

DBMS Practical

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1 Core Java Programs

1.1 Program for method overloading

Example demonstrating method overloading in *java*

1.1.1 Code

```
package com.server;

public class Main {

    public static int add(int a, int b) {
        return a + b;
    }

    public static double add(double a, double b) {
        return a + b;
    }

    public static double add(String a, String b) {
        return Double.parseDouble(a) + Double.parseDouble(b);
    }

    public static void main(String ...args) {
        System.out.println("int add: " + add(5, 4));
        System.out.println("double add: " + add(5.4, 4.5));
        System.out.println("string add(numeric): " + add("4.5", "5.4"));
    }
}
```

1.1.2 Output

```
$ java com.server.Main
int add: 9
double add: 9.9
string add(numeric): 9.9
```

1.2 Program for Method overriding

Example demonstrating method overriding in *java*

1.2.1 Code

```
package com.server;

abstract class DBZ {
    private String name;
    DBZ(String name) {
        this.name = name;
        System.out.println(this.name + " called");
    }
    abstract void signature_move();
}
```

```

class Beerus extends DBZ {
    // God of Destruction
    Beerus(String name) {
        super(name);
    }
    @Override
    void signature_move() {
        System.out.println("Famous move: Sphere of Destruction!!!");
    }
}

class Goku extends DBZ {
    // Most famous character of DBZ world
    Goku(String name) {
        super(name);
    }
    @Override
    void signature_move() {
        System.out.println("Famous move: Kamehameha!!!");
    }
}

class Vegeta extends DBZ {
    // Prince of Saiyans
    Vegeta(String name) {
        super(name);
    }
    @Override
    void signature_move() {
        System.out.println("Famous move: Galick Gun!!!");
    }
}

public class Main {
    public static void main(String ...args) {
        DBZ beerus = new Beerus("Beerus");
        beerus.signature_move();
        System.out.println("-----");
        DBZ goku = new Goku("Goku");
        goku.signature_move();
        System.out.println("-----");
        DBZ vegeta = new Vegeta("Vegeta");
        vegeta.signature_move();
    }
}

```

1.2.2 Output

```

$ java com.server.Main
Beerus called
Famous move: Sphere of Destruction!!!
-----
Goku called
Famous move: Kamehameha!!!
-----
Vegeta called

```

Famous move: Galick Gun!!!

1.3 Write an applet program to draw circle and square

Example demonstrating drawing circle and square with applet in *java*

1.3.1 Code

```
package com.server;

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

public class Shapes extends Applet {
    public void paint(Graphics g) {
        // draw circle
        g.drawOval(10, 10, 50, 50);
        // draw square
        g.drawRect(10, 80, 60, 40);
    }
}

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

1.3.2 Output

Can't show output. appletviewer not working on my system for some unexpected reasons right now.

Practical 1 Finished

2 HTML Programs

2.1 Program for creating list

Example demonstrating HTML program for creating list

2.1.1 Code

```
<html>
  <head>
    <title>List</title>
  </head>
  <body>
    <div class="ordered">
      <p>Ordered list</p>
      <!--few types are i, I, 1, a, A-->
      <ol type="i">
        <li>oli1</li>
        <li>oli2</li>
        <li>oli3</li>
      </ol>
    </div>
    <br></br>
    <div class="unordered">
      <p>Unordered list</p>
      <!--few types are circle, disc, square-->
      <ul type="square">
        <li>uli1</li>
        <li>uli2</li>
        <li>uli3</li>
      </ul>
    </div>
    <br></br>
    <div class="definition">
      <p>Definition list</p>
      <dl>
        <dt><b>Something 'A'</b></dt>
        <dd>About something 'A'</dd>
        <dt><b>Something 'B'</b></dt>
        <dd>About Something 'B'</dd>
      </dl>
    </div>
  </body>
</html>
```

2.1.2 Output

Here's the output of list in html

2.2 Program for creating table

Example demonstrating HTML program for creating list

Ordered list

- i. oli1
- ii. oli2
- iii. oli3

Unordered list

- uli1
- uli2
- uli3

Definition list

- Something 'A'**
About something 'A'
- Something 'B'**
About Something 'B'

Figure 1: list types html

2.2.1 Code

```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="UTF-8" />
    <meta name="viewport" content="width=device-width" />
    <title>Table</title>
  </head>
  <body>
    <table style="width:100%">
      <tr>
        <th>Firstname</th>
        <th>Lastname</th>
        <th>Age</th>
      </tr>
      <tr>
        <td>Jill</td>
        <td>Smith</td>
        <td>50</td>
      </tr>
      <tr>
        <td>Eve</td>
        <td>Jackson</td>
        <td>94</td>
      </tr>
    </table>
  </body>
</html>
```

3 CSS Programs

3.1 Program to external style sheet to style the list

3.1.1 Code

Basic styling of html list using external style sheet

```
ol {  
    list-style-type: upper-roman;  
    list-style-position: outside;  
}  
ul {  
    list-style-type: square;  
    list-style-position: inside;  
    /*put image url here for bullets*/  
    list-style-image: none;  
}  
  
dt {  
    font-weight: bold;  
    text-decoration: underline;  
}  
dd {  
    margin: 0;  
    padding: 0 0 0.5em 0;  
}
```

3.2 Program to give style to table tag

3.2.1 Code

Basic styling for table and table tag in html

