

ADVANCE JAVA PROGRAMMING LAB FILE

Submitted by

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In Partial fulfilment toward the award

Of

DIPLOMA

In

Computer Engineering



DEPARTMENT OF COMPUTER ENGINEERING

AMITY UNIVERSITY GREATER NOIDA
GAUTAM BUDDH NAGAR

PRACTICALS

1.	TO CREATE A FRAME AND BUTTON USING AWT IN JAVA.
2.	TO CREATE A TEXTFIELD USING AWT IN JAVA.
3.	TO CREATE A LIST USING AWT IN JAVA.
4.	TO CREATE A SCROLLBAR USING AWT IN JAVA.
5.	TO CREATE A CHOICE USING AWT IN JAVA.
6.	WAP IN JAVA TO CREATE An EVENT ON BUTTON.
7.	TO CREATE FRAME AND BUTTON IN SWING.
8.	TO CREATE PASSWORD FIELD IN SWING.
9.	TO CREATE RADIOBUTTON USING SWING.
10.	TO CREATE LIST IN SWING.
11.	TO CREATE A TABLE IN SWING.
12.	TO CREATE A SWING USING EXCEPTION HANDLING.

PROGRAM 1

AIM-CREATE A FRAME AND BUTTON IN AWT

CODE:

DATED: 22-07-2021

```
import java.awt.*;

class java extends Frame {

    java() {

        Button b = new Button ("click");
        b.setBounds (30,50,80,30);

        add(b);

        setSize(500,500);

        setLayout(null);

        setVisible(true);

    }

    public static void main (String args[])

    {

        java f = new java ();

    }

}
```



PROGRAM 2

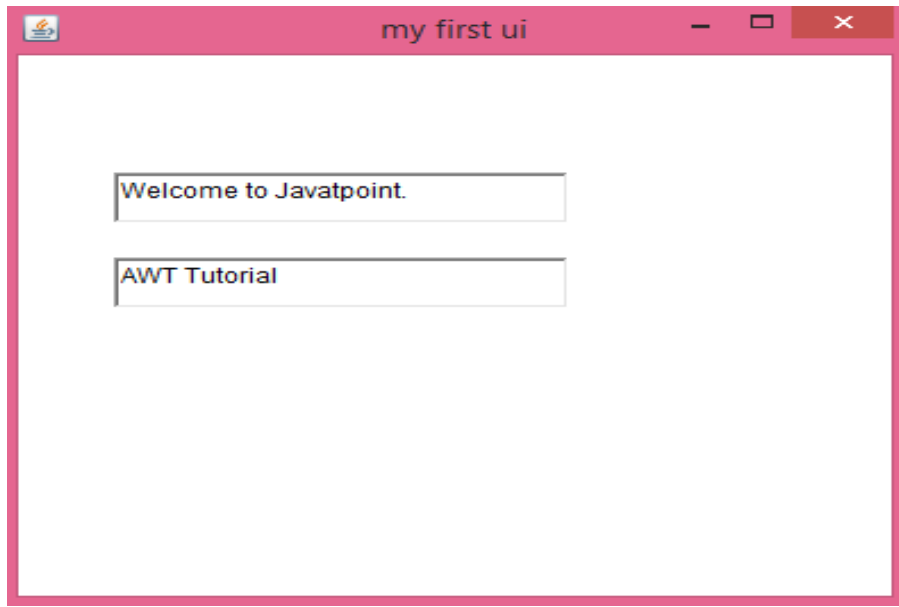
AIM-CREATE A TEXTFIELD IN AWT

CODE:

DATED: 29-07-2021

```
import java.awt.*;

class textfield
{
    public static void main(String args[])
    {
        Frame f= new Frame("my first ui");
        TextField t1,t2;
        t1=new TextField("Welcome to Javatpoint.");
        t1.setBounds(50,100, 200,30);
        t2=new TextField("AWT Tutorial");
        t2.setBounds(50,150, 200,30);
        f.add(t1);
        f.add(t2);
        f.setSize(400,400);
        f.setLayout(null);
        f.setVisible(true);
    }
}
```



