**OBJECT ORIENTED**

**PROGRAMMING LAB**

**(LAB RECORD)**

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**MCA – A BATCH**

**ROLL NO:07**

1. Define a class ‘product’ with data members pcode, pname and price. Create 3 objects of the class and find the product having the lowest price.

import java.util.\*;

public class Product {

int pcode;

String pname;

int price;

public static void main(String[] args) {

int smallest;

Product p1 = new Product();

Product p2 = new Product();

Product p3 = new Product();

p1.pcode=1001;

p1.pname="RAM";

p1.price=7000;

p2.pcode=1002;

p2.pname="Processor";

p2.price=37000;

p3.pcode=1003;

p3.pname="SSD";

p3.price=16700;

if(p1.price<p2.price) {

if(p3.price<p1.price) {

smallest = p3.price;

System.out.println(p3.pname+ " is the cheapest.");

} else {

smallest = p1.price;

System.out.println(p1.pname+ " is the cheapest.");

}

} else {

if(p2.price<p3.price) {

smallest = p2.price;

System.out.println(p2.pname+ " is the cheapest.");

} else {

smallest = p3.price;

System.out.println(p3.pname+ " is the cheapest.");

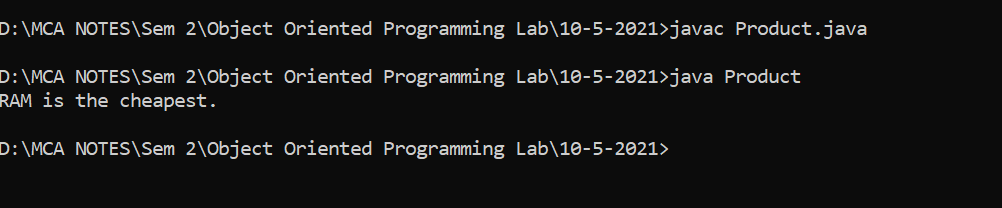
}

}

}

}

**OUTPUT**



1. Read 2 matrices from the console and perform matrix addition.

import java.util.\*;

class matrixadd{

public static void main(String[] args)

{

int row,col,i,j;

Scanner sc=new Scanner(System.in);

System .out.print("enter the no of rows:");

row=sc.nextInt();

System .out.print("enter the no of columns:");

col=sc.nextInt();

int mat1[][]=new int[row][col];

int mat2[][]=new int[row][col];

int mat3[][]=new int[row][col];

System.out.print("enter the elements of matrix1 :");

for(i=0;i<row;i++)

{

for(j=0;j<col;j++)

{

mat1[i][j]=sc.nextInt();

}

System.out.println();

}

System.out.print("enter the elements of matrix2 :");

for(i=0;i<row;i++)

{

for(j=0;j<col;j++)

{

mat2[i][j]=sc.nextInt();

}

System.out.println();

}

for(i=0;i<row;i++)

{

for(j=0;j<col;j++)

{

mat3[i][j]=mat1[i][j]+mat2[i][j];

}

}

System.out.print("sum of matrix :");

for(i=0;i<row;i++)

{

for(j=0;j<col;j++)

{

System.out.print(mat3[i][j]+"\t");

}

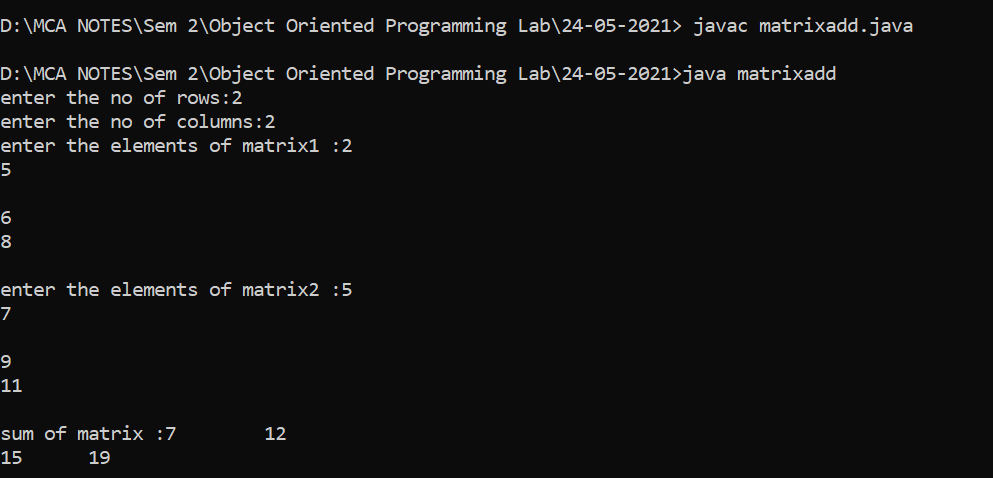
System.out.println();

}

}

}

**OUTPUT**



1. Add complex numbers

public class Complex{

double a, b;

Complex(double r, double i){

this.a = r;

this.b = i;

}

public static Complex sum(Complex c1, Complex c2)

{

Complex temp = new Complex(0, 0);

temp.a = c1.a + c2.a;

temp.b = c1.b+ c2.b;

return temp;

}

public static void main(String args[]) {

Complex c1 = new Complex(5, 4);

Complex c2 = new Complex(6, 3.5);

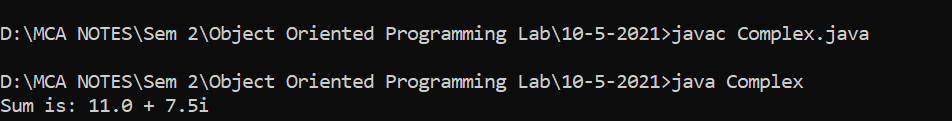
Complex temp = sum(c1, c2);

System.out.printf("Sum is: "+ temp.a+" + "+ temp.b +"i");

}

}

**OUTPUT**



4. Read a matrix from the console and check whether it is symmetric or not.

import java.util.Scanner;

public class Symmetric

{

public static void main(String[] args)

{

Scanner sc = new Scanner(System.in);

System.out.println("Enter the no. of rows : ");

int rows = sc.nextInt();

System.out.println("Enter the no. of columns : ");

int cols = sc.nextInt();

int matrix[][] = new int[rows][cols];

System.out.println("Enter the elements :");

for (int i = 0; i < rows; i++)

{

for (int j = 0; j < cols; j++)

{

matrix[i][j] = sc.nextInt();

}

}

System.out.println("Printing the input matrix :");

for (int i = 0; i < rows; i++)

{

for (int j = 0; j < cols; j++)

{

System.out.print(matrix[i][j]+"\t");

}

System.out.println();

}

if(rows != cols)

{

System.out.println("The given matrix is not a square matrix, so it can't be symmetric.");

}

else

{

boolean symmetric = true;

for (int i = 0; i < rows; i++)

{ for (int j = 0; j < cols; j++) {

if(matrix[i][j] != matrix[j][i]) {

symmetric = false;

break; }

} }

if(symmetric)

{

System.out.println("The given matrix is symmetric...");

}

else

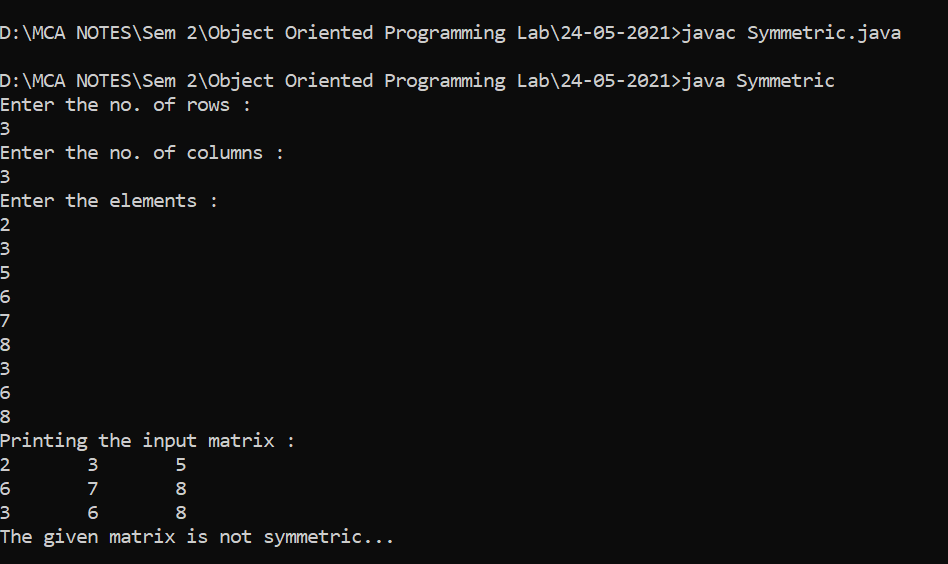
{

System.out.println("The given matrix is not symmetric...");

} } sc.close();

} }

**OUTPUT**



5.Program to Sort strings

public class sortstring{

public static void main(String[] args)

{

String names[]={"amal","jyothi","college","of","engineering"};

String temp;

int n= names.length;

int i;

int j;

for(i=0;i<n;i++)

{

for(j=i+1;j<n;j++)

{

if(names[i].compareTo(names[j])>0)

{

temp=names[i];

names[i]=names[j];

names[j]=temp;

}

}

}

System.out.println("the sorted array of string is :");

for(i=0;i<n;i++)

{

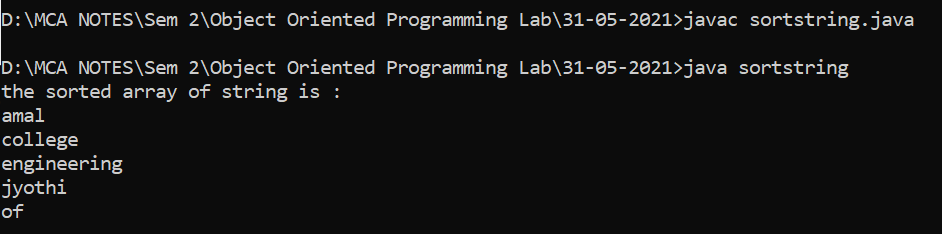
System.out.println(names[i]);

}

}

}

**OUTPUT**

****

6.Search an element in an array.

import java.util.\*;

public class searchele{

public static void main(String[] args)

{

int n,i,b,flag=0;

Scanner s=new Scanner(System.in);

System.out.println("enter the number of elements for the array :");

n=s.nextInt();

int a[]=new int[n];

System.out.println("enter the elements of the array :");

for(i=0;i<n;i++)

{

a[i]=s.nextInt();

}

System.out.println("enter the element u want to search :");

b=s.nextInt();

for(i=0;i<n;i++)

{

if(a[i]==b)

{

flag=1;

break;

}

else

{

flag=0;

}

}

if(flag==1)

{

System.out.println("element found at position :"+(i+1));

}

else

{

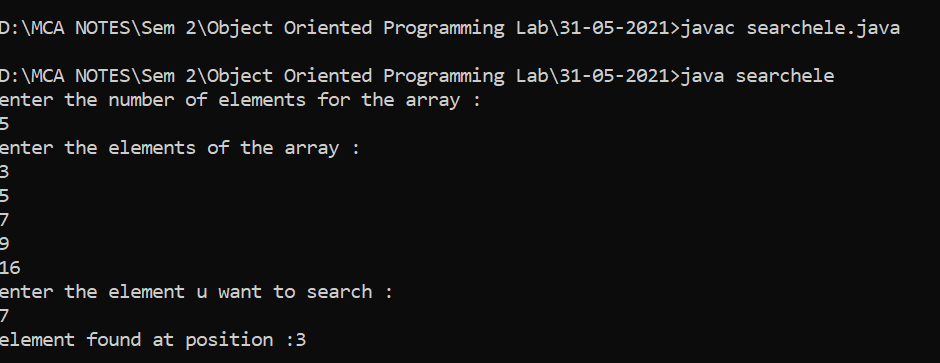
System.out.println("element not found");

}

}

}

**OUTPUT**



1. Perform string manipulations.

public class Sample\_String

{

public static void main(String[] args)

{

String str\_Sample = "RockStar";

System.out.println("Length of String: " + str\_Sample.length());

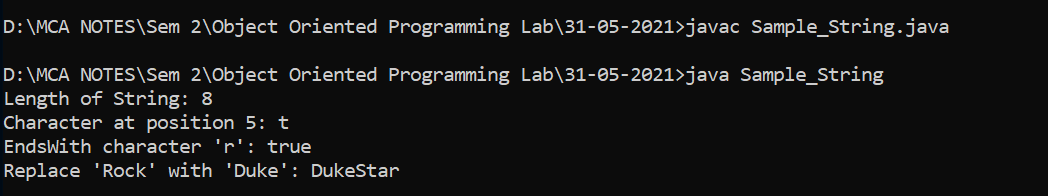
System.out.println("Character at position 5: " + str\_Sample.charAt(5));

System.out.println("EndsWith character 'r': " + str\_Sample.endsWith("r"));

System.out.println("Replace 'Rock' with 'Duke': " + str\_Sample.replace("Rock", "Duke"));

} }

**OUTPUT**



1. Program to create a class for Employee having attributes eNo, eName eSalary. Read n employ information and Search for an employee given eNo, using the concept of Array of Objects.

import java.util.Scanner;

public class Employee {

int empid;

String name;

float salary;

public void getInput() {

Scanner in = new Scanner(System.in);

System.out.print("Enter the empid :: ");

empid = in.nextInt();

System.out.print("Enter the name :: ");

name = in.next();

System.out.print("Enter the salary :: ");

salary = in.nextFloat();

}

public void display() {

System.out.println("Employee id = " + empid);

System.out.println("Employee name = " + name);

System.out.println("Employee salary = " + salary);

}

public static void main(String[] args) {

Employee e[] = new Employee[5];

for(int i=0; i<5; i++) {

e[i] = new Employee();

e[i].getInput();

}

System.out.println("\*\*\*\* Data Entered as below \*\*\*\*");

for(int i=0; i<5; i++) {

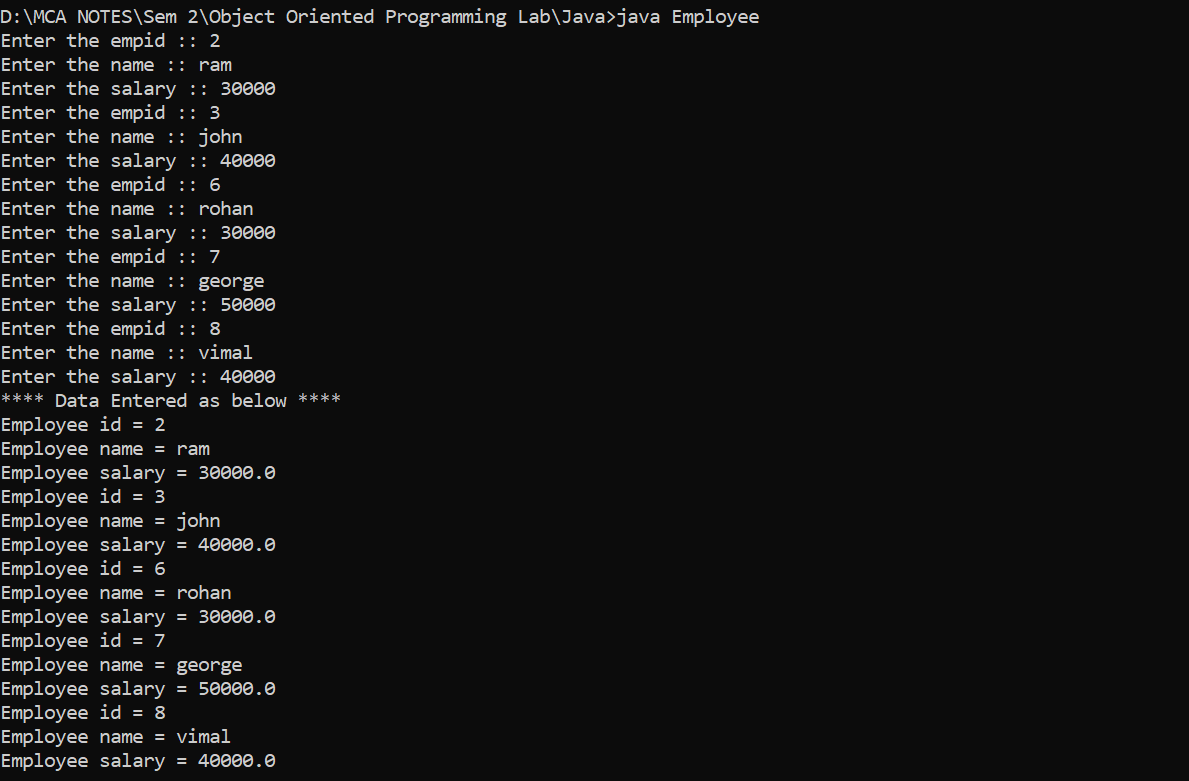
e[i].display();

