Practical Assignment

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Main() without String arguments

[P-001]

Code->

```
public class NoArguments
{
    public static void main()
    {
        // Here no string argument is provided
        // The program will compile but give out main not found
        // error during run time
        System.out.println("This line will never see the light of the day.");
    }
}
```

Output->

\$java NoArguments

Error: Main method not found in class NoArguments, please define the main method as: public static void main(String[] args)

or a JavaFX application class must extend javafx.application.Application

Run/Compile time Exception

[P-002]

[P-002a] Run time Exception

Code->

```
public class RunTimeExp
{
    public static void main(String[] args)
    {
        int a = 6, b = 0;
        try
        {
            int c = a / b;
            System.out.println("Value of c is " + c);
        }
        catch(ArithmeticException e)
        {
            if (b == 0)
            {
                  System.out.println("If you try to divide a number by zero your math teacher will be upset.");
        }
        }
    }
}
```

Output->

\$java RunTimeExp

If you try to divide a number by zero your math teacher will be upset.

[P-002b] Compile time Exception

Code->

```
import java.io.FileInputStream;
import java.io.FileNotFoundException;

public class CompileTimeExp
{
    public static void main(String[] args)
    {
        try
        {
            File file = new File("A_file_that_doesnt_exist");
            FileInputStream stream = new FileInputStream(file);
        }
        catch(FileNotFoundException e)
        {
            System.out.println("As long as the file doesn't exist compiler is going to be upset.");
        }
    }
}
```

Output->

\$java CompileTimeExp

As long as the file doesn't exist compiler is going to be upset.

Arithmetic Exception

[P-003]

Code->

```
import java.math.BigDecimal;

public class ArithmeticExp
{
    public static void main(String[] args)
    {
        BigDecimal num1 = new BigDecimal(1);
        BigDecimal num2 = new BigDecimal(3);
        try
        {
            num1 = num1.divide(num2);
        }
        catch(ArithmeticException e)
        {
                System.out.println(e);
        }
    }
}
```

Output->

\$java ArithmeticExp java.lang.ArithmeticException: Non-terminating decimal expansion; no exact representable decimal result.

Try, Catch and Finally!

[P-004]

Code->

```
import java.lang.ArithmeticException;
import java.lang.ArrayIndexOutOfBoundsException;

public class tryCF
{
    public static void main(String[] args)
    {
        boolean iAmStupid = true;
        try
        {
            if(iAmStupid) throw new ArithmeticException("Useless Exception 1");
            if(iAmStupid) throw new ArrayIndexOutOfBoundsException("Useless Exception 2");
        }
        catch(ArithmeticException e)
        {
                System.out.println(e);
        }
        catch(ArrayIndexOutOfBoundsException e)
        {
                System.out.println(e);
        }
        finally
        {
                System.out.println("Whatever you do this will always get's to show off.");
        }
    }
}
```

```
$java.lang.ArithmeticException: Useless Exception 1
Whatever you do this will always get's to show off.
```

Handling Arithmetic Exceptions

[P-005]

Code->

```
public class HandlingArithmeticException
{
   public static void main(String[] args)
   {
      int a = 0, b = 2;
      int c = 0;
      try
      {
           c = b / a;
      }
      catch(ArithmeticException e)
      {
           System.out.println("An exception is occured but handled.");
           System.out.println("Please take care of the value of variable c.");
           System.out.println("Value of c: " + c);
           System.out.println(e);
      }
}
```

Output->

\$ java HandlingArithmeticException An exception is occured but handled. Please take care of the value of variable c. Value of c: 0 java.lang.ArithmeticException: / by zero

Handling ArrayIndexOutOfBound!