PROGRAM 3

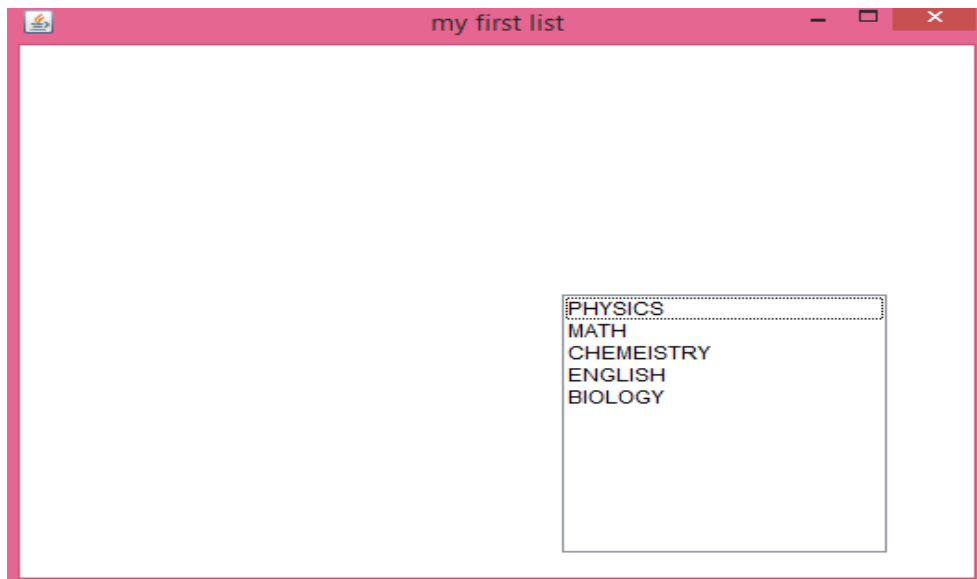
AIM-TO CREATE A LIST USING AWT IN JAVA.

CODE:

DATED: 30-07-2021

```
public class ListExample
{
    ListExample()
    {
        Frame f= new Frame("my first list");
        List l5=new List(3); // parameter in list or list values
        l5.setBounds(300,200, 175,175); //
        l5.add("PHYSICS");
        l5.add("MATH");
        l5.add("CHEMEISTRY ");
        l5.add("ENGLISH ");
        l5.add("BIOLOGY ");
        f.add(l5);
        f.setSize(400,400);
        f.setLayout(null);
        f.setVisible(true);
    }
    public static void main(String args[])
    {
        new ListExample();
    }
}
```

}



PROGRAM 4

AIM-TO CREATE A SCROLLBAR USING AWT IN JAVA.

CODE:

