Lab07

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```
import java.awt.*;
import java.util.Calendar;
import java.util.Scanner;
abstract class ShapeArea{
    abstract double calculateRectangleArea(double width, double height);
    abstract double calculateCircleArea(double radius);
    abstract double calculateTraingleArea(double a, double b, double c);
    abstract double calculateTraingleArea(double base, double height);
    abstract double calculateSemicircleArea(double radius);
    abstract double calculateSectorArea(double radius, double angle);
class Calculator extends ShapeArea{
    @Override
    double calculateRectangleArea(double width, double height) {
        return width*height;
    }
    @Override
    double calculateCircleArea(double radius) {
        return 3.14*radius*radius;
    }
    @Override
    double calculateTraingleArea(double a, double b, double c) {
       return 0.25*Math.sqrt((a+b+c)*(-a+b+c)*(a-b+c)*(a+b-c));
    }
    @Override
    double calculateTraingleArea(double base, double height) {
        return base*height/2;
    @Override
    double calculateSemicircleArea(double radius) {
       return 0.5*3.14*radius*radius;
    }
    @Override
    double calculateSectorArea(double radius, double angle) {
        return (angle/360)*3.14*radius*radius;
}
public class Lab07_1 {
    private static Scanner sc=new Scanner(System.in);
    private static void menu(){
        Calculator cal = new Calculator();
        System.out.print("==== Shape Area Calculation ===\n" +
                "1. Rectangle\n" +
                "2. Circle\n" +
                "3. Triangle (three sides)n" +
                "4. Triangle (base and height)n" +
```

```
"5. Semi circle\n" +
                "6. Sector\n" +
                "7. Quit\n" +
                "Choose an opt:");
        int opt = sc.nextInt();
        switch (opt) {
           case 1->{
                System.out.print("Input width: ");
                double w = sc.nextDouble();
                System.out.print("Input height: ");
                double h = sc.nextDouble();
                System.out.println("Result: "+cal.calculateRectangleArea(w,h));
                menu();
           }
            case 2->{
                System.out.print("Input radius: ");
                double radius = sc.nextDouble();
                System.out.println("Result: "+cal.calculateCircleArea(radius));
                menu();
            }
            case 3->{
                System.out.print("Input A: ");
                double a = sc.nextDouble();
                System.out.print("Input B: ");
                double b = sc.nextDouble();
                System.out.print("Input C: ");
                double c = sc.nextDouble();
                System.out.println("Result: "+cal.calculateTraingleArea(a,b,c));
                menu();
           }
            case 4->{
                System.out.print("Input base: ");
                double base = sc.nextDouble();
                System.out.print("Input height: ");
                double height = sc.nextDouble();
                System.out.println("Result:
"+cal.calculateTraingleArea(base,height));
               menu();
            }
            case 5->{
                System.out.print("Input radius: ");
                double radius = sc.nextDouble();
                System.out.println("Result:
"+cal.calculateSemicircleArea(radius));
               menu();
            }
           case 6->{
                System.out.print("Input radius: ");
                double radius = sc.nextDouble();
                System.out.print("Input angle: ");
                double angle = sc.nextDouble();
                System.out.println("Result:
"+cal.calculateSectorArea(radius,angle));
               menu();
            case 7->System.out.println("Quited");
           default -> menu();
```

```
public static void main(String[] args){
         menu();
    }
}
==== Shape Area Calculation ===
                                                ==== Shape Area Calculation ===
1. Rectangle
                                                1. Rectangle
2. Circle
                                                2. Circle
Triangle (three sides)
                                               3. Triangle (three sides)
4. Triangle (base and height)
                                               4. Triangle (base and height)
5. Semi circle
                                               5. Semi circle
6. Sector
                                                6. Sector
7. Quit
                                               7. Quit
Choose an opt:1
                                                Choose an opt:2
Input width: 10
Input height: 20
                                                Input radius: 10
Result: 200.0
                                                Result: 314.0
                                                ==== Shape Area Calculation ===
==== Shape Area Calculation ===
                                                1. Rectangle
1. Rectangle
                                                2. Circle
2. Circle
Triangle (three sides)
                                                3. Triangle (three sides)
4. Triangle (base and height)
                                                4. Triangle (base and height)
5. Semi circle
                                                5. Semi circle
6. Sector
                                                6. Sector
7. Quit
                                                7. Quit
Choose an opt:3
                                                Choose an opt:4
Input A: 3
                                                Input base: 5
Input B: 4
                                                Input height: 7
Input C: 5
                                                Result: 17.5
Result: 6.0
 ==== Shape Area Calculation ≡
 1. Rectangle
 2. Circle
 3. Triangle (three sides)
 4. Triangle (base and height)
 5. Semi circle
 6. Sector
```

7. Quit

Choose an opt:5 Input radius: 10 Result: 157.0

