

# MODULE-4

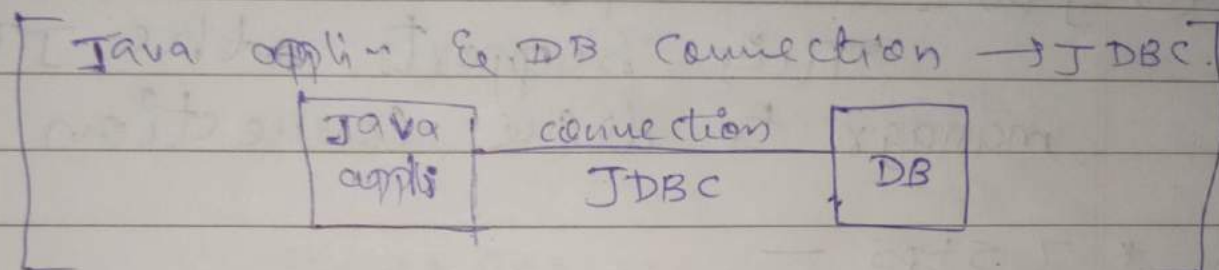
classmate

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## Data Connectivity & Applets

### 01: JDBC [Java Database Connectivity]



\* Java DB Connectivity commonly referred to as JDBC is a standard java API for DB independent connectivity b/w a java programing lang & a wide range of DBs.

\* JDBC consist of a set of java clses, interface & exceptions written in java programing lang.

Java JDBC connection work in 7 steps.

### → JDBC Architecture =

\* JDBC API defines a set of Interfaces that encapsulate major DB functionality, including running queries processing results & determining configuration info.

\* It consist of 2 layers -



## (1) JDBC API :-

This provides the applet to JDBC manage connection.

## (2) JDBC Driver API :-

This supports the JDBC manage to derive connection

### \* 7 Steps -

- 1) Import package :- `import java *;`
- 2) Load & register drivers :-  
class.forName("com.mysql.jdbc.Driver");
- 3) Establish connection :-  
Connection con = DriverManager.getConnection("URL", "username", "password");
- 4) create statements →  
statements st = con.createStatement();
- 5) execute query :-  
ResultSet RS = st.executeQuery("select \* from ---");
- 6) process result :- while (RS.next())
- 7) close the connection :- st.close();

### \* JDBC eg :-

```
import java.sql.*
public class JDBC Demo {
```

P.S.V.M (....) throws exception  
class.forName("oracle.jdbc.OracleDriver");

Connection con = DriverManager.getConnection("jdbc:oracle:thin:@localhost:1542:xe", "scott", "scott");

ResultSet RS = st.executeQuery("select \* from ---");

### → 4 components of JDBC :-

1) driver manager: manage DB drivers.  
driver → translator

2) Driver: handles the communication with server with help of queries  
statements → establish connections.  
3 types → 1) Normal 2) Prepared 3) Callable.  
like ins (to enter true values)

4) Queries → 1) execute update 2) execute query 3) execute query 4) execute query  
\* create, insert, delete, update  
select \* from ---



CRUD — alt. [class.forName("com.java.  
create relative update  
mySql.Driver")]

→ begins using CRUD op's =

1) create:

```
import java.sql.*;
public class CRUD {
    p.s.v.m (...) {
        class.forName("com.mysql.jdbc.  
connection con = -----
        &statement st = -----
        st.executeUpdate("create table  
&student (rollno int, name  
varchar(20), branch varchar(20));
        st.close();
        con.close();
    }
}
```

2) insert:

```
import java.sql.*;
p.c.c.r.u.d {
    p.s.v.m (...) {
        class.forName("...");
    }
}
```

con = DriverManager.getConnection("jdbc:localhost:3306/localhost", "root", "root");  
st = con.createStatement();

```
connection con = -----
statement, st = -----
st.executeUpdate("insert into  
&student values (101, 'Anshu', 'BSC')");
st.close();
con.close();
}
```

3) update:

```
import java.sql.*;
p.c.c.r.u.d {
    p.s.v.m (...) {
        class.forName("...");
        connection con = -----
        statement st = -----
        st.executeUpdate("update  
&student set branch =  
"MSC" where rollno = 101");
        st.close();
        con.close();
    }
}
```

