

Academia International College

Advanced Java Programming

Lab Sheet 2 (Unit 1 GUI Programming)

Objective: *Main objective of this lab sheet is to understand the basics of java programming and Swing & AWT components and event handling.*

Deadline: May 1, 2023

[1] WAP in java to create multiple threads with following technique:

- a) Implementing Runnable
- b) Extend Thread class.

[2] WAP to take two numbers as input from user and perform Addition, subtraction, multiplication and division. [Catch the possible exception if any].

[3] WAP to read the content of a file and display it.

[4] WAP to write some content in a file.

[5] WAP to read the content of a file and write it to another file.

[6] Design a simple registration form using swing components. (Form should include textfield, password field, radio button, check box, combo box, image, and text area. Following form is just for your reference!)

Camp Registration Form

To book for a place in the the camp, you must complete the form below accurately.

Your Name: *
First Name Last Name

Birth Date: *
Month Day Year

Home Phone Number: * -
Area Code Phone Number

Mobile Number: * -
Area Code Phone Number

Email Address: * ex: myname@example.com

Desired Name Tag: *

Primary Address: *
Street Address

Street Address Line 2

City State / Province

Postal / Zip Code Country

[7] Design a simple calculator using GUI components (pick and drop). Calculator must perform at least all the arithmetic operations and reset option).

[8] WAP to implement different dialog boxes.

[9] WAP to implement menu and popup menu option in Java.