}

}

}

**OUTPUT**



9.Area of different shapes using overloaded functions

public class shape

{ int side,as,ar;

public void area(int a)//area of square

{ side=a;

as=a\*a;

System.out.println("area of square is"+as);

}

public void area(double r)//area of circle

{

double radi=r;

double ac=(22/7)\*radi\*radi;

System.out.println("area of circle is"+ac);

}

public void area(int l,int w)//area of rectangle

{ int len=l;

int wid=w;

ar=len\*wid;

System.out.println("area of rectangle"+ar);

}

public void area(int h,double r)//area of cylinder

{ int he=h;

double rad=r;

double acy=(2\*(22/7)\*rad\*he)+((22/7)\*rad\*rad);

System.out.println("area of cylinder"+acy); }

public static void main(String[] args)

{ shape s=new shape();

s.area(4);//area of square

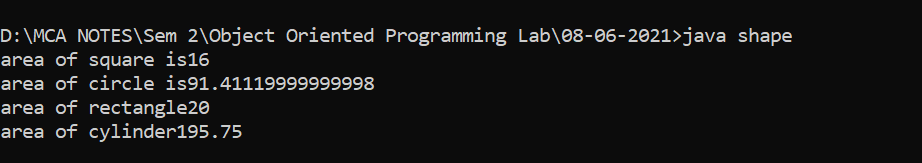
s.area(5.52);//area of circle

s.area(5,4);//area of rectangle

s.area(5,4.5); //area of cylinder }

}

**OUTPUT**

****

10.Create a class ‘Employee’ with data members Empid, Name, Salary, Address and constructors to initialize the data members. Create another class ‘Teacher’ that inherit the properties of class employee and contain its own data members department, Subjects taught and constructors to initialize these data members and also include display function to display all the data members. Use array of objects to display details of N teachers.

import java.util.\*;

class Employee

{

int empid;

String name,address;

double salary;

public Employee(int empid, String name, String address, double salary) {

this.empid = empid;

this.name = name;

this.address = address;

this.salary = salary;

}

}

public class Teacher extends Employee

{

String subject,department;

public Teacher(int empid, String name, String address, double salary,String department,String subject ) {

super(empid, name, address, salary);

this.subject = subject;

this.department = department;

}

void display()

{

System.out.println("Empid : "+this.empid+" Name : "+this.name+" Salary : "+this.salary+" Address : "+this.address+" department : "+this.department+" Subjects : "+this.subject);

}

public static void main(String[] args) {

// TODO Auto-generated method stub

Scanner sc=new Scanner(System.in);

int n;

System.out.println("Enter number of Teachers : ");

n=sc.nextInt();

Teacher obj[]=new Teacher[n];

for(int i=0;i<n;i++) {

int j = i+1;

System.out.print("Enter Empid of teacher "+j+" : ");

int Empid = sc.nextInt();

System.out.print("Enter Name of teacher "+j+" : ");

String Name = sc.next();

System.out.print("Enter Salary of teacher "+j+" : ");

double Salary = sc.nextDouble();

System.out.print("Enter Address of teacher "+j+" : ");

String Address = sc.next();

System.out.print("Enter department of teacher "+j+" : ");

String department =sc.next();

System.out.print("Enter Subjects of teacher "+j+" : ");

String Subjects =sc.next();

obj[i] = new Teacher(Empid, Name, Address, Salary, department, Subjects);

}

System.out.println("\n-------------------------------------------------------------------------\n");

System.out.println("Teacher's List \n");

for(int i=0;i<n;i++) {

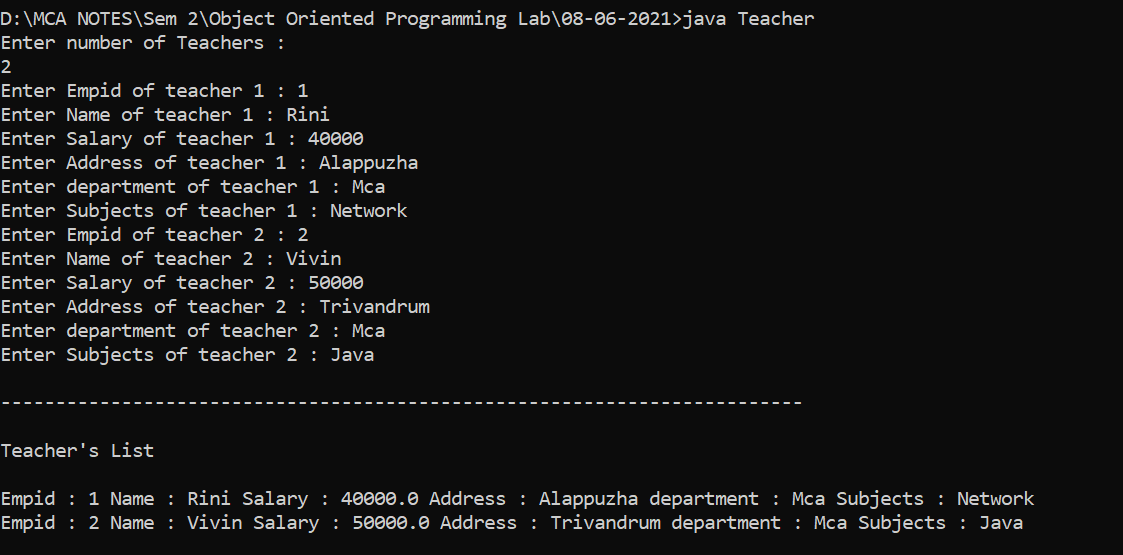
obj[i].display();

}

}

}

**OUTPUT**



11.Create a class ‘Person’ with data members Name, Gender, Address, Age and a constructor to initialize the data members and another class ‘Employee’ that inherits the properties of class Person and also contains its own data members like Empid, Company\_name, Qualification, Salary and its own constructor. Create another class ‘Teacher’ that inherits the properties of class Employee and contains its own data members like Subject, Department, Teacherid and also contain constructors and methods to display the data members. Use array of objects to display details of N teachers.

import java.util.Scanner;

class Person

{ String name,gender,address;

int age;

public Person(String name, String gender, String address, int age) {

super();

this.name = name;

this.gender = gender;

this.address = address;

this.age = age; } }

class Employee extends Person {

int empid;

String company\_name,qualification;

double salary;

public Employee(String name, String gender, String address, int age, int empid, String company\_name,

String qualification, double salary) {

super(name, gender, address, age);

this.empid = empid;

this.company\_name = company\_name;

this.qualification = qualification;

this.salary = salary; } }

class Teacher extends Employee {

String subject,department;

int teacherid;

public Teacher(String name, String gender, String address, int age, int empid, String company\_name,

String qualification, double salary, String subject, String department, int teacherid) {

super(name, gender, address, age, empid, company\_name, qualification, salary);

this.subject = subject;

this.department = department;

this.teacherid = teacherid; }

void display() {

System.out.println("....Personal details...");

System.out.println(" Name : "+this.name+" Gender : "+this.gender+" Age :"+this.age);

System.out.println("...Employee details....");

System.out.println("Empid : "+this.empid +" company\_name : "+this.company\_name+" Salary : "+this.salary+" Address : "+this.address+" qualification : "+this.qualification);

System.out.println("...Teacher's details...");

System.out.println(" teacherid : "+this.teacherid+ " department : "+this.department+" Subjects : "+this.subject); } }

public class Main {

public static void main(String[] args) {

Scanner s=new Scanner(System.in);

int n;

System.out.println("Enter number of Teachers : "); n=s.nextInt();

Teacher obj[]=new Teacher[n];

for(int i=0;i<n;i++) {

System.out.println("Enter the person name:"); String nam1=s.next();

System.out.println("Enter the Gender: "); String gen1=s.next();

System.out.println("Enter the Address: "); String adr1=s.next();

System.out.println("Enter the Age:"); int age1=s.nextInt();

System.out.println("Enter the Employee id: ");

int id1=s.nextInt();

System.out.println("Enter the Company name: ");

String cname1=s.next();

System.out.println("Enter the Salary:");

double sal1=s.nextDouble();

System.out.println("Enter the Qualification:");

String qu1=s.next();

System.out.println("Enter the Teacher id: ");

int tid1=s.nextInt();

System.out.println("Enter the Department:");

String dept1=s.next();

System.out.println("Enter the Subject:");

String sub1=s.next();

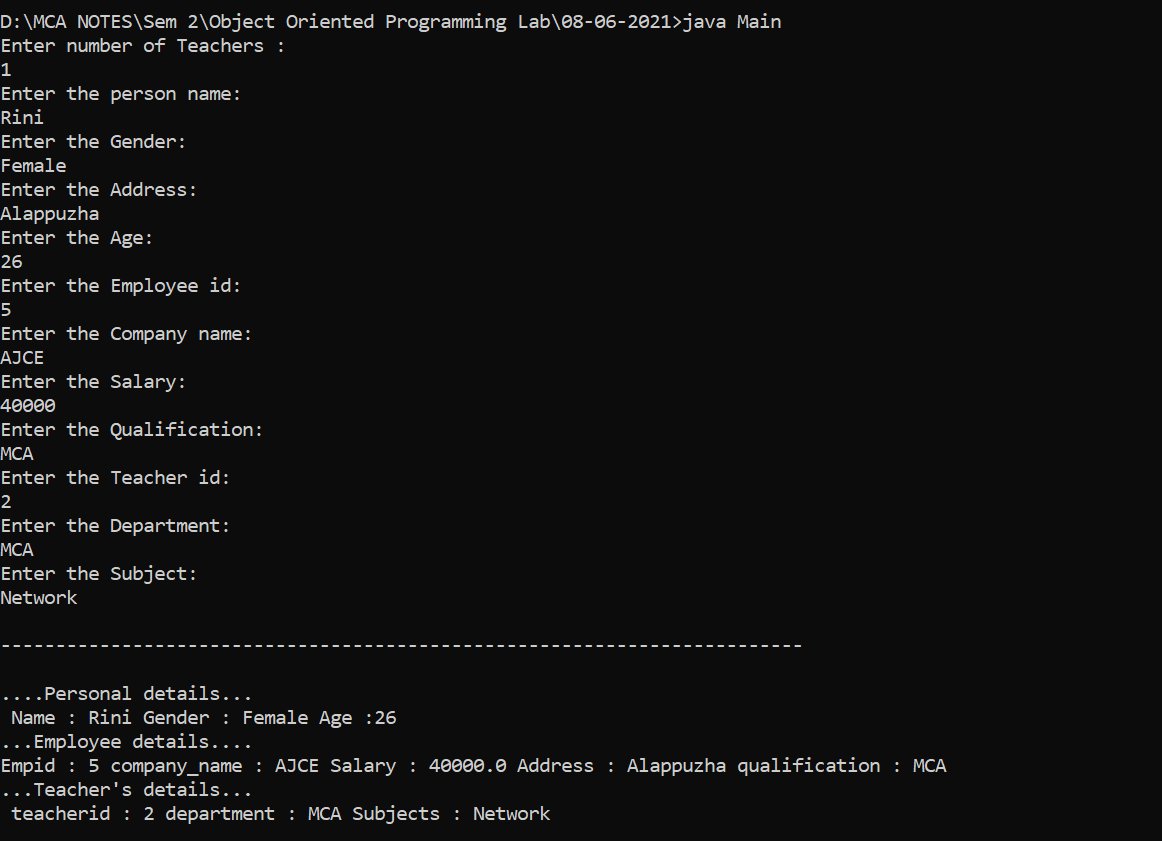
obj[i]=new Teacher(nam1,gen1,adr1,age1,id1,cname1,qu1,sal1,sub1,dept1,tid1); }

System.out.println("\n-------------------------------------------------------------------------\n");

for(int i=0;i<n;i++) {

obj[i].display(); } } }

**OUTPUT**



12.Write a program has class Publisher, Book, Literature and Fiction. Read the information and print the details of books from either the category, using inheritance.

import java.util.Scanner;

class Publisher {

String Pubname;

Publisher()

{

Scanner s=new Scanner(System.in);

System.out.println("Enter publisher name");

Pubname=s.next();

}

}

class Book extends Publisher

{

String title, author;

int price;

Book()

{

Scanner s=new Scanner(System.in);

System.out.println("Enter Title of the book");

title=s.next();

System.out.println("Enter Author's name");

author=s.next();

System.out.println("Enter price");

price=s.nextInt();

} }

class Literature extends Book

{ Literature()

{ System.out.println("Literature Books"); }

void display()

{

System.out.println("Publisher name: "+Pubname);

System.out.println("Title of the book: "+title);

System.out.println("Author's name: "+author);

System.out.println("Price: "+price);

} }

class Fiction extends Literature

{ Fiction()

{ System.out.println("Friction Books"); }

void display()

{ super.display(); }

public static void main(String args[])

{ int n;

Scanner s=new Scanner(System.in);

System.out.println("Enter the No of literature book: ");

int a=s.nextInt();

Literature L[]=new Literature[a];

for(int i=0;i<a;i++)

{ L[i]=new Literature(); }

System.out.println("Enter the No of Fiction book: ");

int b=s.nextInt();

Fiction F[]=new Fiction[b];

for(int i=0;i<b;i++)

{ F[i]=new Fiction(); }

int no;

System.out.println("Enter your choice of book");

no=s.nextInt();

int type =no;

switch (no) {

case 1:

System.out.println(".....Details of literature books");

for(int i=0;i<a;i++)

L[i].display();

break;

case 2:

System.out.println(".....Details of fiction books");

for(int i=0;i<b;i++)

F[i].display();

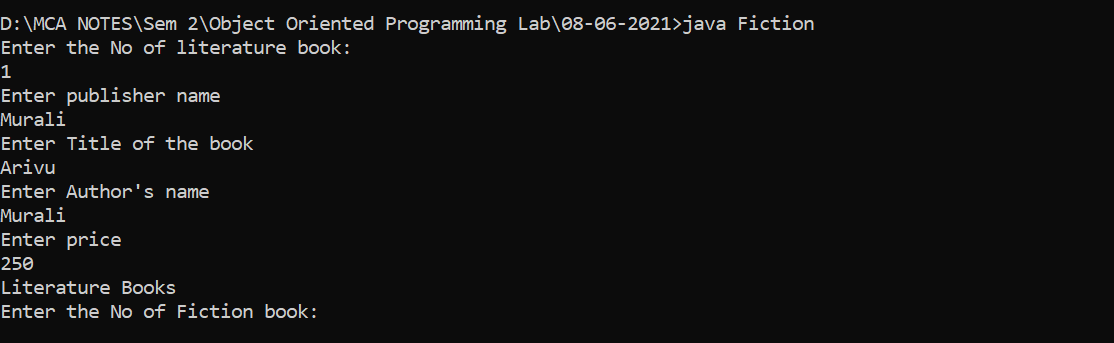
break;

default:

System.out.println("Wrong input"); } }

}

**OUTPUT**

****

1. Create classes Student and Sports. Create another class Result inherited from Student and Sports. Display the academic and sports score of a student.

interface student

{ void stresullt(); }

interface sports

{ void spresult(); }

class result implements student,sports{

public void spresult() {

String hundred="First";

String twohundred="Second";

String fivehundred="First";

String relay="Second";

System.out.println("Sports Result");

System.out.println("Hundred Meter:"+hundred);

System.out.println("Two Hundred Meter:"+twohundred);

System.out.println("Five Hundred Meter:"+fivehundred);

System.out.println("Relay:"+relay); }

public void stresullt() {

int physics=30;

int chemistry=40;

int maths=45;

int english=50;

int computer=50;

System.out.println("Marks");

System.out.println("Physics:"+physics);

System.out.println("Chemistry:"+chemistry);

System.out.println("Mathematics:"+maths);

System.out.println("English:"+english);

