBuffer sb=new StringBuffer("This is my college");
        System.out.println("This string sb is : " +sb);
        System.out.println("The length of the string sb is : " +sb.length());
        System.out.println("The capacity of the string sb is : " +sb.capacity());
        System.out.println("The character at an index of 6 is : " +sb.charAt(6));
        sb.setCharAt(3,'x');
        System.out.println("After setting char x at position 3 : " +sb);
        System.out.println("After appending : " +sb.append(" in gulbarga "));
        System.out.println("After inserting : " +sb.insert(19,"gpt "));
        System.out.println("After deleting : " +sb.delete(19,22));
    }
}
```

*****OUTPUT*****

c:\jdk1.6.0_26\bin>javac stringbufferdemo.java

c:\jdk1.6.0_26\bin>java stringbufferdemo

```
This string sb is : This is my college
The length of the string sb is : 18
The capacity of the string sb is : 34
The character at an index of 6 is : s
After setting char x at position 3 : Thix is my college
After appending : Thix is my college in gulbarga
After inserting : Thix is my college gpt in gulbarga
After deleting : Thix is my college  in gulbarga
```

PROGRAM 8

Write a Java Program to implement Vector class and its methods.

```
import java.lang.*;
import java.util.Vector;
import java.util.Enumeration;
class vectordemo
{
public static void main(String arg[])
{
    Vector v=new Vector();
    v.addElement("one");
    v.addElement("two");
    v.addElement("three");
    v.insertElementAt("zero",0);
    v.insertElementAt("oops",3);
    v.insertElementAt("four",5);
    System.out.println("Vector Size :"+v.size());
    System.out.println("Vector apacity :"+v.capacity());
    System.out.println(" The elements of a vector are :");
    Enumeration e=v.elements();
    while(e.hasMoreElements())
    System.out.println(e.nextElement() + " ");
    System.out.println();
    System.out.println("The first element is : " +v.firstElement());
    System.out.println("The last element is : " +v.lastElement());
    System.out.println("The object oops is found at position : "+v.indexOf("oops"));
    v.removeElement("oops");
    v.removeElementAt(1);
    System.out.println("After removing 2 elements ");
    System.out.println("Vector Size :"+v.size());
    System.out.println("The elements of vector are :");
    for(int i=0;i<v.size();i++)
    System.out.println(v.elementAt(i)+" ");
}
}
```

*****OUTPUT*****

C:\jdk1.6.0_26\bin>javac vectordemo.java

C:\jdk1.6.0_26\bin>java vectordemo

Vector Size :6

Vector apacity :10

The elements of a vector are :

zero

one

two

oops

three
four

The first element is : zero
The last element is : four
The object oops is found at position : 3
After removing 2 elements
Vector Size :4
The elements of vector are :
zero
two
three
four

PROGRAM 9

Write a Java Program to implement Wrapper classes and their methods.

```
import java.io.*;
class wrapperdemo
{
    public static void main(String args[])
    {
        Float P=new Float(0);
        Float I=new Float(0);
        int y=0;
        try
        {
            DataInputStream ds=new DataInputStream(System.in);
            System.out.println("ENTER THE PRINCIPAL AMOUNT");
            System.out.flush();
            String sp=ds.readLine();
            P=Float.valueOf(sp);
            System.out.println("ENTER THE INTEREST RATE");
            System.out.flush();
            String SI=ds.readLine();
            I=Float.valueOf(SI);
            System.out.println("ENTER THE NUMBER OF YEARS");
            System.out.flush();
            String sy=ds.readLine();
            y=Integer.parseInt(sy);
        }
        catch(Exception e)
        {
            System.out.println("INPUT OUTPUT ERROR");
            System.exit(1);
        }
        float value=loan(P.floatValue(),I.floatValue(),y);

