JAVA MINI PROJECT

Project Title

Strong Password Generator using JAVA

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Problem Statement

Java desktop application to generate random secure and strong password with lowercase & uppercase letters, symbols and numbers. This application let user to define any length for the password ranging between 8 and 25. It is built using Java Swing.

Code:

```
package passwordgenerator;
import java.awt.Color;
import java.awt.Font;
import java.awt.Image;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import javax.swing.Imagelcon;
import javax.swing.JButton;
import javax.swing.JCheckBox;
import javax.swing.JComboBox;
import javax.swing.JFrame;
import javax.swing.JLabel;
import javax.swing.JTextArea;
import javax.swing.SwingConstants;
import javax.swing.UIManager;
public class PasswordGenerator implements ActionListener{
  JFrame jframe;
  JComboBox passlen;
  JCheckBox lowercaselett,uppercaselett,numbers,symbols;
  JLabel plen;
  JButton btngen;
  JTextArea ta;
  String[] lengths;
  PasswordGenerator(){
    jframe = new JFrame("Nimbus Look and Feel");
    Color c = new Color(218, 247, 166);
    jframe.getContentPane().setBackground(c);
    Image icon = new
ImageIcon(this.getClass().getResource("/icons/passwordGeneratorIcon.png")).getImage();
    lengths = new String[]{"8","9","10","11","12","13","14","15","16","17","18","19","20",
      "21","22","23","24","25"};
    plen = new JLabel("Select password length");
    plen.setFont(new Font(Font.SANS_SERIF,Font.PLAIN,13));
    plen.setBounds(90,40,150,20);
    passlen = new JComboBox(lengths);
    passlen.setBounds(230,40,50,20);
    lowercaselett = new JCheckBox("Include lowercase letters");
    lowercaselett.setBounds(110,70,170,30);
    lowercaselett.setBackground(c);
    uppercaselett = new JCheckBox("Include uppercase letters");
    uppercaselett.setBounds(110,100,170,30);
    uppercaselett.setBackground(c);
    numbers = new JCheckBox("Include numbers");
    numbers.setBounds(110,130,150,30);
    numbers.setBackground(c);
    symbols = new JCheckBox("Include symbols");
    symbols.setBounds(110,160,150,30);
```

```
symbols.setBackground(c);
  btngen = new JButton("Generate");
  btngen.addActionListener(this);
  btngen.setBounds(130,195,100,30);
  btngen.setBackground(Color.RED);
  btngen.setForeground(Color.white);
  ta = new JTextArea();
  ta.setBounds(40,240,310,35);
  ta.setAlignmentX(SwingConstants.CENTER);
  ta.setEditable(false);
  jframe.add(plen);
  jframe.add(passlen);
  jframe.add(lowercaselett);
  jframe.add(uppercaselett);
  jframe.add(numbers);
  jframe.add(symbols);
  jframe.add(btngen);
  jframe.add(ta);
  jframe.setLayout(null);
  jframe.setTitle("Strong Password Generator");
  jframe.setIconImage(icon);
  jframe.setSize(400,360);
 jframe.setVisible(true);
  jframe.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
  jframe.setResizable(false);
}
public String generateLCLetters(int len){
  String Ic="";
  for(int i=1;i<=len;i++){
    double d = (Math.random()*(122-97))+97;
                                                 // ASCII values between 97 to 122
    int num = (int)d;
    String s = Character.toString((char)num);
    lc += s;
  }
  return lc;
}
public String generateUCLetters(int len){
  String uc="";
  for(int i=1;i<=len;i++){
    double d = (Math.random()*(91-65))+65;
                                               // ASCII values between 65 to 91
    int num = (int)d;
    String s = Character.toString((char)num);
    uc += s;
  }
  return uc;
}
public String generateNumbers(int len){
  String numletters="";
  for(int i=1;i<=len;i++){
    double d = (Math.random()*(57-48))+48; // ASCII values between 48 to 57
    int num = (int)d;
```

```
String s = Character.toString((char)num);
    numletters += s;
  }
  return numletters;
}
public String generateSymbols(int len){
  String symbletters="";
  for(int i=1;i<=len;i++){
    double choice = (Math.random()*(5-1))+1; // Random numbers between 1 to 4
    int choicenum = (int)choice;
    String symbolchoice="";
    double d=0;
    switch(choicenum){
        d = (Math.random()*(47-33))+33;
                                            // ASCII values between 33 to 47
        break;
        d = (Math.random()*(64-58))+58;
                                            // ASCII values between 58 to 64
        break;
      case 3:
        d = (Math.random()*(95-91))+91;
                                            // ASCII values between 91 to 95
        break;
      case 4:
        d = (Math.random()*(126-123))+123; // ASCII values between 123 to 126
        break;
      default:
        break;
    }
    int num = (int)d;
    String s = Character.toString((char)num);
    symbletters += s;
  }
  return symbletters;
}
public String lowUpSymNum(int len){
  String password = "";
  for(int i=0;i<len;i++){
    double d = (Math.random()*(5-1))+1; // Random numbers between 1 to 4
    int num = (int)d;
    String choice = "";
    switch(num){
      case 1:
        choice = generateLCLetters(1);
        break;
      case 2:
        choice = generateUCLetters(1);
        break;
      case 3:
        choice = generateSymbols(1);
        break;
      case 4:
        choice = generateNumbers(1);
        break;
```