System.out.println("Computer:"+computer); }

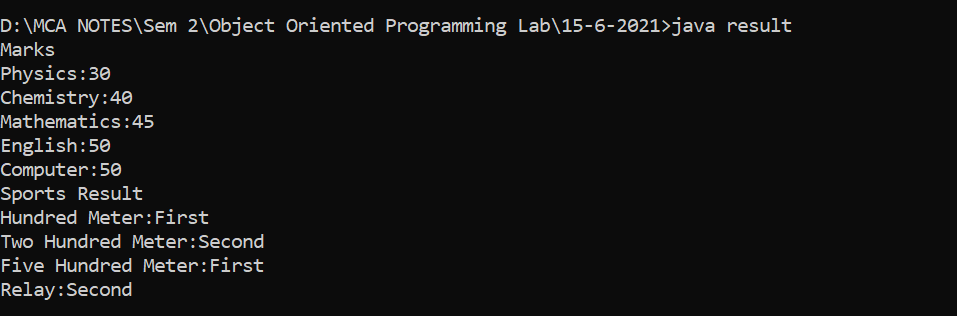
public static void main(String[] args)

{ result r = new result();

r.stresullt();

r.spresult(); } }

**OUTPUT**

****

14.Create an interface having prototypes of functions area() and perimeter(). Create two classes Circle and Rectangle which implements the above interface. Create a menu driven program to find area and perimeter of objects.

import java.util.Scanner;

interface Shape

{

void input();

void area();

void perimeter();

}

class Circle implements Shape

{

int r = 0;

double pi = 3.14, ar = 0,per=0;

public void input()

{ Scanner s = new Scanner(System.in);

System.out.print("Enter radius of circle:");

r= s.nextInt();

}

public void area()

{

ar = pi \* r \* r;

System.out.println("Area of circle:"+ar);

}

public void perimeter()

{

per = 2 \* pi \* r;

System.out.println("Perimeter of circle:"+per);

}

}

class Rectangle implements Shape

{

int l = 0, b = 0;

double ar,per;

public void input()

{ Scanner s = new Scanner(System.in);

System.out.print("Enter length of rectangle:");

l = s.nextInt();

System.out.print("Enter breadth of rectangle:");

b = s.nextInt(); }

public void area()

{ ar = l \* b;

System.out.println("Area of rectangle:"+ar); }

public void perimeter()

{ per = 2 \* (l + b);

System.out.println("Perimeter of rectangle:"+per); } }

public class shapes

{

public static void main(String[] args)

{ int n;

Scanner s = new Scanner(System.in);

Rectangle obj1 = new Rectangle();

Circle obj2 = new Circle();

System.out.println("1.Area of circle");

System.out.println("2.Perimeter of circle");

System.out.println("3.Area of rectangle");

System.out.println("4.Perimeter of rectangle");

System.out.println("Enter your option:");

n= s.nextInt();

switch(n) {

case 1:

obj2.input();

obj2.area();

break;

case 2:

obj2.input();

obj2.perimeter();

break;

case 3:

obj2.input();

obj2.area();

break;

case 4:

obj2.input();

obj2.perimeter();

break;

default:

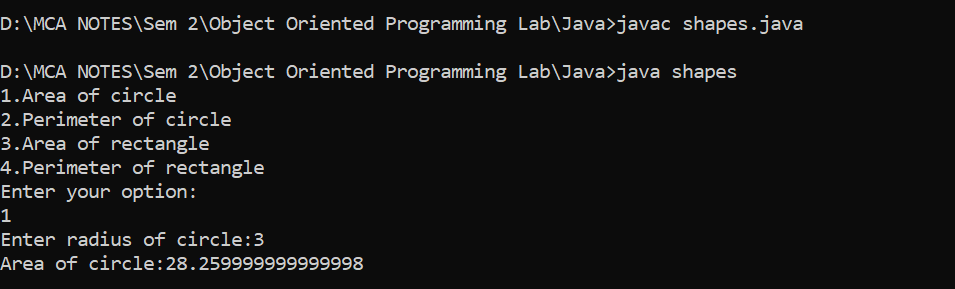
System.out.println("Invalid option");

}

}

}

**OUTPUT**

****

15**.**Prepare bill with the given format using calculate method from interface. Order No.

interface bill

{

int productdetails();

}

class product1 implements bill{

int id = 101,quantity= 2,unit=25,total=0;

String name="A";

public int productdetails()

{

total = quantity \* unit;

System.out.println("Product Id :"+id);

System.out.println("Name :"+name);

System.out.println("Quantity :"+quantity);

System.out.println("Unit price :"+unit);

System.out.println("Total :"+total);

return(total);

}

}

class product2 implements bill{

int id = 102,quantity= 1,unit=100,total=0;

String name="B";

public int productdetails()

{

total = quantity \* unit;

System.out.println("Product Id :"+id);

System.out.println("Name :"+name);

System.out.println("Quantity :"+quantity);

System.out.println("Unit price :"+unit);

System.out.println("Total :"+total);

return(total); } }

public class productbill

{

public static void main(String[] args)

{

product1 p1 = new product1();

product2 p2 = new product2();

int t1= p1.productdetails();

int t2= p2.productdetails();

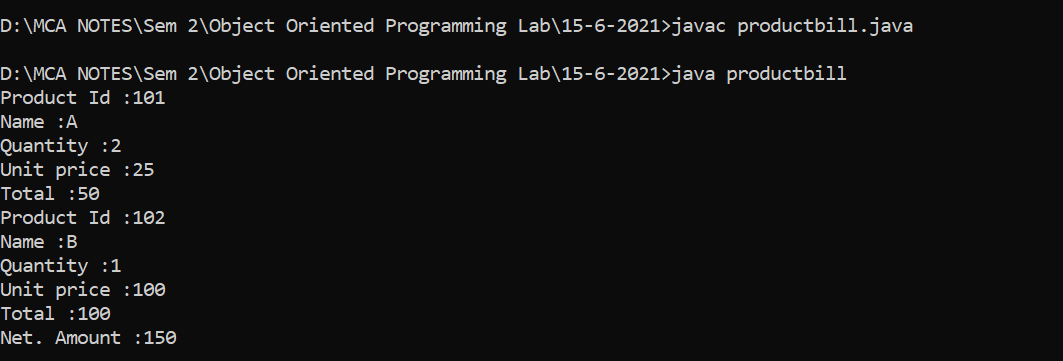
int t3=t1+t2;

System.out.println("Net. Amount :"+t3);

}

}

**OUTPUT**

****

16.Create a Graphics package that has classes and interfaces for figures Rectangle, Triangle, Square and Circle. Test the package by finding the area of these figures.

package Graphiccs; interface Area1

{

public void Rectangle(); public void Triangle(); public void Square(); public void Circle(); public void getRect(); public void getTri(); public void getSqr(); public void getCrl();

}

//shapes.java

package Graphiccs; import java.util.\*;

public class shapess implements Area1

{

double lr,lb,ra,th,tb,ta,saa,sa,cr,cc; public void getrect()

{

Scanner ab= new Scanner(System.in); System.out.println("Enter the length of the rectangle"); lr=ab.nextInt();

System.out.println("Enter the breadth of the rectangle"); lb=ab.nextInt();

}

public void rectangle()

{

ra=lr\*lb;

System.out.println("Area of Rectangle is "+ra);

}

public void getTri()

{

Scanner cb= new Scanner(System.in); System.out.println("Enter the height of the Triangle"); th=cb.nextInt();

System.out.println("Enter the base of the Triangle"); tb=cb.nextInt();

}

public void Triangle()

{

ta=0.5\*th\*tb;

System.out.println("Area of Triangle angle is "+ta);

}

public void getSqr()

{

Scanner sq= new Scanner(System.in); System.out.println("Enter the Side of the Square"); sa=sq.nextInt();

}

public void Square()

{

saa=sa\*sa;

System.out.println("Area of Square is "+saa);

}

public void getCrl()

{

Scanner sc= new Scanner(System.in); System.out.println("Enter the radius of the Circle"); cc=sc.nextInt();

}

public void Circle()

{

cr=3.14\*cc\*cc;

System.out.println("Area of Square is "+cr);

}

public static void main(String[] args)

{

shapess o= new shapess(); o.getrect();

o.rectangle(); o.getTri();

o.Triangle();

o.getSqr();

o.Square();

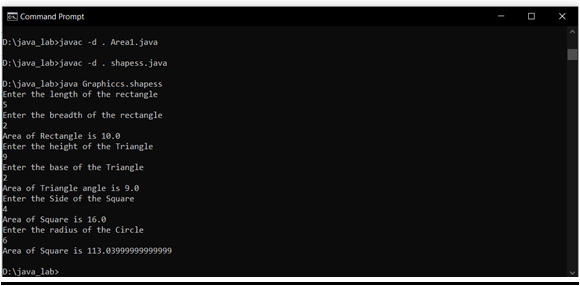
o.getCrl();

o.Circle();

}

}

**OUTPUT**



17**.** Create an Arithmetic package that has classes and interfaces for the 4 basic arithmetic operations. Test the package by implementing all operations on two given numbers

package Aarithmetic;

interface operations

{

public void input(); public void add(); public void substract(); public void multiply(); public void division();

}

package Aarithmetic; import java.util.\*;

public class basic implements operations

{

double a,b,ad,dif,mult,div; public void input()

{

Scanner ab=new Scanner(System.in); System.out.println("Enter two numbers"); a=ab.nextInt();

b=ab.nextInt();

}

public void add()

{

ad=a+b;

System.out.println("Sum is "+ad);

}

public void substract()

{

dif=a-b;

System.out.println("Difference is "+dif);

}

public void multiply()

{

mult=a\*b;

System.out.println("Product is "+mult);

}

public void division()

{

div=a/b;

System.out.println("Quotient is "+div);

}

public static void main(String[] args)

{

basic o=new basic(); o.input();

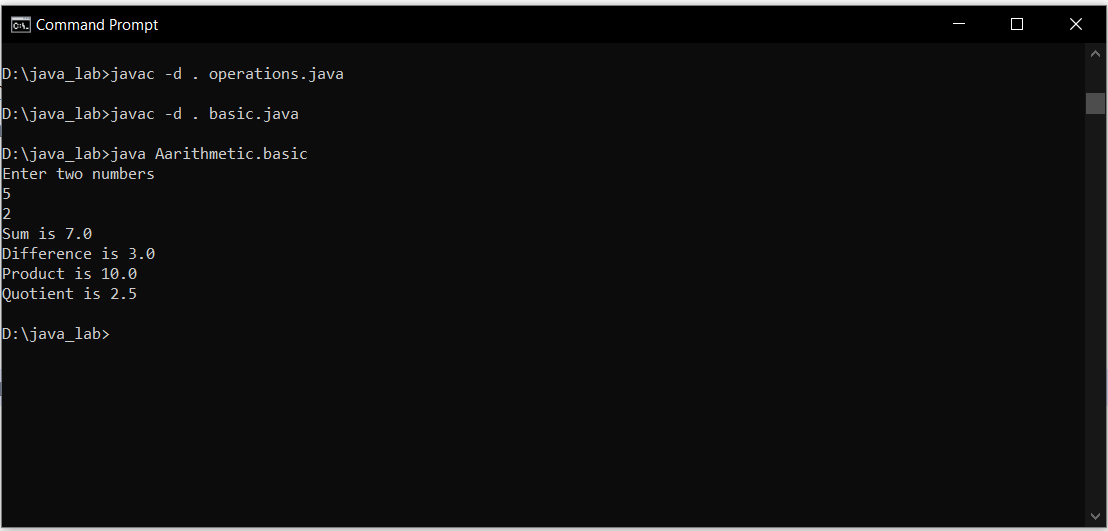
o.add(); o.substract(); o.multiply();

o.division();

}

}

**OUTPUT**



18. Write a user defined exception class to authenticate the user name and password.

import java.util.Scanner;

class UsernameException extends Exception {

public UsernameException(String msg) {

super(msg);

}

}

class PasswordException extends Exception {

public PasswordException(String msg) {

super(msg);

}

}

public class CheckLoginCredential {

public static void main(String[] args) {

Scanner s = new Scanner(System.in);

String username, password;

System.out.print("Enter username :: ");

username = s.nextLine();

System.out.print("Enter password :: ");

password = s.nextLine();

int length = username.length();

try {

if(length < 6)

throw new UsernameException("Username must be greater than 6 characters ???");

else if(!password.equals("hello"))

throw new PasswordException("Incorrect password\nType correct password ???");

else

System.out.println("Login Successful !!!");

}

catch (UsernameException u) {

u.printStackTrace();

}

catch (PasswordException p) {

p.printStackTrace();

}

finally {

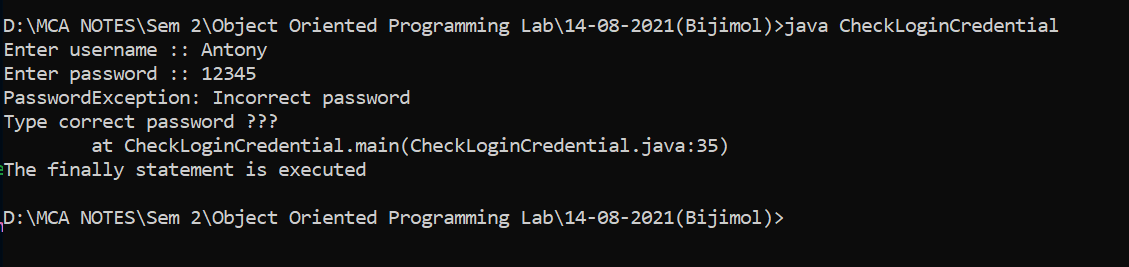
System.out.println("The finally statement is executed");

}

}

}

**OUTPUT**

****

19. Find the average of N positive integers, raising a user defined exception for each negative input.

import java.util.Scanner;

import java.util.InputMismatchException;

public class TestDemo

{

public static void main(String args[])

{

double total = 0, N, userInput;

Scanner input = new Scanner(System.in);

while (true)

{

System.out.print("Enter how many numbers(N) to calculate average:");

userInput = input.nextDouble();

if (userInput > 0)

{

N = userInput;

break;

}

else

System.out.println("N must be positive.");

}

for (int i = 0; i < N; i++)

{

while (true)

{

System.out.print("Enter number:");

try

{

userInput = input.nextDouble();

total += userInput;

break;

}

catch (InputMismatchException e)

{

input.nextLine();

System.out.println("Input must bea number. Try again");

}

}

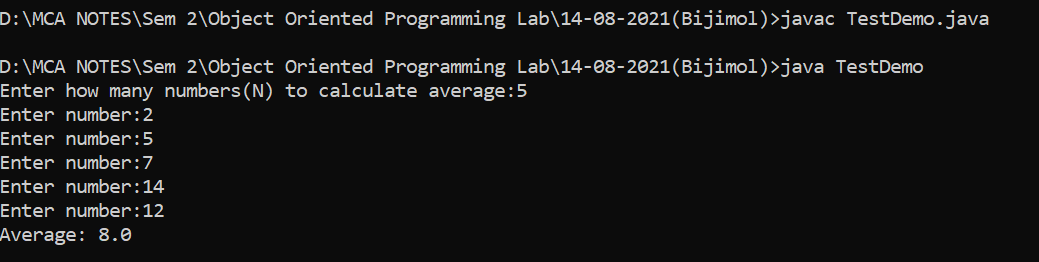
}

System.out.println("Average: "+ total / N);

}

}

**OUTPUT**



20. Define 2 classes; one for generating multiplication table of 5 and other for displaying first N prime numbers. Implement using threads. (Thread class)

import java.util.\*;

class ThreadA extends Thread{

public void run( ) {

int n = 5;

for (int i = 1; i <= 10; ++i)

System.out.println(n + " \* " + i +

" = " + n \* i);

System.out.println("Exiting from Thread A ...");

}

}

class ThreadB extends Thread

{

public void run( )

{

Scanner sc = new Scanner(System.in);

int i,n,p,count,flag;

System.out.println("Enter the number of prime terms you want!");

n=sc.nextInt();

System.out.println("First "+n+" prime numbers are :-");

p=2;

i=1;

while(i<=n)

{

flag=1;

for(count=2;count<=p-1;count++)

{

if(p%count==0)

{

flag=0;

break;

}

}

if(flag==1)

{

System.out.print(p+" ") ;

i++;

}

p++;

}

}

//System.out.println("Exiting from Thread B ...");