        System.out.println("FINAL VALUE IS:"+value);
    }
    static float loan(float P,float I,int y)
    {
        int year=1;
        float sum=P;
        while(year<=y)
        {
            sum=sum+(P*I)/100;
            year++;
        }
        return sum;
    }
}
```

*****OUTPUT*****

C:\jdk1.6.0_26\bin>javac wrapperdemo.java

Note: wrapperdemo.java uses or overrides a deprecated API.

Note: Recompile with -Xlint:deprecation for details.

C:\jdk1.6.0_26\bin>java wrapperdemo

ENTER THE PRINCIPAL AMOUNT

1000

ENTER THE INTEREST RATE

2

ENTER THE NUMBER OF YEARS

1

FINAL VALUE IS:1020.0

E:\jdk1.6.0_26\bin>java wrapperdemo

ENTER THE PRINCIPAL AMOUNT

1000

ENTER THE INTEREST RATE

2

ENTER THE NUMBER OF YEARS

2

FINAL VALUE IS:1040.0

PROGRAM 10

Write a Java Program to implement inheritance and demonstrate use of method overriding.

```
import java.lang.*;
class A
{
    void display()
    {
        System.out.println("This is from class A ");
    }
}
class B extends A
{
    void display()
    {
        System.out.println("This is from class B ");
    }
}

class AB
{
    public static void main(String arg[])
    {
        B obj=new B();
        obj.display();
    }
}
```

*****OUTPUT*****

C:\jdk1.6.0_26\bin>javac AB.java

C:\jdk1.6.0_26\bin>java AB

This is from class B

PROGRAM 11

/* Write a Java Program to implement multilevel inheritance by applying various access controls to its data members and methods. */

```
import java.io.DataInputStream;
class Student
{
    private int rollno;
    private String name;
    DataInputStream dis=new DataInputStream(System.in);
    public void getrollno()
    {
        try
        {
            System.out.println("Enter rollno ");
            rollno=Integer.parseInt(dis.readLine());
            System.out.println("Enter name ");
            name=dis.readLine();

        }
        catch(Exception e){ }
    }
    void putrollno()
    {
        System.out.println("Roll No =" +rollno);
        System.out.println("Name =" +name);
    }
}

class Marks extends Student
{
    protected int m1,m2,m3;
    void getmarks()
    {
        try
        {
            System.out.println("Enter marks :");
            m1=Integer.parseInt(dis.readLine());
            m2=Integer.parseInt(dis.readLine());
            m3=Integer.parseInt(dis.readLine());
        }
        catch(Exception e) { }
    }
    void putmarks()
    {
        System.out.println("m1=" +m1);
        System.out.println("m2=" +m2);
        System.out.println("m3=" +m3);
    }
}
```

```
}

class Result extends Marks
{
    private float total;
    void compute_display()
    {
        total=m1+m2+m3;
        System.out.println("Total marks :" +total);
    }
}
class MultilevelDemo
{
    public static void main(String arg[])
    {
        Result r=new Result();
        r.getrollno();
        r.getmarks();
        r.putrollno();
        r.putmarks();
        r.compute_display();
    }
}
```

*****OUTPUT*****

C:\jdk1.6.0_26\bin>javac MultilevelDemo.java

Note: MultilevelDemo.java uses or overrides a deprecated API.

Note: Recompile with -Xlint:deprecation for details.

C:\jdk1.6.0_26\bin>java MultilevelDemo

Enter rollno

12345

Enter name

Avinash

Enter marks :

54

78

46

Roll No =12345

Name =Avinash

m1=54

m2=78

m3=46

Total marks :178.0

PROGRAM 12 (A)

Write a program to demonstrate use of implementing interfaces.