[P-006]

Code->

```
public class HandlingArrayIndexOutOfBoundsException
{
   public static void main(String[] args)
   {
      int[] arr = new int[5];
      int num = 4;
      int index = -1;
      try
      {
            arr[index] = num;
      }
      catch(ArrayIndexOutOfBoundsException e)
      {
            System.out.println("Illegal location of array has been tried to access.");
            System.out.println("Please have the value of index between 0 and 5.");
            System.out.println("Current value of index: " + index);
            System.out.println(e);
        }
    }
}
```

Output->

\$ java HandlingArrayIndexOutOfBoundsException Illegal location of array has been tried to access. Please have the value of index between 0 and 5. Current value of index: -1 java.lang.ArrayIndexOutOfBoundsException: -1

Multiple error with single Catch

[P-007]

Code->

```
public class MultipleExp
{
    public static void main(String[] args)
    {
        boolean iLikeFunCode = true;
        try
        {
            if (iLikeFunCode) throw new ArrayIndexOutOfBoundsException("Nothing nothing");
            if (iLikeFunCode) throw new ArithmeticException("Really nothing");
        }
        catch(ArrayIndexOutOfBoundsException | ArithmeticException ex)
        {
                System.out.println(ex);
        }
        }
    }
}
```

Output->

\$ java MultipleExp java.lang.ArrayIndexOutOfBoundsException: Nothing nothing

Use of throws

[P-008]

Code->

```
1 public class Throws
2 {
3
    public static void main(String[] args) throws ArithmeticException
4
       int a = 0, b = 2;
5
       int c = 0;
6
       try
7
8
9
         c = b / a;
10
        catch(ArithmeticException e)
11
12
          System.out.println(e);
13
14
        System.out.println("C: " + c);
15
16
17 }
```

```
$ java Throws java.lang.ArithmeticException: / by zero C: 0
```

User Defined Exception

[P-009]

Code->

```
class Age
    private int age;
    public void setAge(int num) throws InvalidAgeException
      if (num < 18) throw new InvalidAgeException("Not yet, Your time has not come yet!");
      else if (num < 0) throw new InvalidAgeException("You gotta be joking right? Your age is
negetive?");
      num = age;
   public int getAge()
     return age;
 class InvalidAgeException extends Exception
   InvalidAgeException(String s)
      super(s);
public class AgeTestDrive
   public static void main(String[] args)
      Age age = new Age();
     try
        age.setAge(5);
      catch(InvalidAgeException e)
        System.out.println(e);
```

Output->

\$ java AgeTestDrive InvalidAgeException: Not yet, Your time has not come yet!

Printing Main Thread

[P-010]

Code->

```
public class MainThread extends Thread
{
    public static void main(String[] args)
    {
        Thread t = new Thread();
        t = Thread.currentThread();
        System.out.println("Current Thread: " + t.getName());
        System.out.println("The " + t.getName() + " thread has a priority of value " + t.getPriority());
    }
}
```

Output->

\$ java MainThread Current Thread: main The main thread has a priority of value 5

User Defined Thread

[P-011]

Code->

```
class MyThread implements Runnable
{
    public void run()
    {
        System.out.println("Running an user defined thread.");
    }
}

public class UserThread
{
    public static void main(String[] args)
    {
        Runnable aThread = new MyThread();
        Thread newThread = new Thread(aThread);
        newThread.start();
    }
}
```

Output->

\$ java UserThread Running an user defined thread.

Creating Thread using extend

[P-012]

Code->

```
class ExtendThread extends Thread
{
    public void run()
    {
        System.out.println("Creating a thread extending the thread class.");
    }
}
public class ExtendThreadTestDrive
{
    public static void main(String[] args)
    {
        ExtendThread thread = new ExtendThread();
        thread.start();
        try
        {
             thread.join();
        }
        catch(InterruptedException e)
        {
             System.out.println(e);
        }
        System.out.println("Successfully closed thread " + thread.getName() + ". With priority " + thread.getPriority());
     }
}
```

Output->

\$ java ExtendThreadTestDrive Creating a thread extending the thread class. Successfully closed thread Thread-0. With priority 5

Creating Thread using Implement

[P-013]

Code->

```
class Super
  public void uselessMessage()
     System.out.println("A useless message has been printed on screen.");
class Base extends Super implements Runnable
  public void moreuselessMessage()
    System.out.println("This is yet another useless message!");
  public void run()
    uselessMessage();
    moreuselessMessage();
}
public class ImplementThreadTestDrive
  public static void main(String[] args)
    Runnable test = new Base();
    Thread newThread = new Thread(test);
    newThread.start();
}
```

Output->

\$ java ImplementThreadTestDrive A useless message has been printed on screen. This is yet another useless message!