}

public class Demonstration\_111

{

public static void main(String args[]) {

ThreadA a = new ThreadA();

ThreadB b = new ThreadB();

a.start();

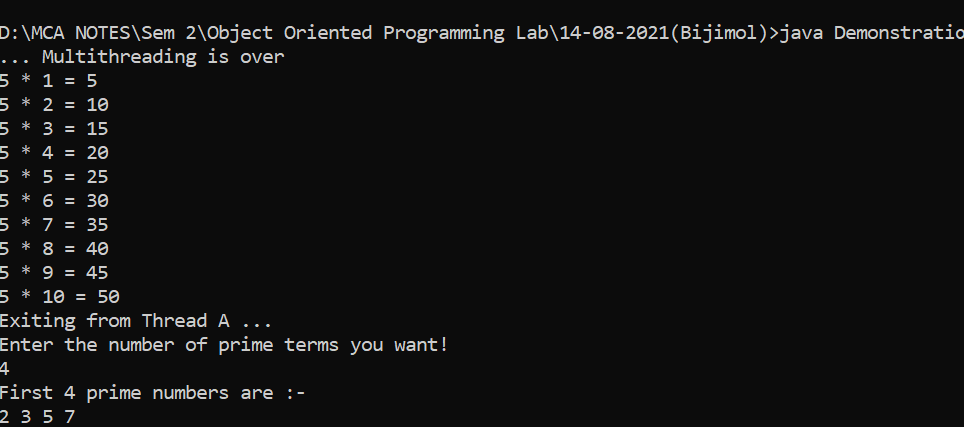
b.start();

System.out.println("... Multithreading is over ");

}

}

**OUTPUT**



21. Define 2 classes; one for generating Fibonacci numbers and other for displaying even numbers in a given range. Implement using threads. (Runnable Interface)

public class Mythread {

public static void main(String[] args) {

Runnable r = new Runnable1();

Thread t = new Thread(r);

t.start();

Runnable r2 = new Runnable2();

Thread t2 = new Thread(r2);

t2.start();

}

}

class Runnable2 implements Runnable{

public void run(){

for(int i=0;i<11;i++){

if(i%2 == 1)

System.out.println(i);

}

}

}

class Runnable1 implements Runnable{

public void run(){

int n1=0,n2=1,n3,i,count=10;

System.out.print(n1+" "+n2);//printing 0 and 1

for(i=2;i<count;++i)//loop starts from 2 because 0 and 1 are already printed

{

n3=n1+n2;

System.out.print(" "+n3);

n1=n2;

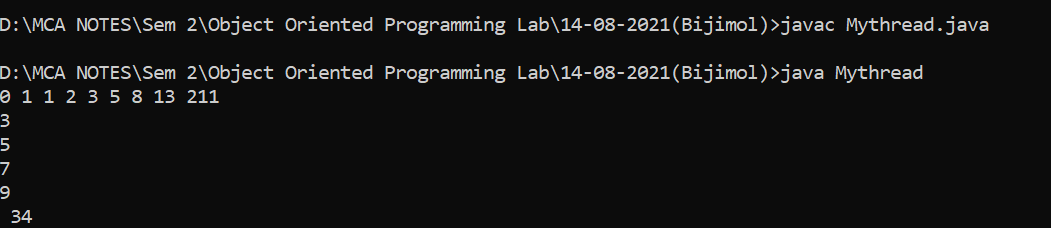
n2=n3;

}

}

}

**OUTPUT**



22.Program to draw Circle, Rectangle, Line in Applet.

import java.awt.\*;

import java.applet.\*;

public class circle extends Applet

{

public void paint(Graphics g)

{ g.setColor(Color.red);

g.fillOval(80,70,150,150);

g.drawOval(80,70,150,150);

g.setColor(Color.BLACK);

}

}

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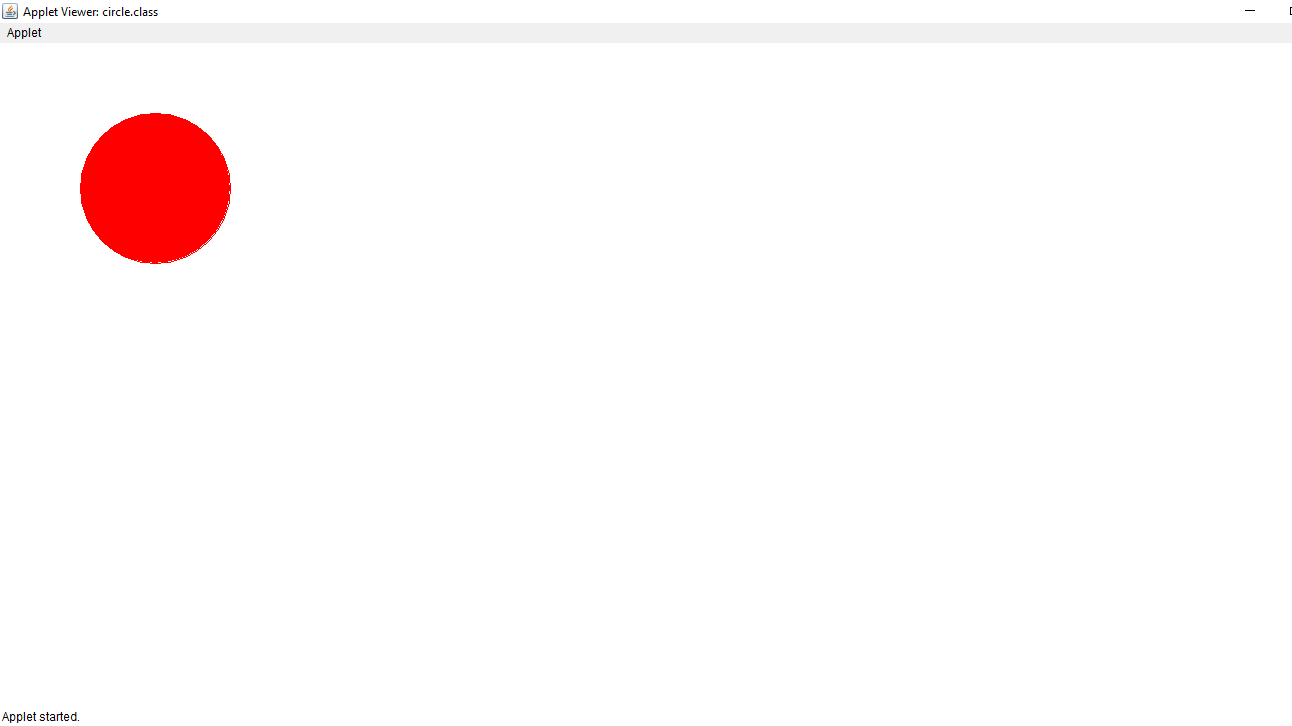
<applet code="circle.class"width="800"height="500">

</applet>

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import java.awt.\*;

import java.applet.\*;

public class rectapplet extends Applet

{

public void paint(Graphics g)

{ g.setColor(Color.YELLOW);

g.fillRect(50,100,180,80);

g.setColor(Color.BLACK);

g.drawRect(50,100,180,80);

}

}

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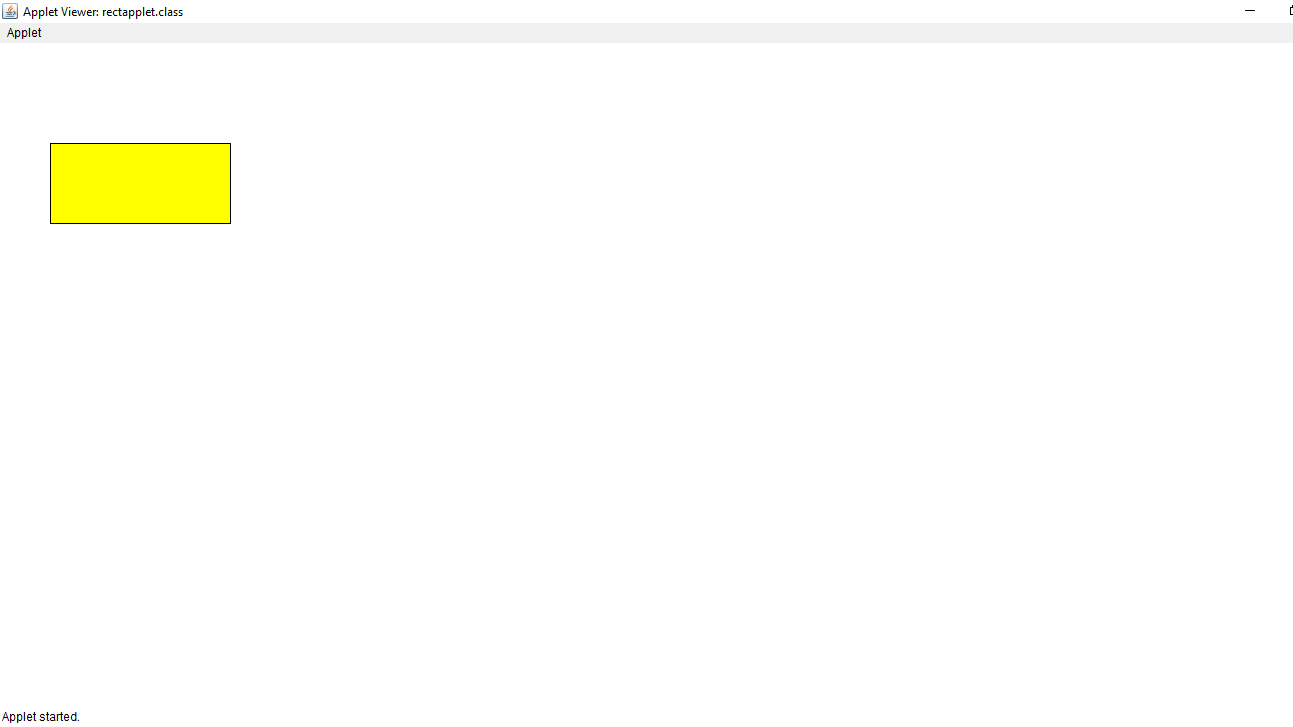
<applet code="rectapplet.class"width="800"height="500">

</applet>

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

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(15);

t3.setBounds(100,25,50,20);

t4=new TextField("Ans");

t4.setBounds(175,50,50,20);

b1= new Button("Find");

b1.setBounds(175,65,50,40);

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)

{

if(j<k)

t4.setText(""+k);

else

t4.setText(""+j);

}

else

t4.setText(""+i);

}

}

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<div align="center">

<applet code="findlarge.class" width="800" height="500">

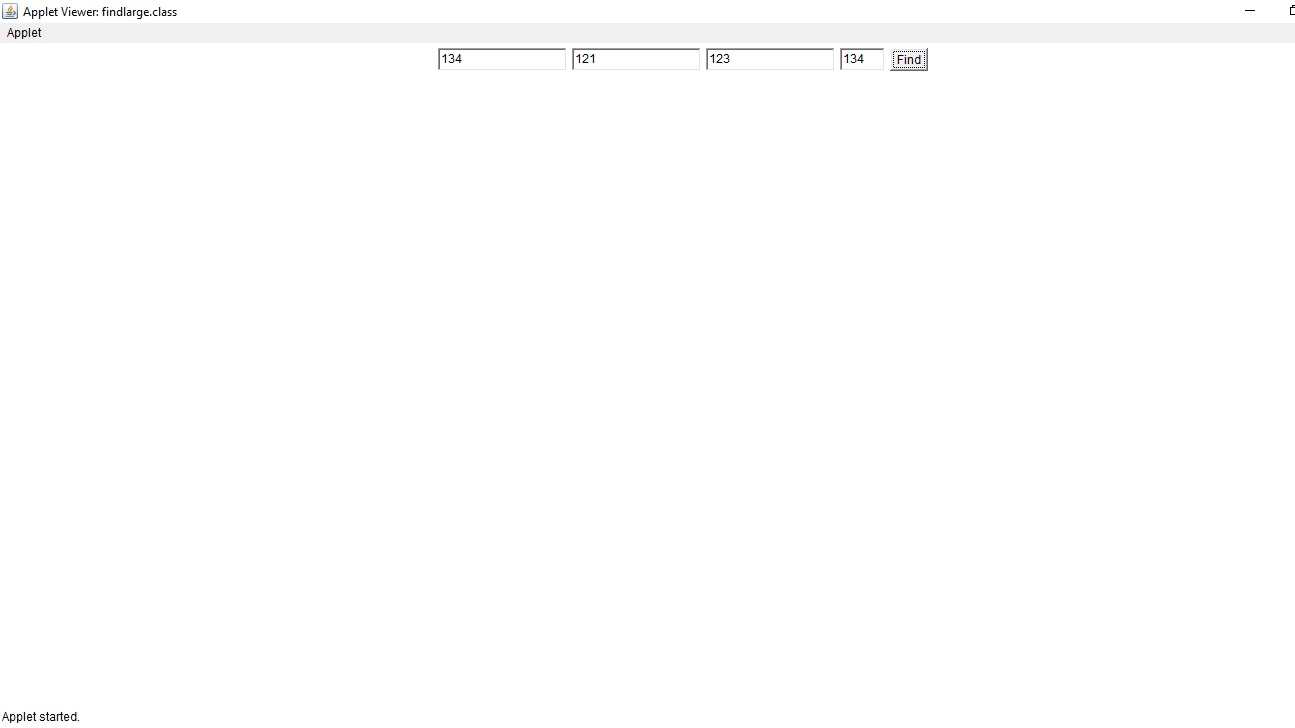
</applet>

</div>

</body>

</html>

**OUTPUT**



24.Find the percentage of marks obtained by a student in 5 subjects. Display a happy face if he secures above 50% or a sad face if otherwise.

import java.awt.\*;

import java.awt.event.\*;

import java.applet.\*;

public class marks extends Applet implements ActionListener {

public int per =0;

Label l1 = new Label("enter Marks of Subject 1: ");

Label l2 = new Label("enter Marks of Subject 2: ");

Label l3 = new Label("enter Marks of Subject 3: ");

Label l4 = new Label("enter Marks of Subject 4: ");

Label l5 = new Label("enter Marks of Subject 5: ");

Label l6 = new Label("Total Percentage: ");

TextField t1 = new TextField(10);

TextField t2 = new TextField(10);

TextField t3 = new TextField(10);

TextField t4 = new TextField(10);

TextField t5 = new TextField(10);

TextField t6 = new TextField(10);

Button b1 = new Button("CALCULATE PERCENTAGE");

public marks()

{

l1.setBounds(50, 100, 280, 20);

l2.setBounds(50, 150, 280, 20);

l3.setBounds(50, 200, 280, 20);

l4.setBounds(50, 250, 280, 20);

l5.setBounds(50, 300, 280, 20);

l6.setBounds(50, 350, 280, 20);

t1.setBounds(200, 100, 300, 20);

t2.setBounds(200, 150, 300, 20);

t3.setBounds(200, 200, 300, 20);

t4.setBounds(200, 250, 300, 20);

t5.setBounds(200, 300, 300, 20);

t6.setBounds(200, 350, 300, 20);

b1.setBounds(200,400, 200, 20);

GridLayout g1 = new GridLayout(20, 2, 5, 5);

setLayout(g1);

add(l1);

add(t1);

add(l2);

add(t2);

add(l3);

add(t3);

add(l4);

add(t4);

add(l5);

add(t5);

add(l6);

add(t6);

add(b1);

b1.addActionListener(this);

}

@Override

public void actionPerformed(ActionEvent e) {

// TODO Auto-generated method stub

int m1 = Integer.parseInt(t1.getText());

int m2= Integer.parseInt(t2.getText());

int m3= Integer.parseInt(t3.getText());

int m4= Integer.parseInt(t4.getText());

int m5= Integer.parseInt(t5.getText());

if(e.getSource()==b1)

{

int add=m1+m2+m3+m4+m5;

per=add/5;

t6.setText(String.valueOf(per)+" %");

repaint();

}

}

public void paint(Graphics g)

{

if(per>=50)

{

g.setColor(Color.yellow);

g.drawOval(100, 700, 150, 150);

g.fillOval(100, 700, 150, 150);

g.setColor(Color.BLACK);

g.fillOval(120, 740, 15, 15);

g.fillOval(170, 740, 15, 15);

g.drawArc(130, 800, 50, 20, 180, 180);

}

else if(per>0 && per<50)