```
table {  
    border-collapse: collapse;  
}  
  
td, th {  
    border: 1px solid #999;  
    padding: 0.5rem;  
    text-align: left;  
}
```

Practical 3 Finished

4 JavaScript Programs

4.1 Program to print table using JavaScript

Here's the function to print the table using js

```
function printDiv(divId) {  
    // get the div html  
    var divElements = document.getElementById(divId).innerHTML;  
    // get the HTML of whole page  
    var oldPage = document.body.innerHTML;  
    // reset the page's HTML with div's HTML only  
    document.body.innerHTML = "<html><head><title></title></head><body>" + divElements + "</body>";  
    // print page  
    window.print();  
    // restore original HTML  
    document.body.innerHTML = oldPage;  
}
```

4.2 Program to validate email id

Here's the function to validate email id with help of js regex

4.2.1 Code

```
function validateEmail(inputText) {  
    let mailformat = /^w+([.-]?w+)*@w+([.-]?w+)*(\.w{2,3})+$/;  
    if (inputText.value.match(mailformat)) {  
        alert("You have entered email in right way");  
        document.form1.text1.focus();  
        return true;  
    }  
    else {  
        alert("You have not entered corret type of email");  
        document.form1.text1.focus();  
        return false;  
    }  
}
```

Let's see the html and css to work with this function

****HTML****

```
```html  
<!DOCTYPE html>
<html lang="en">
 <head>
 <meta charset="utf-8">
 <title>JavaScript email validation</title>
 <link rel='stylesheet' href='./emailvalidate.css' type='text/css' />
 </head>
 <body onload='document.form1.text1.focus()>
 <div class="mail">
 <h2>Enter email to Validate</h2>
 <form name="form1" action="#">

```

```

 <input type='text' name='text1' />

 <li class="Validate">
 <input type="submit" name="Validate"
 value="Validate" onclick="ValidateEmail(document.form1.text1)" />

</form>
</div>
<script src="./emailvalidate.js"></script>
</body>
</html>

```

## CSS

```

li {list-style-type: none;
 font-size: 16pt;
}
.mail {
 margin: auto;
 padding-top: 10px;
 padding-bottom: 10px;
 width: 800px;
 background : rgb(153, 198, 211);
 border: 1px solid rgb(1, 20, 24);
}
.mail h2 {
 margin-left: 38px;
}
input {
 font-size: 20pt;
}
input:focus, textarea:focus{
 background-color: lightyellow;
}
input submit {
 font-size: 10pt;
}

```

### 4.2.2 Output

## Practical 4 Finished

### 4.2.3 Tools used in creating this practical(pdf)

- OS : 5.4.85-1-MANJARO
- WM : DWM
- Pdf(markup) convertor: Pandoc(2.11.2)
- Pdf engine : xelatex
- Source File Format : Markdown(md)
- Text Editor : Neovim-nightly(v0.5.0-dev+1000-g84d08358b)
- Java env used : java-11-openjdk
- Browsers used : w3m, LibreWolf

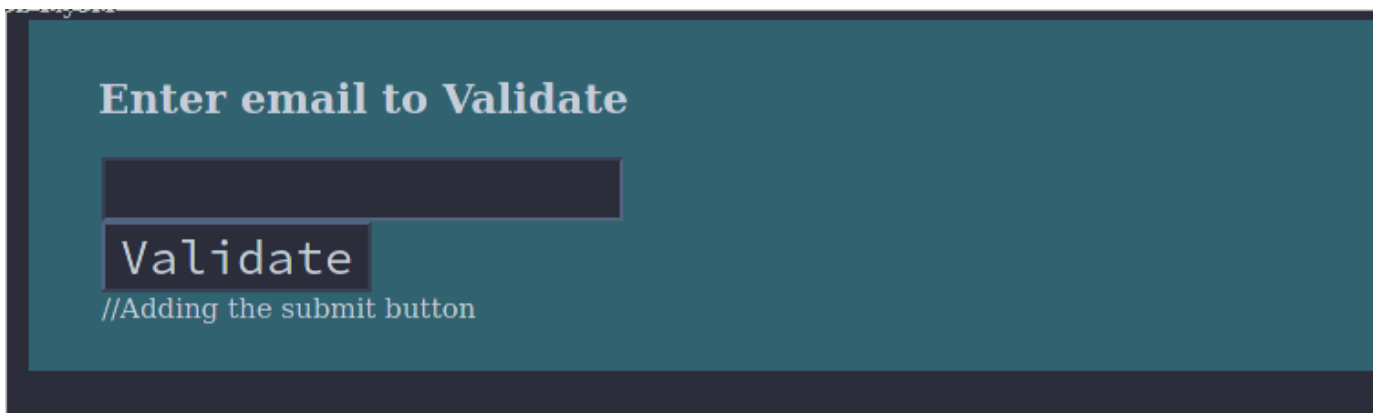


Figure 2: email validation box

---

--\* THE END --\*

---