MultiThreading using Extend

[P-014]

Code->

```
class uselessThread extends Thread
{
    public void run()
    {
        System.out.println(this.getName() + " is running!");
    }
}

public class MultiThreadExtend
{
    public static void main(String[] args)
    {
        final int MAX = 10;
        for (int i = 0; i < MAX; i++)
        {
            uselessThread thread = new uselessThread();
            thread.start();
        }
    }
}</pre>
```

```
$ java MultiThreadExtend
Thread-2 is running!
Thread-1 is running!
Thread-0 is running!
Thread-3 is running!
Thread-4 is running!
Thread-5 is running!
Thread-6 is running!
Thread-7 is running!
Thread-8 is running!
```

MultiThreading using Implement

[P-015]

Code->

```
class uselessThread implements Runnable
{
    public void run()
    {
        System.out.println("A Thread is running!");
    }
}

public class MultiThreadImplement
{
    public static void main(String[] args)
    {
        final int MAX = 10;
        for (int i = 0; i < MAX; i++)
        {
            Runnable reference = new uselessThread();
            Thread thread = new Thread(reference);
            thread.start();
            System.out.println("Thread name is " + thread.getName());
        }
    }
}</pre>
```

Output->

\$ java MultiThreadImplement

Thread name is Thread-0

A Thread is running!

A Thread is running!

Thread name is Thread-1

Thread name is Thread-2

A Thread is running!

Thread name is Thread-3

A Thread is running!

Thread name is Thread-4

A Thread is running!

Thread name is Thread-5

A Thread is running!

Thread name is Thread-6

A Thread is running!

Thread name is Thread-7

A Thread is running!

Thread name is Thread-8

A Thread is running!

Thread name is Thread-9

A Thread is running!

getName() and setName()

[P-016]

Code->

```
class myThread extends Thread
{
    public void run()
    {
        System.out.println("Running a thread named " + this.getName());
    }
}

public class GetSetName
{
    public static void main(String[] args)
    {
        final int max = 5;
        for (int i = 0; i < max; i++)
        {
            myThread newThread = new myThread();
            newThread.setName("Thread#" + i);
            newThread.start();
        }
    }
}</pre>
```

Output->

\$ java GetSetName Running a thread named Thread#0 Running a thread named Thread#2 Running a thread named Thread#1 Running a thread named Thread#4 Running a thread named Thread#4

getPriority() and setPriority()

[P-017]

Code->

```
class myThread extends Thread
  public boolean valid;
  public void run() {System.out.println(this.getName() + " is running.");}
public class GetSetPriority
  public static void main(String[] args)
    final int max = 5;
    final int maxPriority = 10;
    myThread[] threads = new myThread[max];
    for (int i = 0; i < max; i++)
       int rand = (int) (Math.random() * maxPriority) + 1;
       threads[i] = new myThread();
       threads[i].setPriority(rand);
       threads[i].valid = true;
    }
    for (int i = 0; i < max; i++)
       System.out.println(threads[i].getName() + " has a priority of " + threads[i].getPriority());
       threads[i].start();
```

Output->

\$ java GetSetPriority

Thread-0 has a priority of 5

Thread-1 has a priority of 8

Thread-0 is running.

Thread-2 has a priority of 10

Thread-1 is running.

Thread-3 has a priority of 1

Thread-2 is running.

Thread-4 has a priority of 1

Thread-4 is running.