{

g.setColor(Color.yellow);

g.drawOval(100, 700, 150, 150);

g.fillOval(100, 700, 150, 150);

g.setColor(Color.BLACK);

g.fillOval(120, 740, 15, 15);

g.fillOval(170, 740, 15, 15);

g.drawArc(130,820,50,20,0,180);

}

}

public static void main(String args[]) {

new marks();

} }

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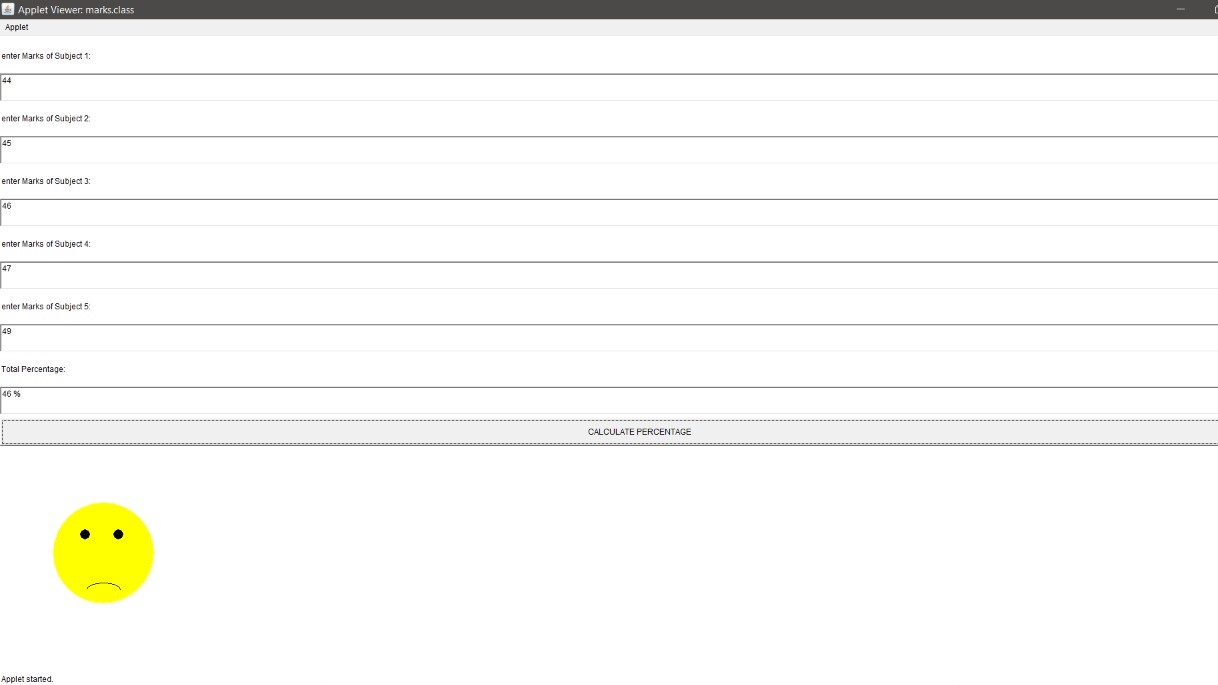
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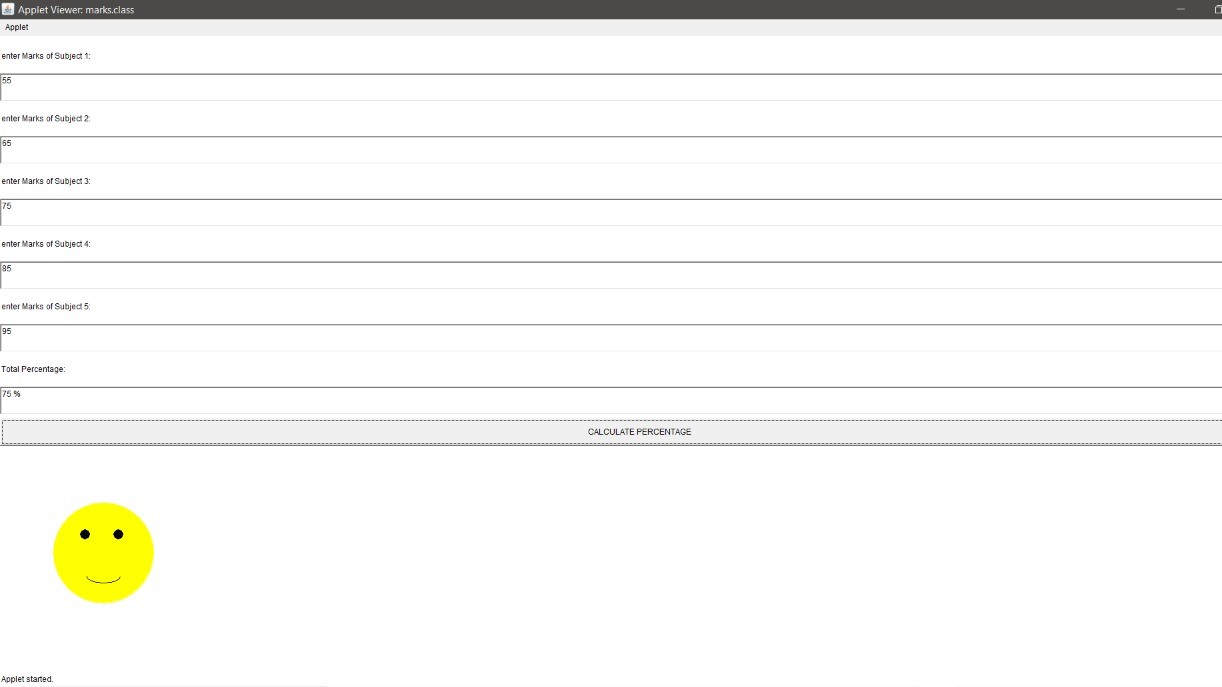
<applet code="marks.class"width="1000"height="1000">

</applet></div>

</body></html>

**OUTPUT**





24.Using 2D graphics commands in an Applet, construct a house. On mouse click event, change the color of the door from blue to red.

import java.applet.\*;

import java.awt.\*;

import java.util.\*;

import java.awt.event.\*;

public class house extends Applet implements MouseListener,Runnable

{

private Color textColor = Color.BLUE;

public void paint(Graphics g)

{ int [] x = {150, 300, 225};

int [] y = {150, 150, 25};

g.drawRect(150, 150, 150, 200); //House

g.drawRect(200, 200, 50, 150);

g.setColor(Color.blue);

g.setColor(textColor);

g.fillRect(200, 200, 50, 150); // Door

g.setColor(Color.black);

g.fillPolygon(x, y, 3); // Roof

}

public void init()

{

this.setSize(200,200);

addMouseListener(this);

}

public void run()

{

while(true)

{

repaint();

try

{

Thread.sleep(17);

}

catch (InterruptedException e)

{

e.printStackTrace();

}

}

}

public void mouseClicked(MouseEvent e)

{

int x=e.getX(),y=e.getY();

if(x>=60 && x<=120 && y>=80 && y<=95)

textColor=Color.BLUE;

else

textColor=Color.RED;

repaint();

System.out.println("Mouse Position: X= "+x+"Y"+y);

}

public void mousePressed(MouseEvent e){}

public void mouseReleased(MouseEvent e){}

public void mouseEntered(MouseEvent e){}

public void mouseExited(MouseEvent e){}

}

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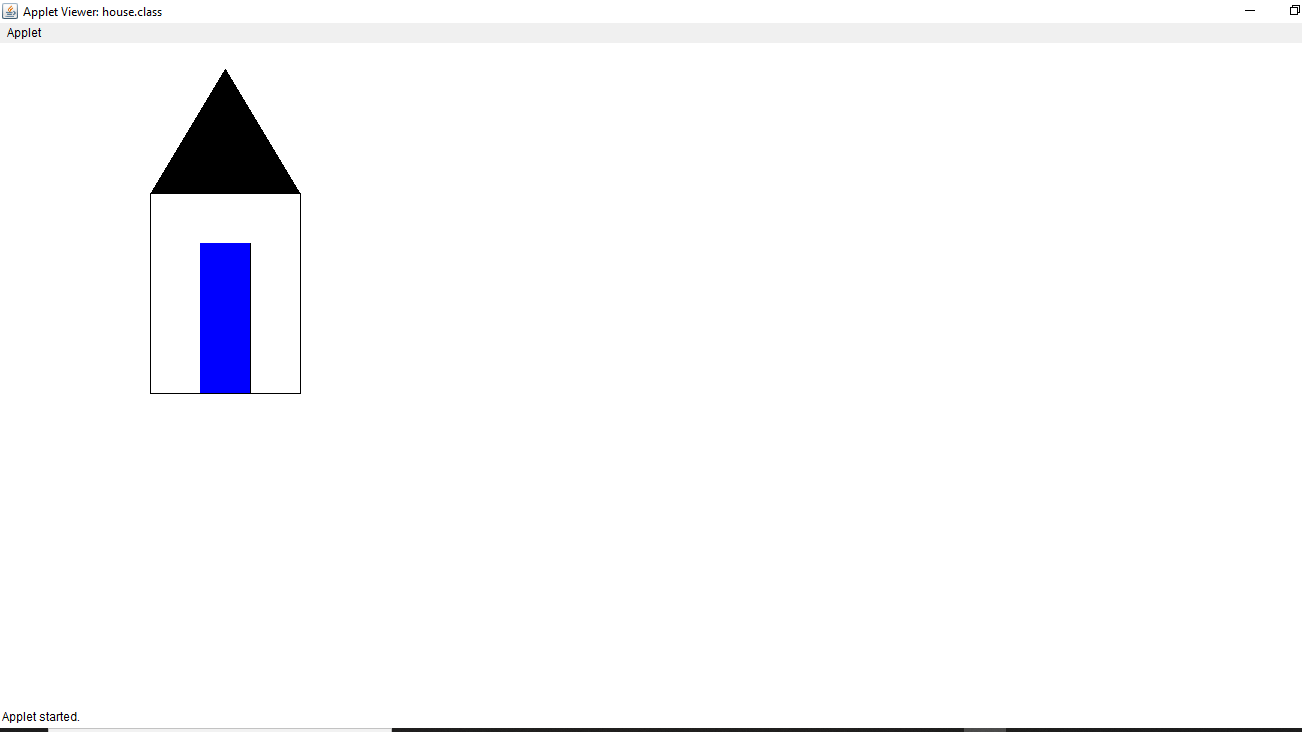
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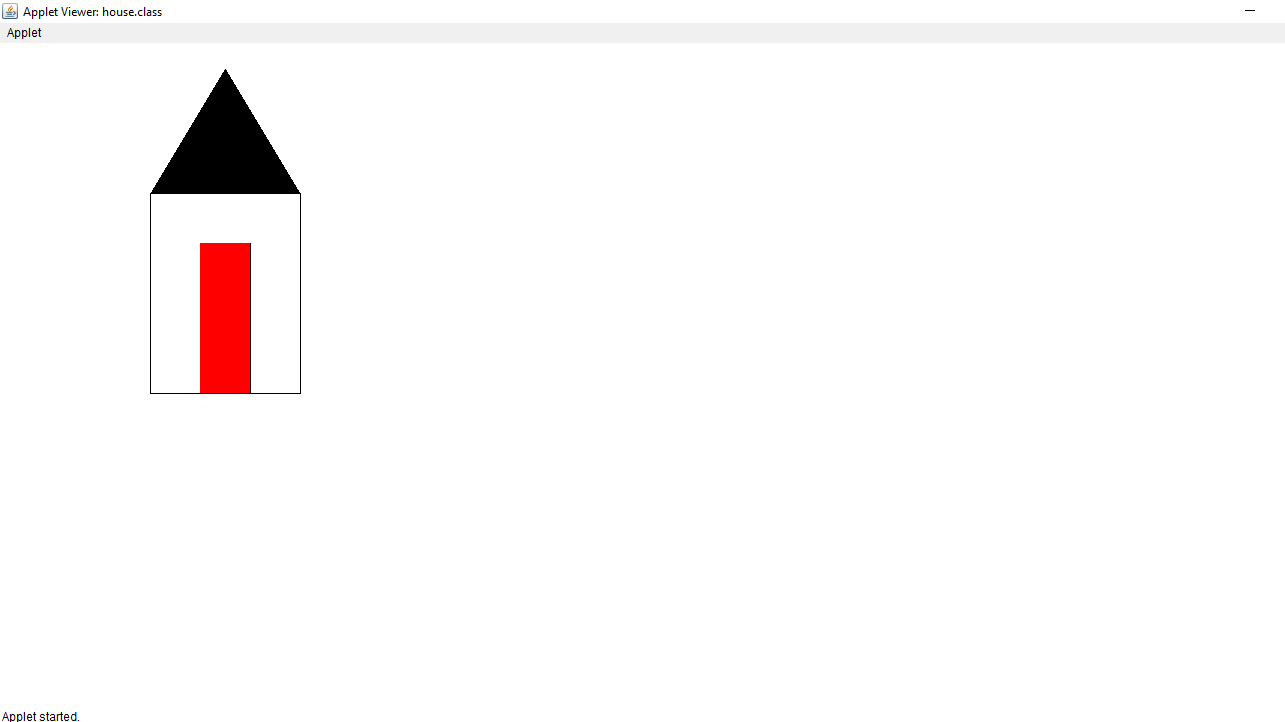
<applet code="house.class"width="800"height="500">

</applet></div>

</body></html>

**OUTPUT**

****

****

25.Implement a simple calculator using AWT components.

import java.awt.\*;

import java.awt.event.\*;

class calc implements ActionListener

{

Frame f=new Frame();

Label l1=new Label("enter number ");

Label l2=new Label("enter number ");

Label l3=new Label("result");

TextField t1=new TextField();

TextField t2=new TextField();

TextField t3=new TextField();

Button b1=new Button("ADD");

Button b2=new Button("SUB");

Button b3=new Button("MUL");

Button b4=new Button("DIV");

calc() {

l1.setBounds(50,100,100,20);

l2.setBounds(50,150,100,20);

l3.setBounds(50,200,100,20);

t1.setBounds(200,100,100,20);

t2.setBounds(200,150,100,20);

t3.setBounds(200,200,100,20);

b1.setBounds(50,250,50,20);

b2.setBounds(110,250,50,20);

b3.setBounds(170,250,50,20);

b4.setBounds(230,250,50,20);

f.add(l1);

f.add(l2);

f.add(t1);

f.add(t2);

f.add(t3);

f.add(b1);

f.add(b2);

f.add(b3);

f.add(b4);

b1.addActionListener(this);

b2.addActionListener(this);

b3.addActionListener(this);

b4.addActionListener(this);

f.setLayout(null);

f.setVisible(true);

f.setSize(500,500); }

public void actionPerformed(ActionEvent e){

int i=Integer.parseInt(t1.getText());

int j=Integer.parseInt(t2.getText());

if(e.getSource()==b1) {

t3.setText(String.valueOf(i+j)); }

if(e.getSource()==b2) {

t3.setText(String.valueOf(i-j)); }

if(e.getSource()==b3)

{

t3.setText(String.valueOf(i\*j));

}

if(e.getSource()==b4)

{

t3.setText(String.valueOf(i/j)); }

}

public static void main(String args[]) {

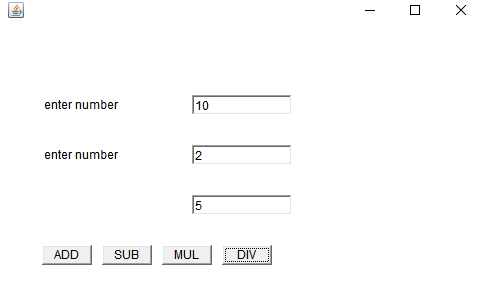
new calc();

}

}

**OUTPUT**





26.Develop a program that has a Choice component which contains the names of shapes such as rectangle, triangle, square and circle. Draw the corresponding shapes for given parameters as per user’s choice.

import java.applet.\*;

import java.awt.\*;

import java.awt.Graphics;

import java.awt.event.\*;

public class figchoice extends Applet implements ItemListener {

Choice ch;

int x1[]= {50,120,220,20};

int y1[]= {50,120,20,20};

int n=4;

int Selection;

public void init()

{

ch = new Choice();

ch.addItem("Select a Shape");

ch.addItem("Rectangle");

ch.addItem("Triangle");

ch.addItem("Square");

ch.addItem("Circle");

add(ch);

ch.addItemListener(this);