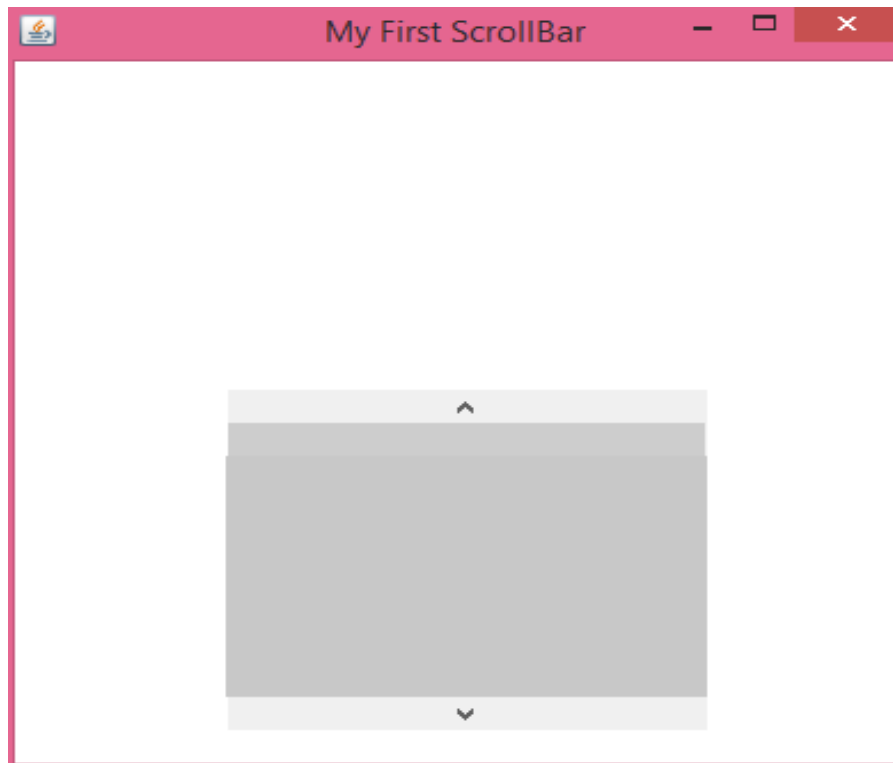
DATED: 03-08-2021

```
import java.awt.*;

class ScrollBar
{
    ScrollBar()
    {
        Frame f= new Frame("My First ScrollBar");

        Scrollbar s= new Scrollbar();
        s.setBounds(100,200,210,175);
        f.add(s);
        f.setSize(400,400);
        f.setLayout(null);
        f.setVisible(true);
    }

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



PROGRAM 5

AIM-TO CREATE A CHOICE USING AWT IN JAVA.

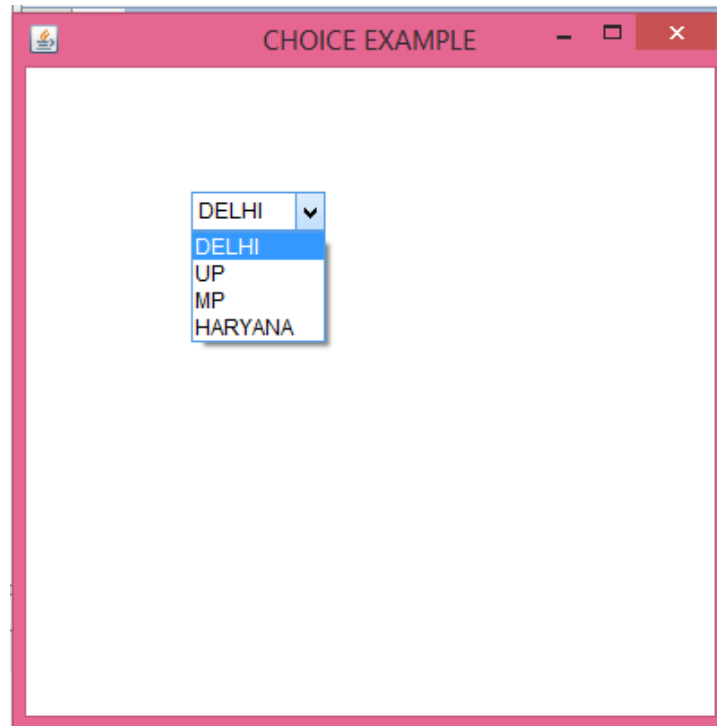
CODE:

DATED: 05-08-2021