```
import java.lang.*;
interface Area
{
    final static float pi=3.14F;
    float compute(float x,float y);
}
class rectangle implements Area
{
    public float compute(float x,float y)
    {
        return(pi*x*y);
    }
}
class circle implements Area
{
    public float compute(float x,float x)
    {
        return(pi*x*x);
    }
}
class interfacedemo
{
    public static void main(String a[])
    {
        rectangle rect=new rectangle();
        circle cir=new circle();
        Area A;
        A=rect;
        System.out.println("Area of rectangle="+A.compute(10,20));
        A=cir;
        System.out.println("Area of circle="+A.compute(30,0));
    }
}
```

*****OUTPUT*****

C:\jdk1.6.0_26\bin>javac interfacedemo.java

C:\jdk1.6.0_26\bin>java interfacedemo

Area of rectangle=628.0

Area of circle=2,827.43

PROGRAM 12 (B)

Write a program to demonstrate use of extending interfaces.

```
import java.lang.*;
interface Area
{
    final static float pi=3.14F;
    double compute(double x,double y);
}

interface display extends Area
{
    void display_result(double result);
}

class rectangle implements display
{
    public double compute(double x,double y)
    {
        return(pi*x*y);
    }
    public void display_result(double result)
    {
        System.out.println("The Area is :" +result);
    }
}

class InterfaceExtendsDemo
{
    public static void main(String a[])
    {
        rectangle rect=new rectangle();
        double result=rect.compute(10.2,12.3);
        rect.display_result(result);
    }
}
```

*****OUTPUT*****

C:\jdk1.6.0_26\bin>javac InterfaceExtendsDemo.java

C:\jdk1.6.0_26\bin>java InterfaceExtendsDemo

The Area is : 393.9444131612778

PROGRAM 13

Write a Java program to implement the concept of importing classes from user defined package and creating packages.

/*Source code of package p1 under the directory C:\jdk1.6.0_26\bin>p1\edit Student.java */

```
package p1;
public class Student
{
    int regno;
    String name;

    public void getdata(int r,String s)
    {
        regno=r;
        name=s;
    }
    public void putdata()
    {
        System.out.println("regno = " +regno);
        System.out.println("name = " + name);
    }
}
```

/* Source code of the main function under C:\jdk1.6.0_26\bin>edit StudentTest.java */

```
import p1.*;

class StudentTest
{
    public static void main(String arg[])
    {
        student s=new student();
        s.getdata(123,"xyz");
        s.putdata();
    }
}
```

*****OUTPUT*****

C:\jdk1.6.0_26\bin>javac p1\Student.java

C:\jdk1.6.0_26\bin>javac StudentTest.java

C:\jdk1.6.0_26\bin>java StudentTest
regno = 123
name = xyz

PROGRAM 14 (A)

Write a program to implement the concept of threading by extending Thread Class

```
import java.lang.Thread;

class A extends Thread
{
    public void run()
    {
        System.out.println("thread A is started:");
        for(int i=1;i<=5;i++)
        {
            System.out.println("\t from thread A:i="+i);
        }
        System.out.println("exit from thread A:");
    }
}

class B extends Thread
{
    public void run()
    {
        System.out.println("thread B is started:");
        for(int j=1;j<=5;j++)
        {
            System.out.println("\t from thread B:j="+j);
        }
        System.out.println("exit from thread B:");
    }
}

class C extends Thread
{
    public void run()
    {
        System.out.println("thread C is started:");
        for(int k=1;k<=5;k++)
        {
            System.out.println("\t from thread C:k="+k);
        }
        System.out.println("exit from thread C:");
    }
}

class Threadtest
{
    public static void main(String arg[])
    {
        new A().start();
        new B().start();
    }
}
```

```
        new C().start();  
    }  
}
```

*****OUTPUT*****

thread A is started:

thread B is started:

thread C is started:

from thread A:i=1

from thread B:j=1

from thread C:k=1

from thread A:i=2

from thread B:j=2

from thread C:k=2

from thread A:i=3

from thread B:j=3

from thread C:k=3

from thread A:i=4

from thread B:j=4

from thread C:k=4

from thread A:i=5

from thread B:j=5

from thread C:k=5

exit from thread A:

exit from thread B:

exit from thread C:

PROGRAM 14 (B)

Write a program to implement the concept of threading by implementing Runnable Interface