}

public void itemStateChanged (ItemEvent e)

{

Selection = ch.getSelectedIndex();

repaint();

}

public void paint(Graphics g)

{

super.paint(g);

if (Selection == 1)

{ g.drawRect(50,50,100,150); }

if (Selection == 2)

{ g.drawPolygon(x1,y1,n); }

if (Selection == 3)

{ g.drawRect(50,50,100,100); }

if (Selection == 4)

{

g.drawOval(70,30,100,100);

} } }

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<div align="center">

<applet code="figchoice.class"width="800"height="500">

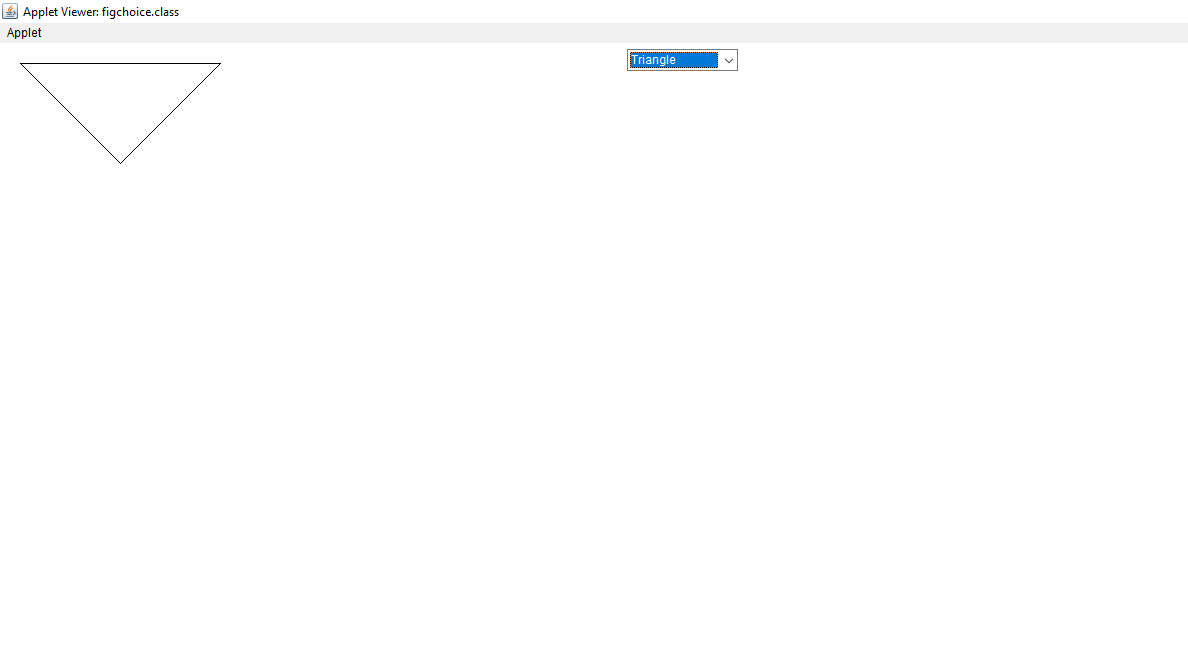
</applet>

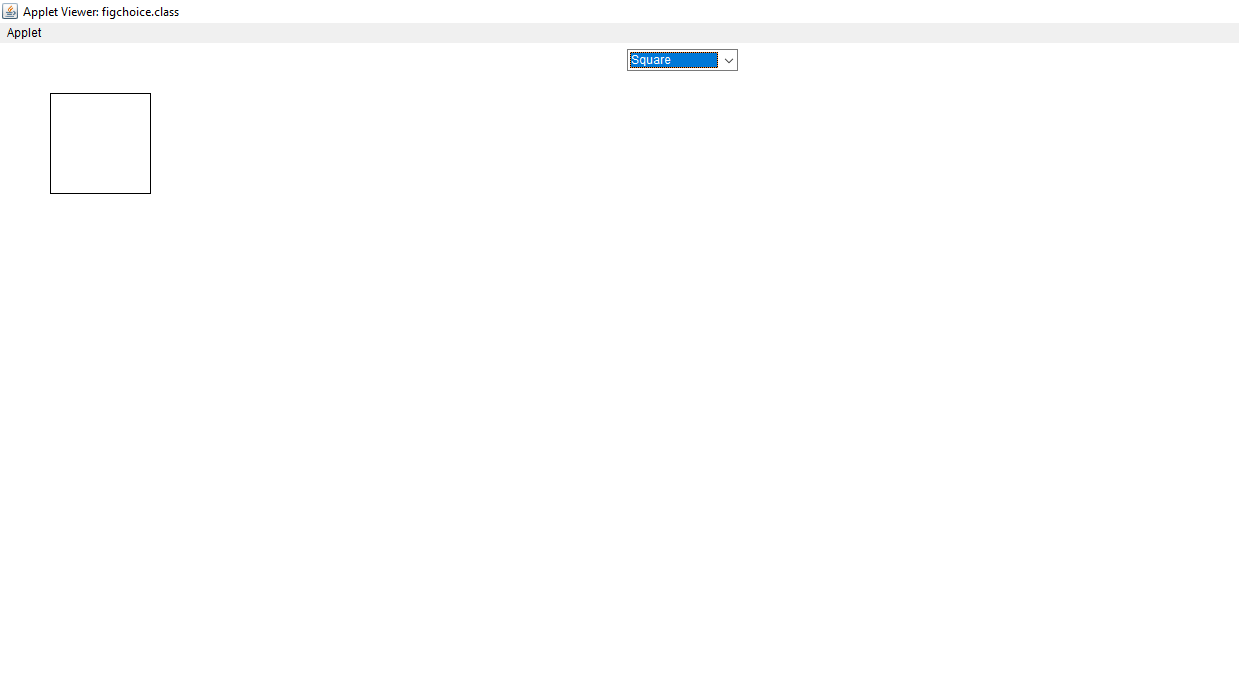
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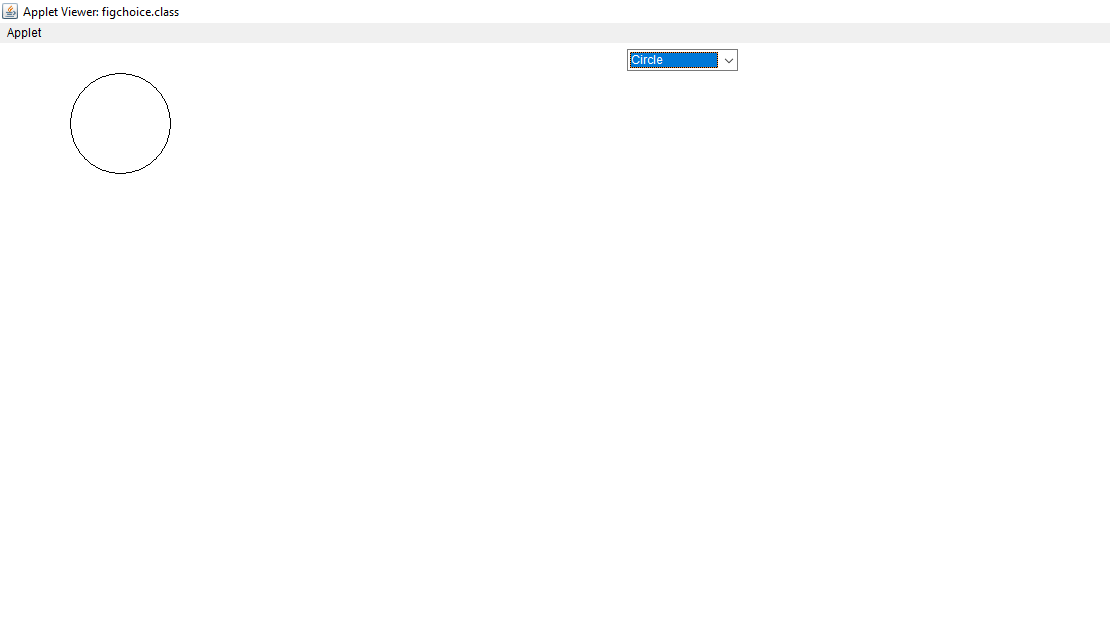
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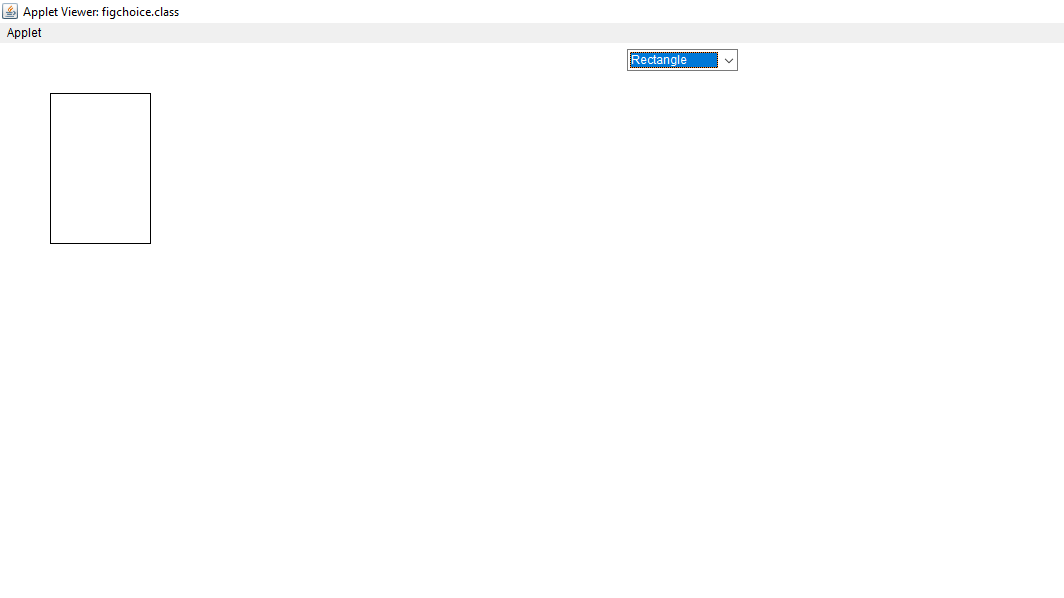
</html>

**OUTPUT**









1. Develop a program to handle all window events

import java.awt.\*;

import java.awt.event.WindowEvent;

import java.awt.event.WindowListener;

public class winexamp extends Frame implements WindowListener

{

winexamp()

{

addWindowListener(this);

setSize(400,400);

setLayout(null);

setVisible(true);

}

public static void main(String args[])

{

new winexamp();

}

public void windowActivated(WindowEvent arg0)

{

System.out.println("Window Activated");

}

public void windowClosed(WindowEvent args0)

{

System.out.println("Window closed");

}

public void windowClosing(WindowEvent arg0)

{

System.out.println("Window closing");

}

public void windowDeactivated(WindowEvent arg0)

{

System.out.println("Window DEActivated");

}

public void windowDeiconified(WindowEvent arg0)

{

System.out.println("Window Deiconified");

}

public void windowIconified(WindowEvent arg0)

{

System.out.println("Window iconified");

}

public void windowOpened(WindowEvent arg0)

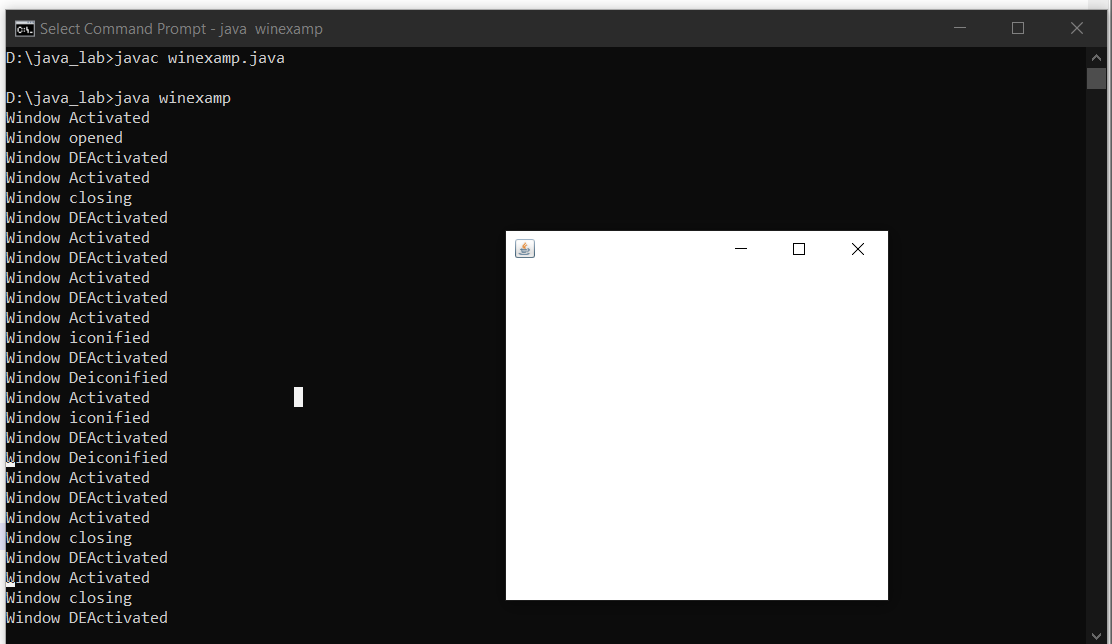
{

System.out.println("Window opened");

}

}

**OUTPUT**



1. Develop a program to handle all mouse events

import java.awt.\*;

import java.awt.event.\*;

public class mousexamp12 extends Frame implements MouseListener

{

mousexamp12()

{

addMouseListener(this);

setSize(400,400);

setLayout(null);

setVisible(true);

}

public void mouseClicked(MouseEvent e)

{

Graphics g=getGraphics();

g.setColor(Color.blue);

g.fillOval(e.getX(),e.getY(),30,30);

}

public void mouseEntered(MouseEvent e)

{

}

public void mouseExited(MouseEvent e)

{

}

public void mousePressed(MouseEvent e)

{

}

public void mouseReleased(MouseEvent e){

}

public static void main(String args[])

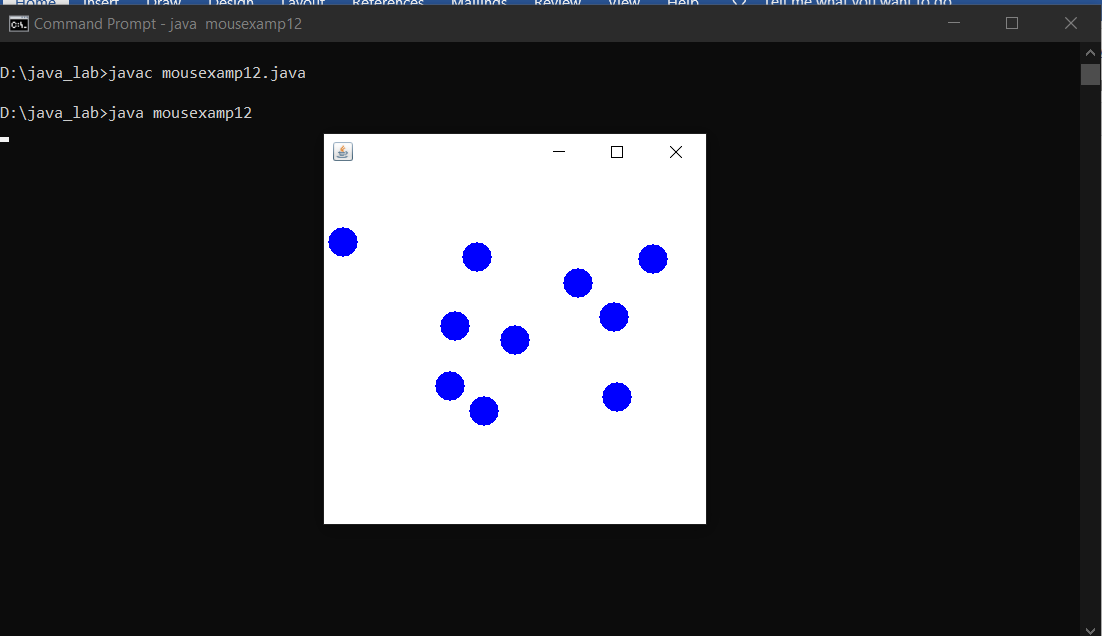
{

new mousexamp12();