```
import java.sql.SQLSyntaxErrorException;
import java.util.Arrays;
import java.util.Scanner;

abstract class NumberRandomizer{
    abstract int randomizeInBetween(int min,int max);
    abstract int[] randomizeUniqueInBetween(int min,int max,int amount);
}
```

```
class Random extends NumberRandomizer{
    @Override
    int randomizeInBetween(int min, int max) {
        int result = 0 :
        do{
            result =(int) (Math.random()*max);
        }while(result<min);</pre>
        return result;
    }
    @Override
    int[] randomizeUniqueInBetween(int min, int max, int amount) {
        int[] result = new int[amount];
        int num = amount;
        do {
            int rand = (int) (Math.random()*max);
            if(rand>=min){
                for(int i = 0;i<result.length;i++){</pre>
                    if(min!=result[i]){
                        result[num-1] = rand;
                }
                num--;
        }while (num>0);
        return result;
}
public class Lab07_2 {
    private static Scanner sc = new Scanner(System.in);
    private static Random rand = new Random();
    private static void menu(){
        System.out.print("==== Number Randomizer ===\n" +
                "1. In between\n" +
                "2. Unique in between\n" +
                "3. Quit\n" +
                "Choose an opt:");
        int opt = sc.nextInt();
        switch (opt) {
            case 1->{
                System.out.print("Input min: ");
                int min = sc.nextInt();
                System.out.print(("Input max: "));
                int max = sc.nextInt();
                System.out.println("Result: "+rand.randomizeInBetween(min, max));
                menu();
            }
            case 2->{
                System.out.print("Input min: ");
                int min = sc.nextInt();
                System.out.print(("Input max: "));
                int max = sc.nextInt();
                System.out.print(("Input amount: "));
                int amount = sc.nextInt();
                System.out.println("Result: "+
Arrays.toString(rand.randomizeUniqueInBetween(min, max, amount)));
                menu();
```

```
}
    case 3->System.out.println("Quited");
    default -> menu();
}

public static void main(String[] args){
    menu();
}
```

```
==== Number Randomizer ≡=

1. In between

2. Unique in between

3. Quit
Choose an opt:1
Input min: 2
Input max: 9
Result: 3
```

```
==== Number Randomizer ≡==

1. In between

2. Unique in between

3. Quit
Choose an opt:2
Input min: 2
Input max: 9
Input amount: 5
Result: [5, 2, 6, 3, 8]
```

```
import java.sql.Array;
import java.sql.SQLSyntaxErrorException;
import java.util.Arrays;
import java.util.Scanner;
abstract class TextRandomizer{
    abstract char randomizeACharacter();
    abstract String randomizeAString(int length);
    abstract String[] randomizeStrings(int length, int amount);
class TextRandom extends TextRandomizer{
    @Override
    char randomizeACharacter() {
        char ch = ' ';
        do{
            ch = (char) (int)(Math.random()*(int)'z');
        }while (!((ch>='A'&&ch<='Z')||(ch>='a'&&ch<='z')));</pre>
        return ch;
    }
    @Override
    String randomizeAString(int length) {
        String str = "";
            str+=randomizeACharacter();
        }while (str.length()<length);</pre>
        return str;
    }
    @Override
    String[] randomizeStrings(int length, int amount) {
        String str[] = new String[amount];
```

```
for(int i=0; i<amount; i++){</pre>
            str[i]=randomizeAString(length);
        }
        return str;
}
public class Lab07_3 {
    private static Scanner sc = new Scanner(System.in);
    private static TextRandom random = new TextRandom();
    private static void menu(){
        System.out.print("==== Text Randomizer ===\n" +
                "1. A Character\n" +
                "2. A String\n" +
                "3. Unique Strings\n" +
                "Choose an opt:");
        int opt = sc.nextInt();
        switch (opt) {
            case 1->{
                System.out.println("Result: "+random.randomizeACharacter());
                menu();
            }
            case 2->{
                System.out.print("Input length: ");
                int len = sc.nextInt();
                System.out.println("Result: "+random.randomizeAString(len));
                menu();
            }
            case 3->{
                System.out.print("Input length: ");
                int len = sc.nextInt();
                System.out.print("Input amount: ");
                int amount = sc.nextInt();
                System.out.println("Result: "+
Arrays.toString(random.randomizeStrings(len, amount)));
                menu();
            }
            case 4->System.out.print("Quited");
            default -> menu();
        }
   }
   public static void main(String[] args){
       menu();
   }
}
```