4) delete:

```
import java.sql.*;
p.c.c.r.u.d {
    p.s.v.m (...) {
        class.forName("...");
    }
}
```

connection can be used to execute statement  
st = "delete from student where rollno = 101";

```
st.close();
con.close();
}
```

### 5) Retrive :

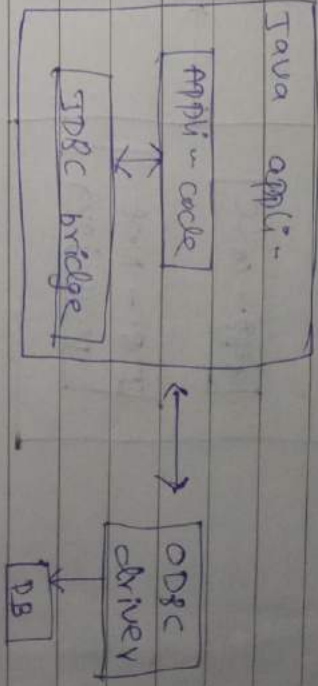
```
ResultSet rs = st.executeQuery('select * from student');
st.close();
con.close();
}
```

### ⇒ JDBC drivers : (used for conversion of data)

- 1) JDBC-ODBC bridge driver.
- 2) JDBC-Native API
- 3) JDBC-Native protocol driver

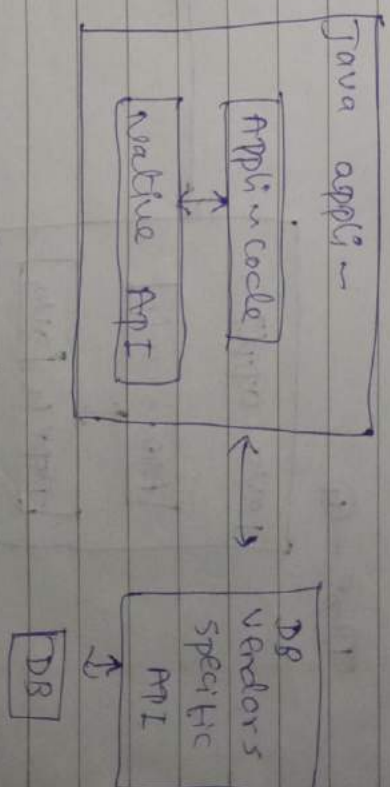
### 4) JDBC - universal drivers (currently we are using)

#### Type - ①



disadv → cannot run on all O.S.  
(only in windows).