}

}

**OUTPUT**



1. Develop a program to handle Key events.

import java.awt.\*;

import java.awt.event.\*;

public class keyexamp extends Frame implements KeyListener

{

Label l;

TextArea a;

keyexamp()

{

l=new Label();

l.setBounds(20,50,200,20);

a=new TextArea();

a.setBounds(20,80,300,300);

a.addKeyListener(this);

add(l);

add(a);

setSize(400,400);

setLayout(null);

setVisible(true);

}

public void keyPressed(KeyEvent e)

{

}

public void keyReleased(KeyEvent e)

{

String t=a.getText();

String w[]=t.split("\\s");

l.setText("Words="+w.length+" Characters="+t.length());

}

public void keyTyped(KeyEvent e)

{}

public static void main(String args[])

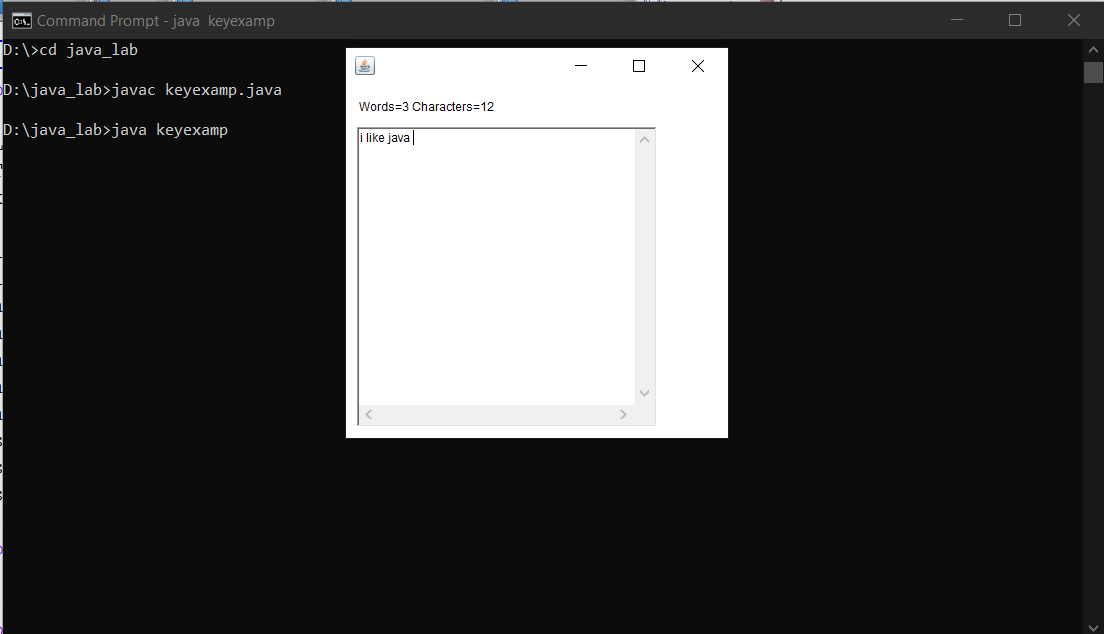
{

new keyexamp();

}

}

**OUTPUT**

****

1. Producer/Consumer using ITC

import java.util.\*;

class Q

{

int n;

boolean statusFlag=false;

synchronized void put(int n)

{

try

{

while(statusFlag)

{

wait();

}

}

catch(InterruptedException e){}

this.n=n;

System.out.println("Put :"+n);

statusFlag=true;

notify();

}

synchronized int get()

{

try{

while(!statusFlag)

{

wait();

}

}

catch(InterruptedException e){}

statusFlag=false;

System.out.println("Got :"+n);

notify();

return n;

}

}

class Producer implements Runnable

{

Q q;

Producer(Q q)

{

this.q=q;

new Thread(this, "Producer").start();

}

public void run()

{

int i=0;

while(true)

{

q.put(i++);

}

}

}

class Consumer implements Runnable

{

Q q;

Consumer(Q q)

{

this.q=q;

new Thread(this,"Consumer").start();

}

public void run()

{

while(true)

{

q.get();

}

}

}

public class D

{

public static void main(String[] args)

{

Q q=new Q();

Producer p=new Producer(q);

Consumer c=new Consumer(q);

}

}

OUTPUT



1. Program to create a generic stack and do the Push and Pop operations.

public class StackAsLinkedList {

StackNode root;

static class StackNode {

int data;

StackNode next;

StackNode(int data) { this.data = data; }

}

public boolean isEmpty()

{

if (root == null) {

return true;

}

else

return false;

}

public void push(int data)

{

StackNode newNode = new StackNode(data);

if (root == null) {

root = newNode;

}

else {

StackNode temp = root;

root = newNode;

newNode.next = temp;

}

System.out.println(data + " pushed to stack");

}

public int pop()

{

int popped = Integer.MIN\_VALUE;

if (root == null) {

System.out.println("Stack is Empty");

}

else {

popped = root.data;

root = root.next;

}

return popped;

}

public int peek()

{

if (root == null) {

System.out.println("Stack is empty");

return Integer.MIN\_VALUE;

}

else {

return root.data;

}

}

// Driver code

public static void main(String[] args)

{

StackAsLinkedList sll = new StackAsLinkedList();

sll.push(10);

sll.push(20);

sll.push(30);

System.out.println(sll.pop()

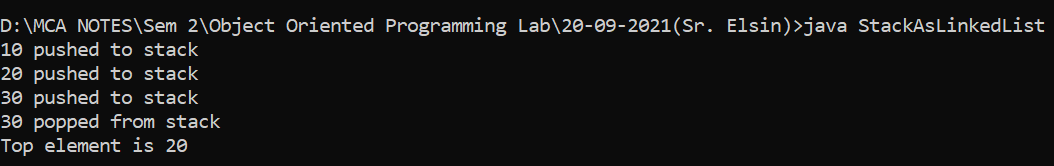
+ " popped from stack");

System.out.println("Top element is " + sll.peek());

}

}

OUTPUT



1. Using generic method perform Bubble sort.

public class BubbleSort {

static void bubbleSort(int[] arr) {

int n = arr.length;

int temp = 0;

for(int i = 0; i < n; i++) {

for(int j=1; j < (n-i); j++) {

if(arr[j-1] > arr[j]) {

temp = arr[j-1];

arr[j-1] = arr[j];

arr[j] = temp;

}

}

}

}

public static void main(String[] args) {

int arr[] = { 1, 6, -2, 6, -4, 8, 5, -7, -9, 4 };

System.out.println("Array Before Bubble Sort");

for(int i = 0; i < arr.length; i++) {

System.out.print(arr[i] + " ");

}

System.out.println();

bubbleSort(arr);

System.out.println("Array After Bubble Sort");

for(int i = 0; i < arr.length; i++) {

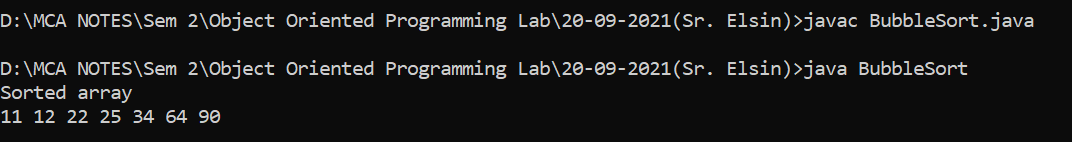
System.out.print(arr[i] + " ");

}

}

}

OUTPUT



1. Program to demonstrate the creation of queue object using the PriorityQueue class

import java.util.\*;

class PriorityQueue1{

public static void main(String args[]){

PriorityQueue<String> queue=new PriorityQueue<String>();

queue.add("Amit");

queue.add("Vijay");

queue.add("Karan");

queue.add("Jai");

queue.add("Rahul");

System.out.println("head:"+queue.element());

System.out.println("head:"+queue.peek());

System.out.println("iterating the queue elements:");

Iterator itr=queue.iterator();

while(itr.hasNext()){

System.out.println(itr.next());

}

queue.remove();

queue.poll();

System.out.println("after removing two elements:");

Iterator<String> itr2=queue.iterator();

while(itr2.hasNext()){

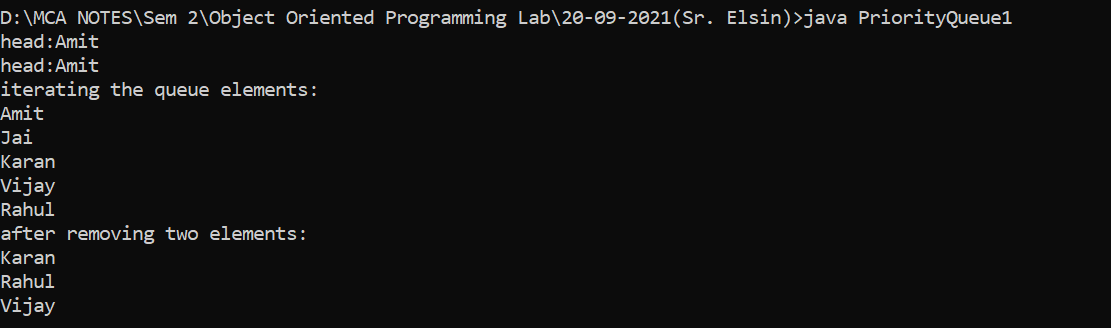
System.out.println(itr2.next());

}

}

}

OUTPUT



1. Program to remove all the elements from a linked list

import java.util.\*;

public class removelink

{

public static void main(String[] args)

{

// create an empty linked list

LinkedList<String> l\_list = new LinkedList<String>();

// use add() method to add values in the linked list

l\_list.add("violet");

l\_list.add("Green");

l\_list.add("Black");

l\_list.add("Pink");

l\_list.add("blue");

// print the list

System.out.println("The Original linked list: " + l\_list);

// Removing all the elements from the linked list

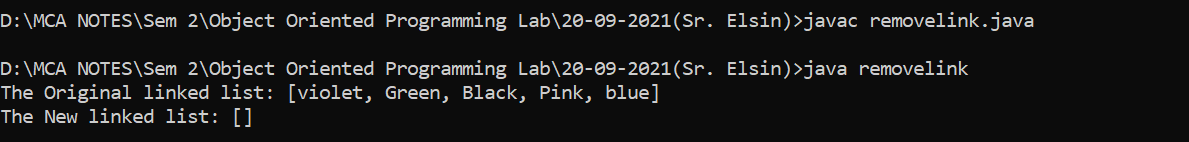
l\_list.clear();

System.out.println("The New linked list: " + l\_list);

}

}

OUTPUT



1. program to demonstrate the addition and deletion of elements in dequeue

import java.util.\*;

public class deque

{

public static void main(String[] args)

{

Deque<String> deque = new LinkedList<String>();

// We can add elements to the queue

// in various ways

// Add at the last

deque.add("Element 1 (Tail)");

// Add at the first

deque.addFirst("Element 2 (Head)");

// Add at the last

deque.addLast("Element 3 (Tail)");

// Add at the first

deque.push("Element 4 (Head)");

// Add at the last

deque.offer("Element 5 (Tail)");

// Add at the first

deque.offerFirst("Element 6 (Head)");

System.out.println(deque + "\n");

// We can remove the first element

// or the lastelement.

deque.removeFirst();

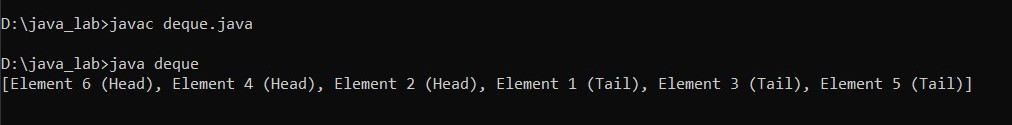
deque.removeLast();

System.out.println("Deque after removing " + "first and last: " + deque);

}

}

OUTPUT



1. Maintain a list of Strings using ArrayList from collection framework, perform built-in operations.

import java.util.\*;

class arrayjava{

public static void main(String args[]){

ArrayList<String> alist=new ArrayList<String>();

alist.add("appu");

alist.add("ammu");

alist.add("minnu"); alist.add("thomu");

alist.add("pinky"); alist.add("Tom");

//displaying elements

System.out.println(alist);

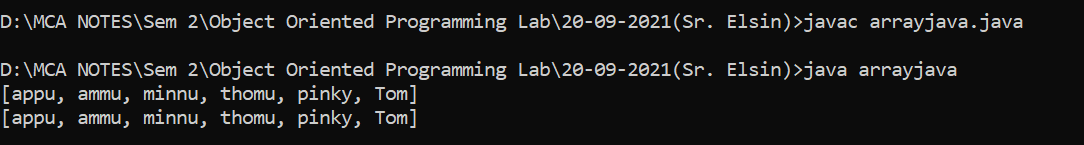
//Adding "appu" at the fourth position alist.add(3, "appu");

//displaying elements

System.out.println(alist);

} }

OUTPUT



35.Program to demonstrate the working of map interface by adding ,removing,changing.

import java.util.\*;

class HashMapDemo {

public static void main(String args[]) {

Map<String, Integer> hm = new HashMap<String, Integer>();

hm.put("Anu", new Integer(1));

hm.put("sinu", new Integer(2));

hm.put("Jinu", new Integer(3));

// Traversing through the map

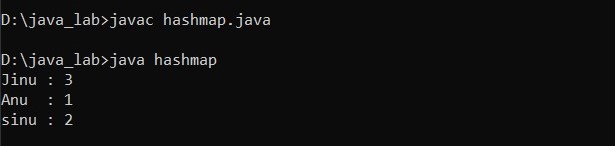
for (Map.Entry<String, Integer> me : hm.entrySet()) {

System.out.print(me.getKey() + ":");

System.out.println(me.getValue()); }

} }

OUTPUT



1. program to convert hash map to tree map.

import java.util.\*;

import java.util.stream.\*;

public class HT

{

public static void main(String args[])

{

Map<String, String> map = new HashMap<>();

map.put("1", "One");

map.put("2", "Two");

map.put("3", "Three");

map.put("4", "Four");

map.put("5", "Five");

map.put("6", "Six");

map.put("7", "Seven");

map.put("8", "Eight");

map.put("9", "Nine");

System.out.println("HashMap = " + map);

Map<String, String> treeMap = new TreeMap<>();

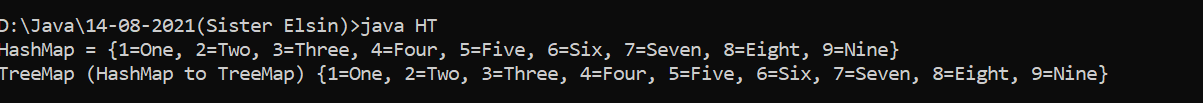
treeMap.putAll(map);

System.out.println("TreeMap (HashMap to TreeMap) " + treeMap);

}

}

OUTPUT



1. Program to list the sub directories and files in a given directory and also search for a file name.

import java.io.File;

import java.util.\*;

import java.io.\*;

public class p1 {

public static final String RED="\033[0;31m";

public static final String RESET="\033[0m";

static void RecursivePrint(File[] arr, int index, int level, String search

for) {

// exit condition

if (index == arr.length)

return;

// space for internbal level

for (int i = 0; i < level; i++)

System.out.print("\t");

if(arr[index].getName().toLowerCase().contains(searchfor))

System.out.print(RED);

else

System.out.print(RESET);

// for files

if (arr[index].isFile())

System.out.println(arr[index].getName());

else if (arr[index].isDirectory()) {

System.out.println("[" + arr[index].getName() + "]");

RecursivePrint(arr[index].listFiles(), 0, level + 1, searchfor);

}

RecursivePrint(arr, ++index, level, searchfor);

}

public static void main(String[] args) {

Scanner scan = new Scanner(System.in);

System.out.println("Enter the directory path");

String maindirpath = scan.nextLine();

System.out.println("Enter the file/directory name to search");

String searchfor = scan.nextLine();

File maindir = new File(maindirpath);

if (maindir.exists() && maindir.isDirectory()) {

File arr[] = maindir.listFiles();

System.out.println("##############################################

###");

System.out.println("Files from main directory" + maindir);

System.out.println("##############################################

###");