```
import java.lang.Runnable;
```

```
class X implements Runnable
```

```
{
    public void run()
    {
        for(int i=1;i<10;i++)
        {
            System.out.println("\t Thread X:"+i);
        }
        System.out.println("End of Thread X");
    }
}
```

```
class Runnabletest
```

```
{
    public static void main(String arg[])
    {
        X R=new X();
        Thread T=new Thread(R);
        T.start();
    }
}
```

*****OUTPUT*****

```
Thread X:1
Thread X:2
Thread X:3
Thread X:4
Thread X:5
Thread X:6
Thread X:7
Thread X:8
Thread X:9
End of Thread X
```


PROGRAM 15 (A)

Write a program to implement the concept of Exception Handling using predefined exception.

```
import java.lang.*;

class Exception_handle
{
    public static void main(String argv[])
    {
        int a=10,b=5,c=5,x,y;
        try
        {
            x=a/(b-c);
        }
        catch(ArithmeticException e)
        {
            System.out.println("DIVISION BY ZERO");
        }
        y=a/(b+c);
        System.out.println("y="+y);
    }
}
```

*****OUTPUT*****

```
DIVISION BY ZERO
y=1
```

PROGRAM 15 (B)

Write a program to implement the concept of Exception Handling by creating user defined exceptions.

```
import java.lang.Exception;
import java.lang.*;
import java.lang.Exception;
import java.io.DataInputStream;

class MyException extends Exception
{
    MyException(String message)
    {
        super(message);
    }
}

class userdef
{
    public static void main(String a[])
    {
        int age;
        DataInputStream ds=new DataInputStream(System.in);
        try
        {
            System.out.println("Enter the age (above 15 abd below 25) :");
            age=Integer.parseInt(ds.readLine());
            if(age<15 || age> 25)
            {
                throw new MyException("Number not in range");
            }
            System.out.println(" the number is :" +age);
        }

        catch(MyException e)
        {
            System.out.println("Caught MyException");
            System.out.println(e.getMessage());
        }
        catch(Exception e){ System.out.println(e); }
    }
}
```

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*****OUTPUT 1*****

```
c:\jdk1.6.0_26\bin>java userdef
```

```
Enter the age (above 15 abd below 25) :
```

```
6
```

```
Caught MyException
```

```
Number not in range
```

*****OUTPUT 2*****

```
c:\jdk1.6.0_26\bin>java userdef
```

```
Enter the age (above 15 abd below 25) :
```

```
20
```

```
the number is :20
```

PROGRAM 16 (A)

Write a program using Applet to display a message in the Applet.

```
import java.applet.*;
import java.awt.Graphics;

/* <applet code="Appletdemo.class" width=300 height=300> </applet> */

public class Appletdemo extends Applet
{
    public void paint(Graphics g)
    {
        String msg="HELLO!, Welcome to my applet ";
        g.drawString(msg,80,150);
    }
}
```

*****OUTPUT*****

C:\jdk1.6.0_26\bin>javac Appletdemo.java

C:\jdk1.6.0_26\bin>appletviewer Appletdemo.java



PROGRAM 16 (B)

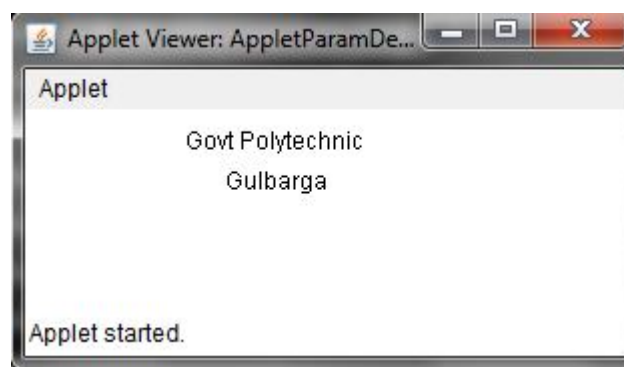
```
/*Write a program using Applet For configuring Applets by passing parameters.*/  
import java.applet.*;  
import java.awt.Graphics;  
  