Thread-3 is running.

Applet goodmorning

[P-018]

Applet:color fore/back ground

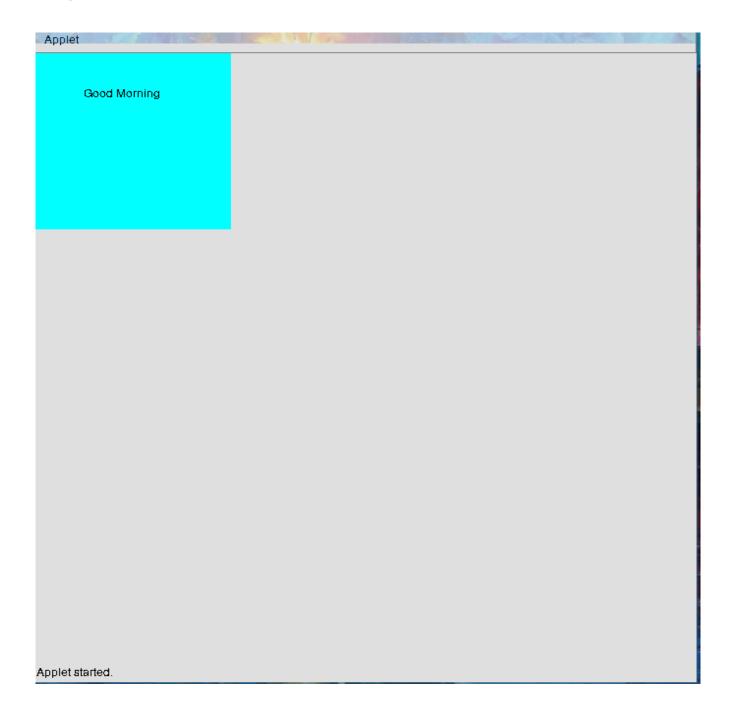
[P-019]

Code->

```
import java.applet.Applet;
import java.awt.Color;
import java.awt.Graphics;

public class SetBackColor extends Applet {
    public void init()
    {
        setBackground(Color.cyan);
        setForeground(Color.red);
    }
    public void paint(Graphics g)
    {
        g.drawString("Good Morning", 50, 50);
    }
}

/*
    * <applet code="SetBackColor" width=200 height=200>
        * </applet>
        * */
```

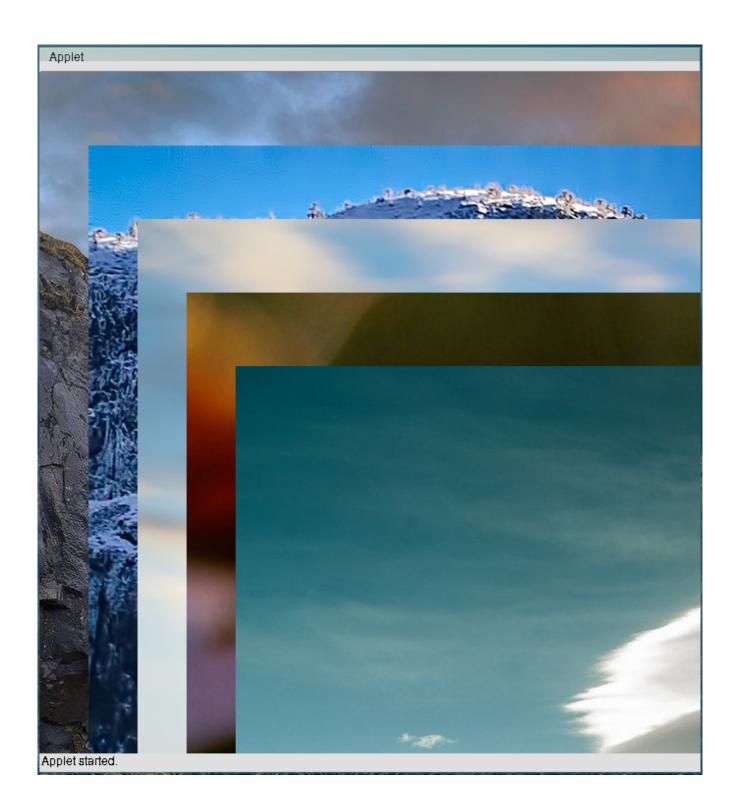


Multiple Images in Applet

[P-020]