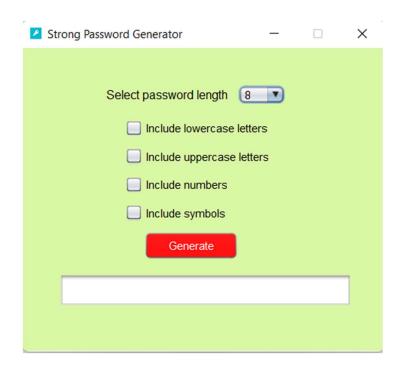
```
default:
        break;
    }
    password += choice;
 }
 return password;
public String twoChoices(String code,int len){
  String password = "";
  for(int i=0;i<len;i++){
    double binar = (Math.random()*(2-0))+0;
                                              // Random number 1 or 2
    double one = (Math.random()*(2-1))+1;
                                              // Random number 1
                                              // Random number 2
    double two = (Math.random()*(3-2))+2;
    double three = (Math.random()*(4-3))+3; // Random number 3
    double four = (Math.random()*(5-4))+4;
                                              // Random number 4
    double finalans=0;
    if(code.equals("LS")||code.equals("SL")){
      finalans = (int)binar==0?one:three;
    }
    // When lowercase letters checkbox & numbers checkbox are selected
    else if(code.equals("LN")||code.equals("NL")){
      finalans = (int)binar==0?one:four;
    }
    else if(code.equals("LU")||code.equals("UL")){
      finalans = (int)binar==0?one:two;
    }
    else if(code.equals("UN")||code.equals("NU")){
      finalans = (int)binar==0?two:four;
    else if(code.equals("SU")||code.equals("US")){
      finalans = (int)binar==0?three:two;
    else if(code.equals("NS")||code.equals("SN")){
      finalans = (int)binar==0?four:three;
    }
    int num = (int)finalans;
    String choice = "";
    switch(num){
      case 1:
        choice = generateLCLetters(1);
        break;
      case 2:
        choice = generateUCLetters(1);
        break;
      case 3:
        choice = generateSymbols(1);
        break;
        choice = generateNumbers(1);
        break;
      default:
        break;
```