RecursivePrint(arr, 0, 0, searchfor.toLowerCase()); // array,index

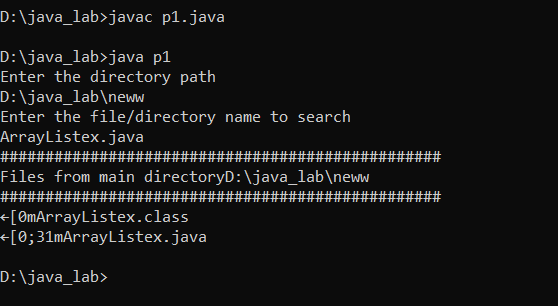
,level,search

}

}

}

OUTPUT



37. Write a program to write to a file, then read from the file and display the contents on the console.

import java.io.FileReader;

import java.io.FileWriter;

import java.io.IOException;

import java.io.\*;

import java.util.\*;

import java.io.File;

class read {

public static void main(String[] args) {

String var = "";

Scanner scan = new Scanner(System.in);

System.out.println("Enter the text to create file : type exit to stop"

);

while (!var.endsWith("exit\n"))

var = var + scan.nextLine()+"\n";

try {

File file = new File("output.txt");

FileWriter fw = new FileWriter(file);

fw.write(var);

fw.close();

System.out.println("Reading File content");

FileReader fr = new FileReader("output.txt");

String str = "";

int i;

while ((i = fr.read()) != -1) {

// Storing every character in the string

str += (char) i;

}

System.out.println(str);

fr.close();

} catch (IOException e) {

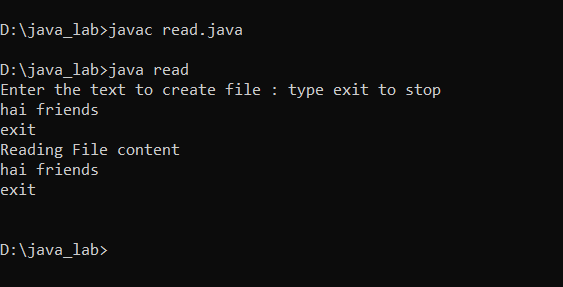
System.out.println("There are some exception");

}

}

}

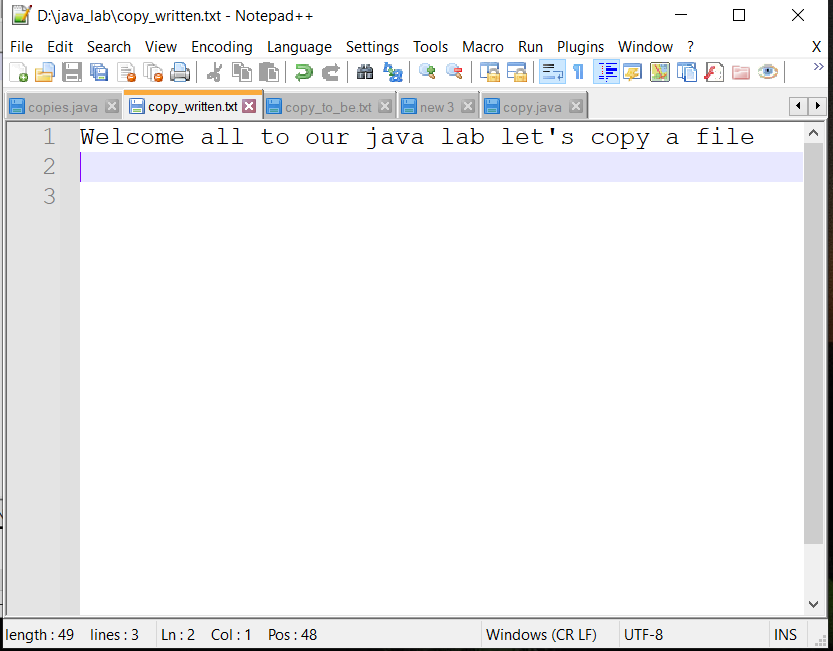
Output



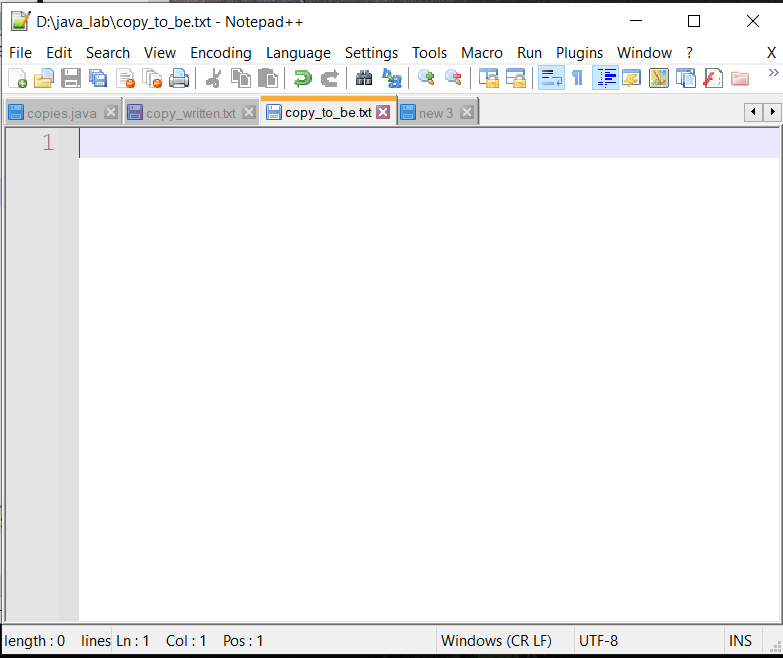
38. Write a program to copy one file to another

Pre-requisite

Create a text file with content where the java program is running for reading



And have another file to copy



import java.io.FileReader;

import java.io.FileWriter;

import java.io.IOException;

import java.io.\*;

import java.util.\*;

import java.io.File;

public class copy {

public static void main(String[] args) {

Scanner scan=new Scanner(System.in);

System.out.println("Enter the source File Name");

String source=scan.nextLine();

try {

FileReader fr=new FileReader(source);

String str = "";

int i;

System.out.println("Reading from file "+source);

while ((i = fr.read()) != -1) {

// Storing every character in the string

str += (char) i;

}

System.out.println(str);

System.out.println("\nEnter the filename to copy");

String destination=scan.nextLine();

File file=new File(destination);

FileWriter fw = new FileWriter(file);

fw.write(str);

fr.close();

fw.close();

System.out.println("Copied from "+source+" to "+destination+ " Successfully..!");

} catch (Exception e) {

//TODO: handle exception

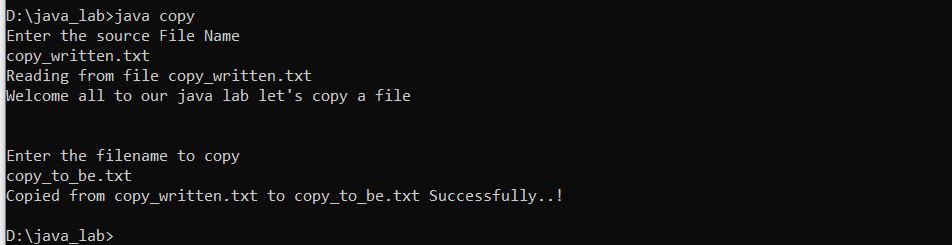
System.out.println("Exception Occured");

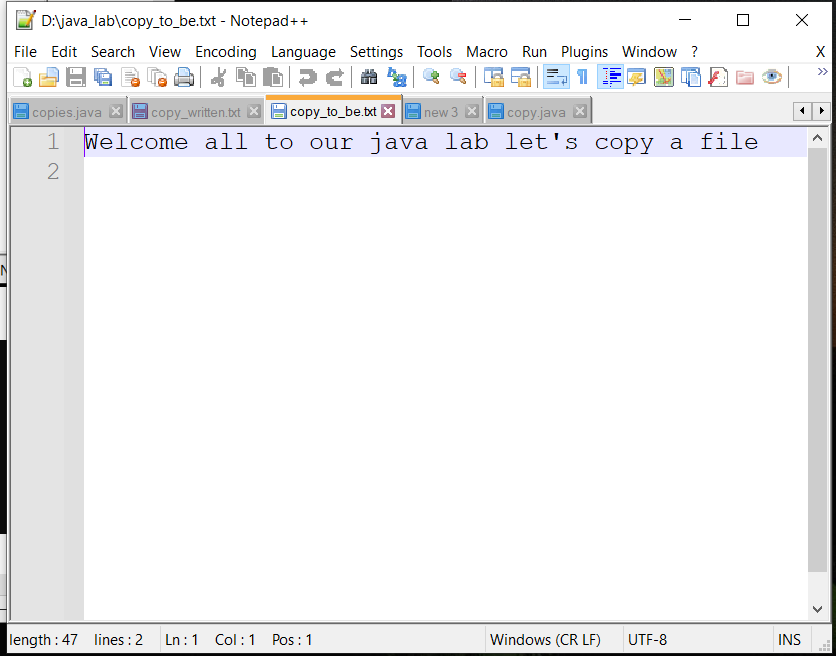
}

}

}

OUTPUT



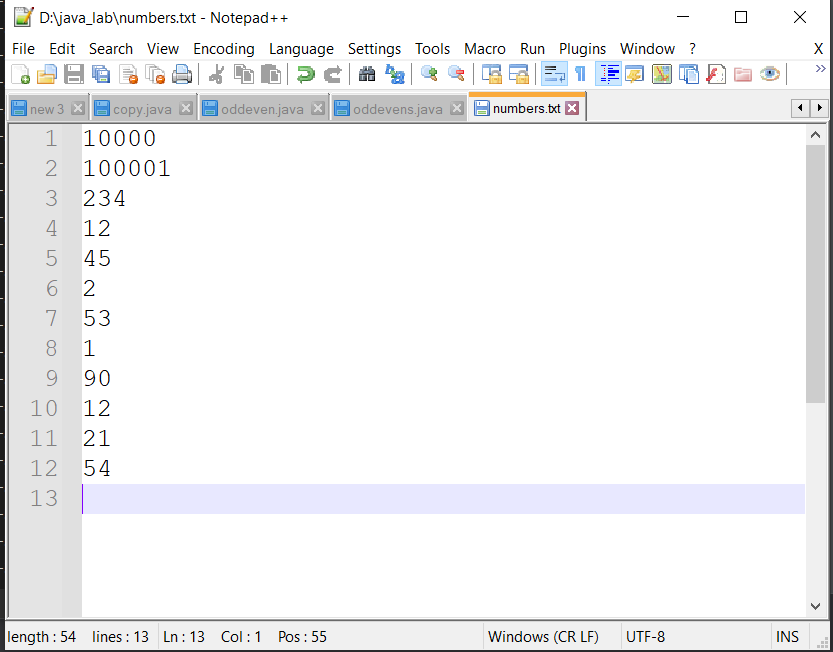


39. Write a program that reads from a file having integers. Copy even

numbers and odd numbers to separate files

Pre-requisite

Create a text file with content of numbers where the java program is running for reading numbers



import java.io.FileReader;

import java.io.\*;

import ja

public class oddevens {

public static void main(String[] args) {

try{

FileReader fr=new FileReader("number.txt");

BufferedReader br=new BufferedReader(fr);

File file1=new File("oddnumbers.txt");

FileWriter fw1=new FileWriter(file1);

File file2=new File("evennumbers.txt");

FileWriter fw2=new FileWriter(file2);

String num;

while((num=br.readLine())!=null){

if(Integer.parseInt(num)%2==0){

fw2.write(num+"\n");

} else {

fw1.write(num+"\n");

}

}

fw1.close();

fw2.close();

}catch(Exception e){

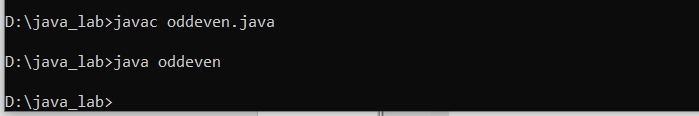
System.out.println("error");

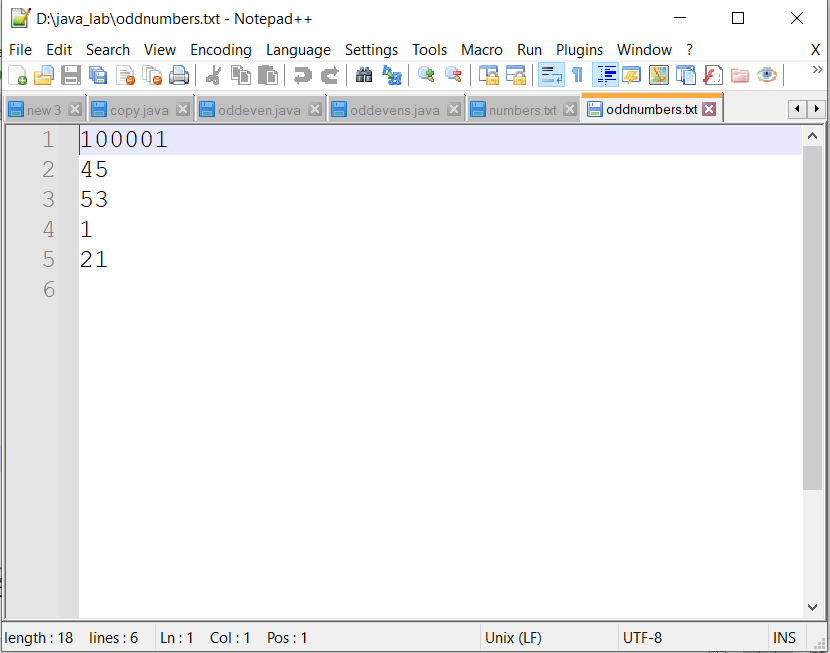
}

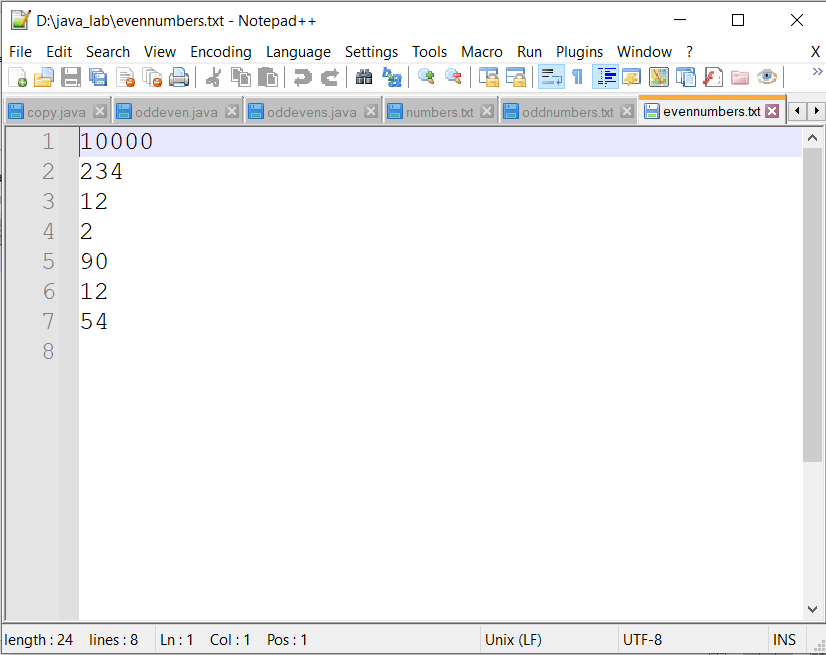
}

}

OUTPUT







40. Client server communication using Socket – TCP/IP

PROGRAM

Server

import java.io.\*;

import java.net.\*;

public class MyServer {

public static void main(String[] args) {

try{

ServerSocket ss=new ServerSocket(6666);

Socket s=ss.accept(); //establishes connection

DataInputStream dis=new DataInputStream(s.getInputStream());

String str=(String)dis.readUTF();

System.out.println("message= "+str);

ss.close();

}catch(Exception e) { System.out.println(e);}

}

}

Client

import java.io.\*;

import java.net.\*;

public class MyClient {

public static void main(String[] args) {

try{

Socket s=new Socket("localhost",6666);

DataOutputStream dout=new DataOutputStream(s.getOutputStream());

dout.writeUTF("Hello Server"); // Writes a string to the underlying output stream using modified UTF-8 encoding

dout.flush();

dout.close();

s.close();

}catch(Exception e){System.out.println(e);}

}

}

OUTPUT