/* <applet code="AppletParamDemo.class" width=300 height=100>  
<param name=place value="Gulbarga"> <param name=college value="Govt Polytechnic">  
</applet> */
```

```
public class AppletParamDemo extends Applet  
{  
    String p,c;  
    public void init()  
    {  
        p=getParameter("place");  
        c=getParameter("college");  
    }  
    public void paint(Graphics g)  
    {  
        g.drawString(c,80,20);  
        g.drawString(p,100,40);  
    }  
}
```

*****OUTPUT*****

C:\jdk1.6.0_26\bin>javac AppletParamDemo.java

C:\jdk1.6.0_26\bin>appletviewer AppletParamDemo.java



PROGRAM 17 (A)

Write a Java Program to demonstrate Keyboard event

```
import java.applet.*;
import java.awt.event.*;
import java.awt.*;

/* <applet code="KeyEvents.class" width=300 height=200> </applet> */

public class KeyEvents extends Applet implements KeyListener
{
    String msg = " ";
    int x=10,y=20;
    public void init()
    {
        addKeyListener(this);
        requestFocus();
    }

    public void keyPressed(KeyEvent k)
    {
        showStatus("key down");
    }

    public void keyReleased(KeyEvent k)
    {
        showStatus("key up");
    }

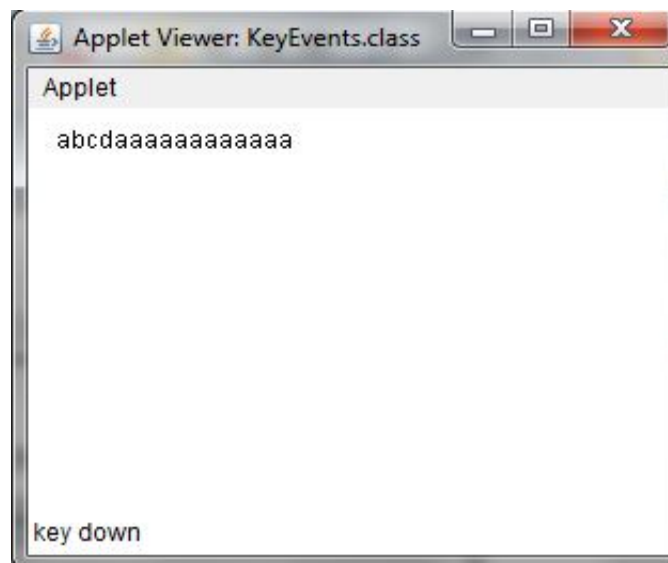
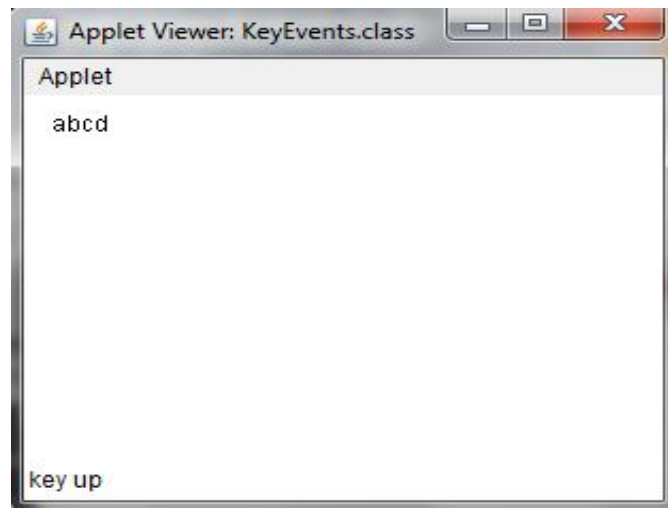
    public void keyTyped(KeyEvent k)
    {
        msg +=k.getKeyChar();
        repaint();
    }

    public void paint(Graphics g)
    {
        g.drawString(msg,x,y);
    }
}
```

*****OUTPUT*****

C:\jdk1.6.0_26\bin>javac Keyevents.java

C:\jdk1.6.0_26\bin>appletviewer Keyevents.java



PROGRAM 17 (B)

Write a Java Program to demonstrate Mouse events