```
==== Text Randomizer ≡=

1. A Character

2. A String

3. Unique Strings
Choose an opt:1
Result: i
```

```
==== Text Randomizer ≡=

1. A Character

2. A String

3. Unique Strings
Choose an opt:2
Input length: 10
Result: TRXsaANHGN
```

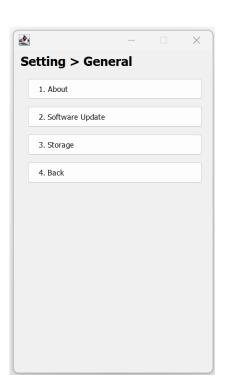
```
==== Text Randomizer ===

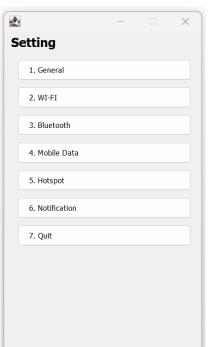
1. A Character
2. A String
3. Unique Strings
Choose an opt:3
Input length: 10
Input amount: 5
Result: [QyXjHAWdSO, jtoPFnKHJA, ypKygNQlQo, dMqNifbRho, YfHFeTrVIL]
```

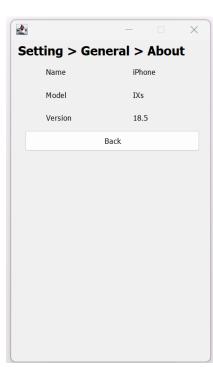
```
import javax.swing.*;
import java.awt.*;
class Setting extends JFrame {
    public Setting(){
        try {
UIManager.setLookAndFeel("com.sun.java.swing.plaf.windows.WindowsLookAndFeel");
        } catch (Exception e) {
            e.printStackTrace();
        setSize(300,500);
        setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        setLocationRelativeTo(null);
        setLayout(null);
        setResizable(false);
        //superPanel
        JPanel superPanel = new JPanel();
        superPanel.setBounds(0,0,300,500);
        superPanel.setLayout(new GridLayout());
        //panel-1
        JPanel panel1 = new JPanel();
        panel1.setSize(300,500);
        panel1.setLayout(null);
        //title of panel-1
        JLabel title1 = new JLabel("<html><h2>Setting</h2></html>");
        title1.setBounds(10,-10,250,50);
        panel1.add(title1);
        //buttons
        String[] bntText = {"General", "WI-FI", "Bluetooth", "Mobile
Data", "Hotspot", "Notification", "Quit"};
        JButton[] buttons = new JButton[bntText.length];
        for(int i = 0;i<bntText.length;i++){</pre>
            buttons[i] = new JButton((i+1)+". "+bntText[i]);
            buttons[i].setBounds(20,10*(i+1)+30*i+30,250,30);
            buttons[i].setHorizontalAlignment(SwingConstants.LEFT);
            panel1.add(buttons[i]);
        }
        //panel-2
        JPanel panel2 = new JPanel();
        panel2.setSize(300,500);
        panel2.setLayout(null);
        //title panel-2
```