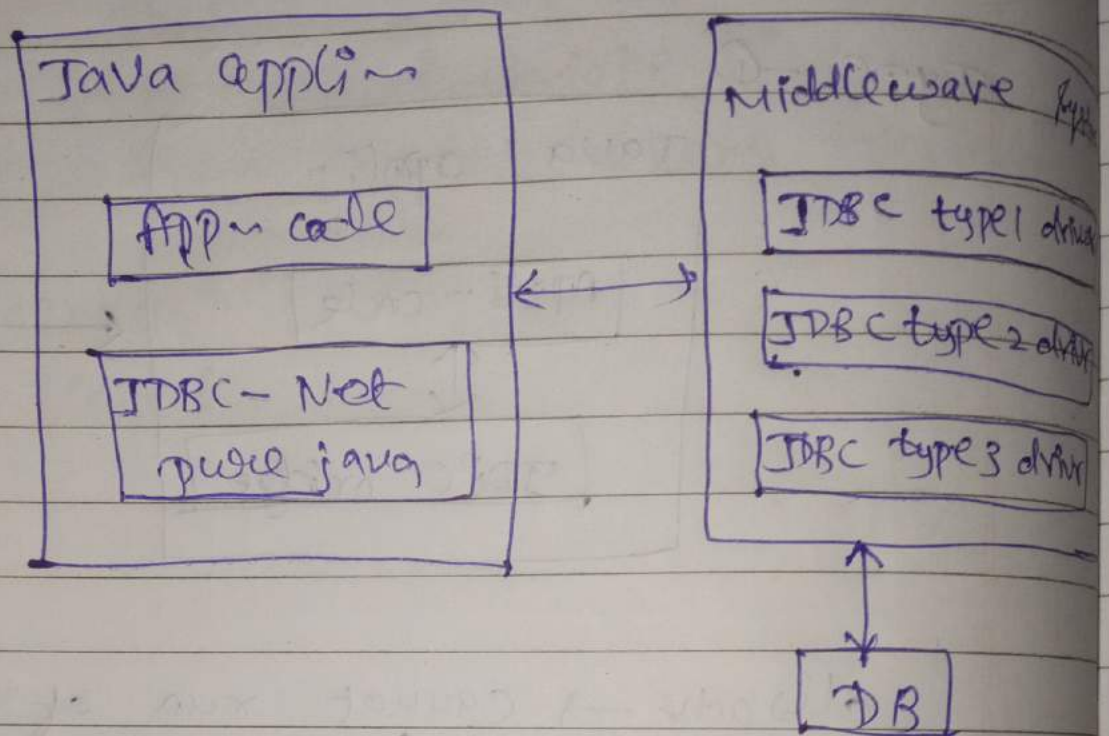
#### Type - ②



adv → Run on all O.S  
disadv → Should install in all system

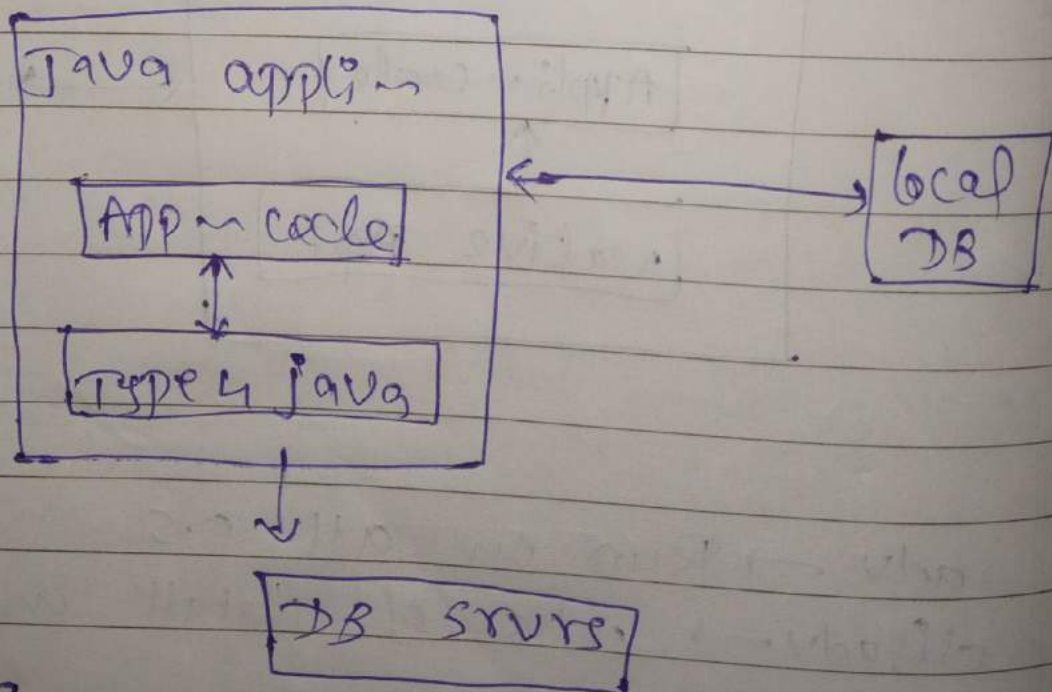


Type — ③



adv → Avoid installation

Type — ④



(direct connect)

Result set :

```
import java.sql.*;

public class classname {
    p.v.m (...) {
        class.forName("com.mysql.
            jdbc.Driver");
        connection con = DriverManager.
            getConnection("jdbc:mysql
                @localhost 3306/college.
                host @ 123");
        Statement st = con.create
            statement();
        ResultSet rs = st.execute
            ("select * from student");
        while (rs.next()) {
            s.o.p ln ("r.no=" + rs.getInt(1)
                "Name=" + rs.getString(2));
        }
        st.close();
        con.close();
    }
}
```

(mk row no. print  
on 20/1/20)



⇒ Applets : (webpage and browser content display version of mini 2d animation)

pgm → applet).