```
import java.applet.*;
import java.awt.event.*;
import java.awt.*;

/* <applet code="MouseEvents.class" width=300 height=200> </applet> */

public class MouseEvents extends Applet implements MouseListener, MouseMotionListener
{
    String msg = " ";
    int x=0,y=0;
    public void init()
    {
        addMouseListener(this);
        addMouseMotionListener(this);
    }

    public void mouseClicked(MouseEvent m)
    {
        x=10;
        y=10;
        msg = "mouse clicked";
        repaint();
    }

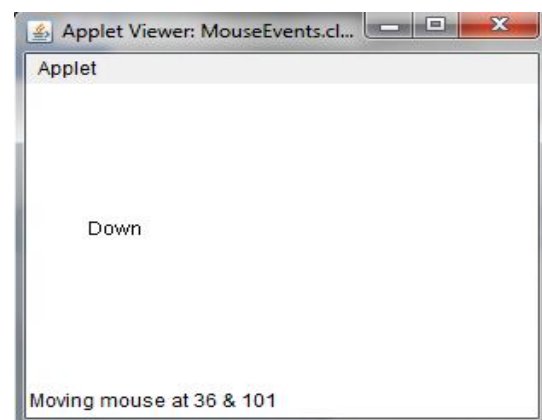
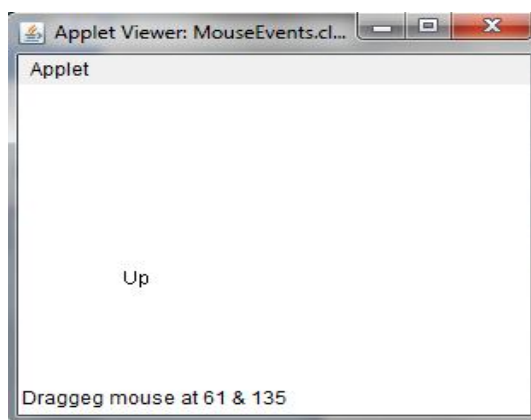
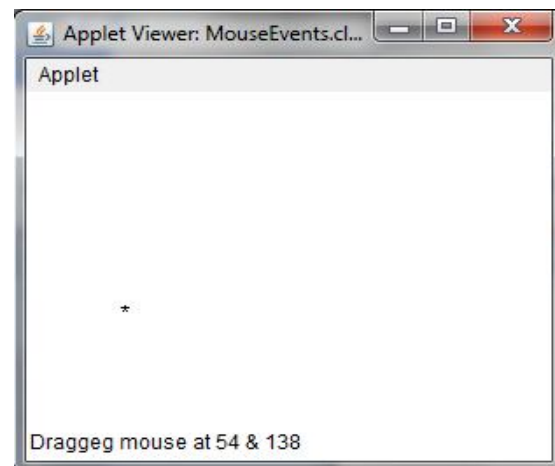
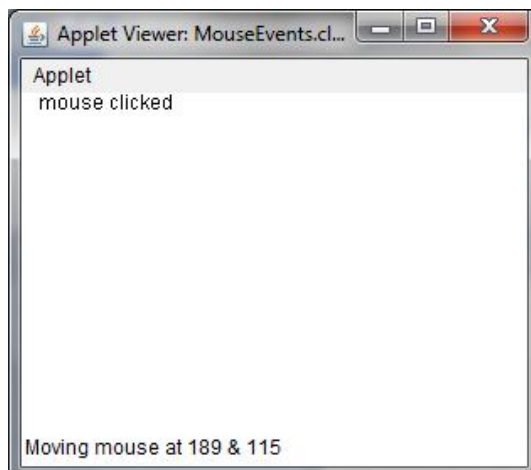
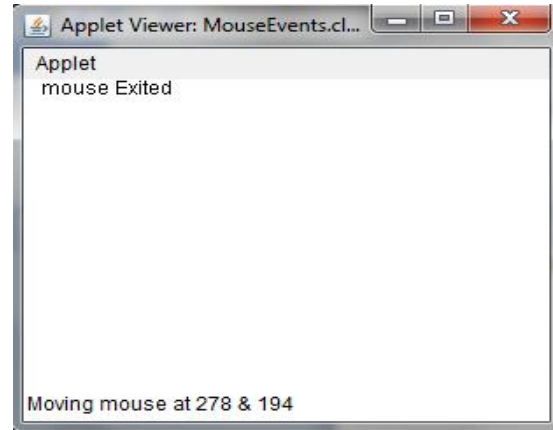
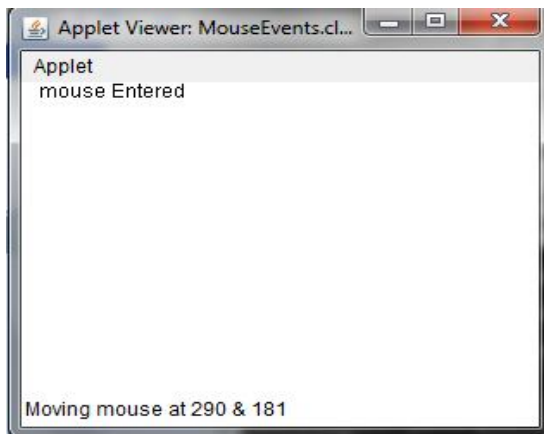
    public void mouseEntered(MouseEvent m)
    {
        x=10;
        y=10;
        msg = "mouse Entered";
        repaint();
    }