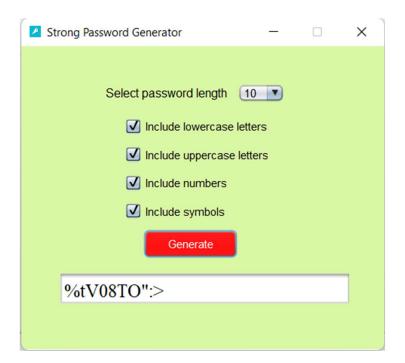
```
}
    password += choice;
 }
 return password;
public String threeChoices(String code,int len){
  String password = "";
  for(int i=0;i<len;i++){
    double trio = (Math.random()*(3-0))+0;
    double one = (Math.random()*(2-1))+1;
    double two = (Math.random()*(3-2))+2;
    double three = (Math.random()*(4-3))+3;
    double four = (Math.random()*(5-4))+4;
    double finalans=0;
    if(code.equals("LUN")||code.equals("ULN")||code.equals("NLU")){
      if((int)trio%2==0){
        finalans = (int)trio==0?one:two;
      } else{
        finalans = (int)trio==0?one:four;
      }
    else if(code.equals("LUS")||code.equals("USL")||code.equals("SLU")){
      if((int)trio%2==0){
        finalans = (int)trio==0?one:two;
      } else{
        finalans = (int)trio==0?one:three;
      }
    }
    else if(code.equals("LNS")||code.equals("NLS")||code.equals("SNL")){
      if((int)trio%2==0){
        finalans = (int)trio==0?one:three;
      } else{
        finalans = (int)trio==0?one:four;
      }
    }
    else if(code.equals("UNS")||code.equals("SUN")||code.equals("NUS")){
      if((int)trio%2==0){
        finalans = (int)trio==0?two:three;
      } else{
        finalans = (int)trio==0?three:four;
      }
    }
    int num = (int)finalans;
    String choice = "";
    switch(num){
      case 1:
        choice = generateLCLetters(1);
        break;
        choice = generateUCLetters(1);
        break;
      case 3:
        choice = generateSymbols(1);
```

```
break;
        case 4:
           choice = generateNumbers(1);
           break;
        default:
           break;
      password += choice;
    return password;
  }
  public static void main(String[] args) {
    // TODO code application logic here
      UIManager.setLookAndFeel("javax.swing.plaf.nimbus.NimbusLookAndFeel"); // Look and feel
    }
    catch (Exception e) {
      System.out.println("Look and Feel not set");
    PasswordGenerator spgobj = new PasswordGenerator();
  }
  @Override
  public void actionPerformed(ActionEvent e) {
    int len = passlen.getSelectedIndex();
    int passwordlen = Integer.parseInt(lengths[len]);
    String ans="";
    if(symbols.isSelected() && !lowercaselett.isSelected() && !uppercaselett.isSelected() &&
!numbers.isSelected()){
      ans = generateSymbols(passwordlen);
    }
    else if(lowercaselett.isSelected() && !uppercaselett.isSelected() && !numbers.isSelected() &&
!symbols.isSelected()){
      ans = generateLCLetters(passwordlen);
    else if(uppercaselett.isSelected() && !lowercaselett.isSelected() && !numbers.isSelected() &&
!symbols.isSelected()){
      ans = generateUCLetters(passwordlen);
    else if(numbers.isSelected() && !lowercaselett.isSelected() && !uppercaselett.isSelected() &&
!symbols.isSelected()){
      ans = generateNumbers(passwordlen);
    else if(lowercaselett.isSelected() && uppercaselett.isSelected() && numbers.isSelected() &&
symbols.isSelected()){
      ans = lowUpSymNum(passwordlen);
    else if(lowercaselett.isSelected() && uppercaselett.isSelected() && !numbers.isSelected() &&
!symbols.isSelected()){
      ans = twoChoices("LU",passwordlen);
    }
```

```
else if(lowercaselett.isSelected() && !uppercaselett.isSelected() && !numbers.isSelected() &&
symbols.isSelected()){
      ans = twoChoices("LS",passwordlen);
    else if(lowercaselett.isSelected() && !uppercaselett.isSelected() && numbers.isSelected() &&
!symbols.isSelected()){
      ans = twoChoices("LN",passwordlen);
    }
    else if(!lowercaselett.isSelected() && uppercaselett.isSelected() && numbers.isSelected() &&
!symbols.isSelected()){
      ans = twoChoices("UN",passwordlen);
    else if(!lowercaselett.isSelected() && uppercaselett.isSelected() && !numbers.isSelected() &&
symbols.isSelected()){
      ans = twoChoices("SU",passwordlen);
    }
    else if(!lowercaselett.isSelected() && !uppercaselett.isSelected() && numbers.isSelected() &&
symbols.isSelected()){
      ans = twoChoices("NS",passwordlen);
    }
    else if(lowercaselett.isSelected() && uppercaselett.isSelected() && numbers.isSelected() &&
!symbols.isSelected()){
      ans = threeChoices("LUN",passwordlen);
    else if(lowercaselett.isSelected() && uppercaselett.isSelected() && !numbers.isSelected() &&
symbols.isSelected()){
      ans = threeChoices("LUS",passwordlen);
    }
    else if(lowercaselett.isSelected() && !uppercaselett.isSelected() && numbers.isSelected() &&
symbols.isSelected()){
      ans = threeChoices("LNS",passwordlen);
    }
    else if(!lowercaselett.isSelected() && uppercaselett.isSelected() && numbers.isSelected() &&
symbols.isSelected()){
      ans = threeChoices("UNS",passwordlen);
    ta.setFont(new Font("Serif",Font.PLAIN,20));
    ta.setText(ans);
  }
}
```

Output:





Conclusion:

We have learnt and made a working java project to demonstrate how to generate a Strong Password Generator.

Where in we have used Swings and awt to perform certain actions and creating the Jframe.

Also using random function to generate a random password.