- \* Java pgm embedded in a webpage.
- \* used to provide features to use applet operate dynamic content (continuously change animation) at client side.
- ↳ eg: weather app.

\* Java applet is a tiny applet delivered to be transmitted over the internet to users in the form of java byte code & executed by a java evaluate code browser / in the content of an applet viewer.

\* Applets are typically embedded inside a webpage & runs in the content of a web browser.

\* It used to provide interactive features to web applet that cannot be provided by HTML alone.

→ Create an applet:

- 1) c/s extends java.applet.Applet class
- 2) Doesn't contain main()

3) Life cycle method:

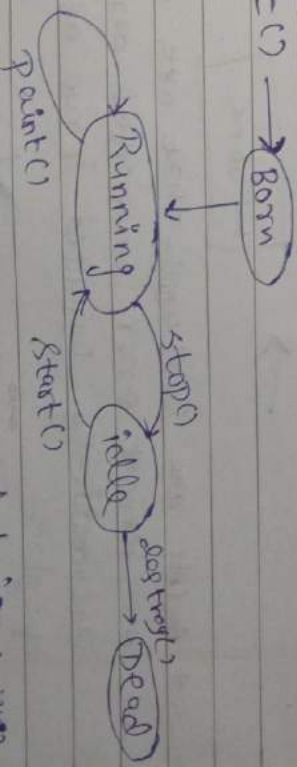
- 1) init(), start(), paint(), stop(), destroy()
- 2) Does not contain sys.out.println
- 3) To execute an applet we use applet viewer.

\* Life cycle Applet

- 1) initialization → Public void init()
- 2) start → " " start()
- 3) Paint → " " paint(Graphics g)
- 4) stop → " " stop()
- 5) Destroy → " " destroy()

~~init()~~

init()



big: life cycle  
Step 1) → minimize applet  
Step 2) → maximize applet

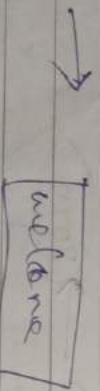


Prgm :

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

public class AppletDemo extends Applet {
    public void init() {
        setBackground(Color.black);
        setForeground(Color.yellow);
    }

    public void(Graphics g) {
        g.drawString("welcome",
            100, 100);
    }
}
```



\* Applets are small applets that are accessed on internet server, transported over internet automatically installed & run as a part of doc.

print() - graphics / content display method

\* Requesting repaint :

An (A) window to its window

only when its update/repaint() method  
→ by the AWT  
• whenever (A) needs to update the info displayed in the window it simply  
calls repaint() method

• repaint method is defined by the AWT it causes the AWT runtime system to execute when called (A) update method which it its default implementation, → paint method.

\* passing parameters to applet :

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

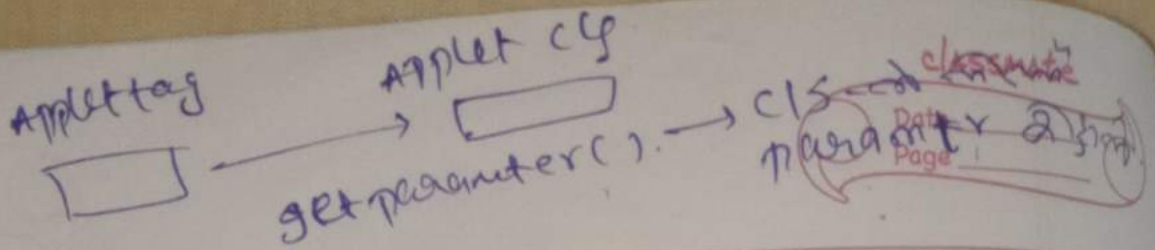
applet  
tag

```
<applet code="paramDemo" width=300 height=300>
  <param name="LetterName" value="welcome">
  < " " " size value=14>
</applet>
```

(paramDemo! demonstration)  
create window and applet

\* /  
public class paramDemo extends Applet





```

String Lname;
int LSize;
}

public void start() {
    Lname = getParameter("lettername");
}

public void paint(Graphics g) {
    g.drawString("lettername: " + Lname, 0, 10);
}

```