    public void mouseExited(MouseEvent m)
    {
        x=10;
        y=10;
        msg = "mouse Exited";
        repaint();
    }

    public void mousePressed(MouseEvent m)
    {
        x=m.getX();
        y=m.getY();
        msg = "Down";
        repaint();
    }
}
```



```
    }  
    public void mouseReleased(MouseEvent m)  
    {  
        x=m.getX();  
        y=m.getY();  
        msg ="Up";  
        repaint();  
    }  
  
    public void mouseDragged(MouseEvent m)  
    {  
        x=m.getX();  
        y=m.getY();  
        msg ="*";  
        showStatus("Dragged mouse at " +x+ " & "+y);  
        repaint();  
    }  
    public void mouseMoved(MouseEvent m)  
    {  
        showStatus("Moving mouse at " +m.getX()+ " & "+m.getY());  
    }  
    public void paint(Graphics g)  
    {  
        g.drawString(msg,x,y);  
    }  
}
```

OUTPUT

PROGRAM 18

Write programs for using Graphics class

- to display basic shapes and fill them
- draw different items using basic shapes
- set background and foreground colors.

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

```
/* <applet code="Shapes.class" width=800 height=800> </applet>*/
```

```
public class Shapes extends Applet
{
    public void paint(Graphics g)
    {
        setForeground(Color.red);
        setBackground(Color.blue);
        //drawing squares
        g.drawLine(10,10,100,10);
        g.drawLine(10,10,10,10);
        g.drawLine(10,100,100,100);
        g.drawLine(100,100,100,10);
        // Drawing triangle
        g.drawLine(10,120,100,120);
        g.drawLine(10,120,50,200);
        g.drawLine(50,200,100,120);
        //drawing Rectangle
        g.drawRect(120,10,220,120);
        g.fillRect(120,120,220,120);
        //drawing ellipse and circle
        g.drawOval(10,220,100,220);
        g.setColor(Color.yellow);
        g.fillOval(120,250,250,250);
        //draw a filled arc
        g.fillArc(350,50,400,100,0,90);
        //draw a polygon
        int x[]={400,500,400,500};
        int y[]={240,240,340,340};
        g.drawPolygon(x,y,4);
    }
}
```

OUTPUT