```
JLabel title2 = new JLabel("<html><h2>Setting > General</h2></html>");
        title2.setBounds(10,-10,250,50);
        panel2.add(title2);
        //buttons2
        String[] bntText2 = {"About", "Software Update", "Storage", "Back"};
        JButton[] buttons2 = new JButton[bntText2.length];
        for(int i = 0;i<bntText2.length;i++){</pre>
            buttons2[i] = new JButton((i+1)+". "+bntText2[i]);
            buttons2[i].setBounds(20,10*(i+1)+30*i+30,250,30);
            buttons2[i].setHorizontalAlignment(SwingConstants.LEFT);
            panel2.add(buttons2[i]);
        buttons2[0].addActionListener(e->{
        });
        //panel-3
        JPanel panel3 = new JPanel();
        panel3.setSize(300,500);
        panel3.setLayout(null);
        //title panel-3
        JLabel title3 = new JLabel("<html><h2>Setting > General >
About</h2></html>");
        title3.setBounds(10,-10,250,50);
        panel3.add(title3);
        //buttons3
        JButton buttons3 = new JButton("Back");
        buttons3.setBounds(20,130,250,30);
        panel3.add(buttons3);
        //click
        JPanel panel3_1 = new JPanel();
        panel3_1.setBounds(50,30,250,100);
        panel3_1.setLayout(new GridLayout(3,2));
        String[] typeText={"Name","iPhone","Model","IXs","Version","18.5"};
        JLabel[] lblType = new JLabel[typeText.length];
        for(int i=0;i<lblType.length;i++){</pre>
            lblType[i] = new JLabel(typeText[i]);
            panel3_1.add(lblType[i]);
        panel3.add(panel3 1);
        buttons[0].addActionListener(e->{
            superPanel.removeAll();
            superPanel.add(panel2);
            revalidate();
            repaint();
        });
        buttons2[bntText2.length-1].addActionListener(e->{
            superPanel.removeAll();
            superPanel.add(panel1);
            revalidate():
            repaint();
        });
        buttons[bntText.length-1].addActionListener(e->{
           dispose();
        });
        buttons2[0].addActionListener(e->{
            superPanel.removeAll();
            superPanel.add(panel3);
            revalidate();
```

```
repaint();
        });
        buttons3.addActionListener(e->{
            superPanel.removeAll();
            superPanel.add(panel2);
            revalidate();
            repaint();
        });
        superPanel.add(panel1);
        add(superPanel);
        setVisible(true);
    }
}
public class Lab07_4{
    public static void main(String[] args){
        Setting setting = new Setting();
}
```







```
import javax.swing.*;
import javax.swing.table.DefaultTableModel;
import java.awt.*;
import java.util.concurrent.atomic.AtomicReference;

class StudentManagement extends JFrame {
    public StudentManagement(){
        super("Student Management System");
        try {
```

```
UIManager.setLookAndFeel("com.sun.java.swing.plaf.windows.WindowsLookAndFeel");
        } catch (Exception e) {
            e.printStackTrace();
        }
        setSize(800,500):
        setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        setLocationRelativeTo(null);
        setLayout(null);
        setResizable(false);
        //Title
        JLabel title = new JLabel("<html><h1>Student Management<h1><html>");
        title.setBounds(20,10,300,30);
        add(title);
        setVisible(true);
        // title for textField
        String[] titleField = {"First Name","Last Name","Age","Major"};
        JLabel[] titleTextField = new JLabel[titleField.length];
        for(int i=0;i<titleField.length;i++){</pre>
            titleTextField[i] = new JLabel(titleField[i]);
            titleTextField[i].setBounds(25+150*i,50,200,20);
            add(titleTextField[i]);
        }
        // jTextField
        JTextField[] textFields = new JTextField[titleField.length];
        for(int i=0;i<textFields.length;i++){</pre>
            textFields[i] = new JTextField();
            textFields[i].setBounds(25+150*i,70,150,25);
            add(textFields[i]);
        }
        //button add
        Button btnAdd = new Button("ADD");
        btnAdd.setBounds(640,70,120,25);
        btnAdd.setBackground(Color.BLUE);
        btnAdd.setForeground(Color.white);
        add(btnAdd);
        //table
        JPanel ptable = new JPanel();
        ptable.setLayout(new GridLayout());
        ptable.setBounds(25,120,735,300);
        ptable.setBackground(Color.RED);
        DefaultTableModel defaultTableModel = new DefaultTableModel();
        defaultTableModel.addColumn("First name");
        defaultTableModel.addColumn("Last name");
        defaultTableModel.addColumn("Age");
        defaultTableModel.addColumn("Major");
        btnAdd.addActionListener(e->{
            defaultTableModel.addRow(new
Object[]{textFields[0].getText(),textFields[1].getText(),textFields[2].getText(),
textFields[3].getText()});
        });
        JTable table = new JTable(defaultTableModel);
        DefaultTableModel defaultTable = new DefaultTableModel();
        defaultTable.addRow(new Object[]{"a","b","c","d"});
        JScrollPane scrollPane = new JScrollPane(table);
        ptable.add(scrollPane);
```

```
add(ptable);
    //click

    revalidate();
    repaint();
}

public class Lab07_5 {
    public static void main(String[] args){
        StudentManagement studentManagement = new StudentManagement();
    }
}
```