Code->

```
import java.awt.*;
import java.applet.*;
public class DisplayImage extends Applet
  Image[] picture = new Image[5];
  public void init()
    for (int i = 0; i < 5; i++)
       picture[i] = getImage(getDocumentBase(), "000" + (i+1) + ".jpg");
  public void paint(Graphics g)
    int x = 0, y = 0;
    for (int i = 0; i < 5; i++)
       g.drawImage(picture[i], x, y, this);
       x += 50;
       y += 75;
}
* <applet code="DisplayImage" width=800 height=600>
* </applet>
* */
```

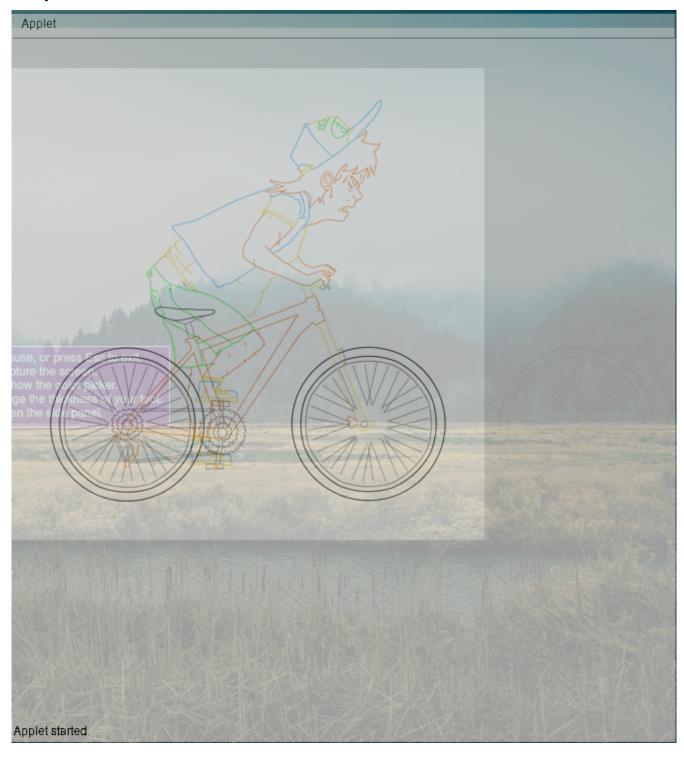


Moving an Image in Applet

[P-021]

Code->

```
import java.awt.*;
import java.applet.*;
public class MovingImage extends Applet
  Image picture;
  public void init()
    picture = getImage(getDocumentBase(), "bike.gif");
  public void paint(Graphics g)
    for(int i = 0; i < 500; i++)
       g.drawImage(picture, i, 30, this);
    try
       Thread.sleep(100);
    catch(Exception e) {}
}
* <applet code="MovingImage" width=800 height=600>
* </applet>
* */
```



Drawing Primitive Objects Applet

[P-022]

Code->

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

public class Shapes extends Applet
{
    public void paint(Graphics g)
    {
        g.drawString("Different Shapes", 15, 15);
        g.drawLine(10, 20, 50, 60);
        g.drawRect(10, 70, 40, 40);
        g.setColor(Color.RED);
        g.fillOval(60, 20, 30, 90);
        g.fillArc(60, 135, 80, 40, 180, 180);
        g.fillRoundRect(20, 120, 60, 30, 5, 5);
    }
}
/* <applet code="Shapes" width=200 height=200>
    * </applet>
    */
```