```
import java.awt.*;

class choice
{
    choice()
    {
        Frame f= new Frame("CHOICE EXAMPLE");
        Choice c=new Choice();
        c.setBounds(100,100, 75,75);
        c.add("DELHI");
        c.add("UP");
        c.add("MP");
        c.add("HARYANA");
        f.add(c);
        f.setSize(400,400);
        f.setLayout(null);
        f.setVisible(true);
    }
    public static void main(String args[])
    {
        new choice();
    }
}
```

}



PROGRAM 6

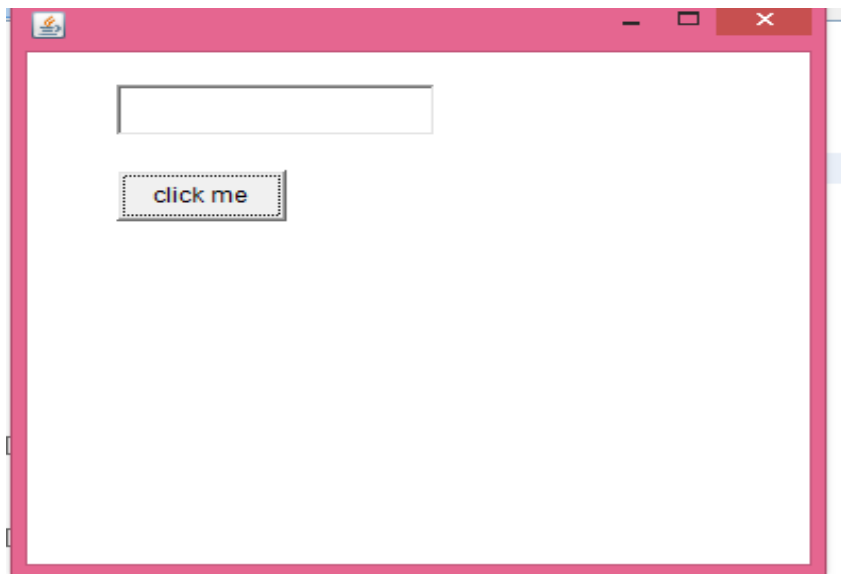
AIM-WAP IN JAVA TO CREATE An EVENT ON BUTTON.

CODE:

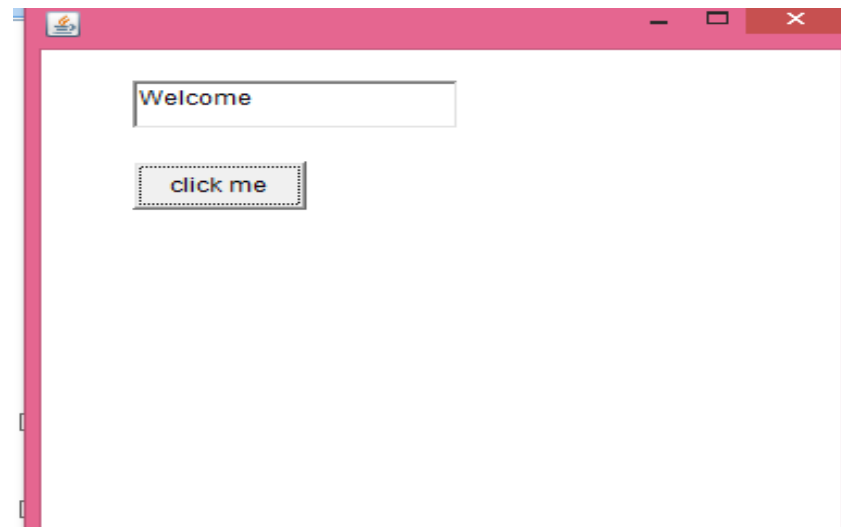
DATED: 06-08-2021

```
import java.awt.*;
import java.awt.event.*;
class Event extends Frame implements ActionListener{
    TextField tf;
    Event(){
        //create component
        tf=new TextField();
        Button b=new Button("click me");
        tf.setBounds(50,50,150,30);
        b.addActionListener(this);
        b.setBounds(50,100,80,30);
        add(b);
        add(tf);
        setSize(300,300);
        setLayout(null);
        setVisible(true);
    }
    public void actionPerformed(ActionEvent e)
    {
        tf.setText("Welcome");
    }
}
```

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



AFTER "CLICK ME"



PROGRAM 7

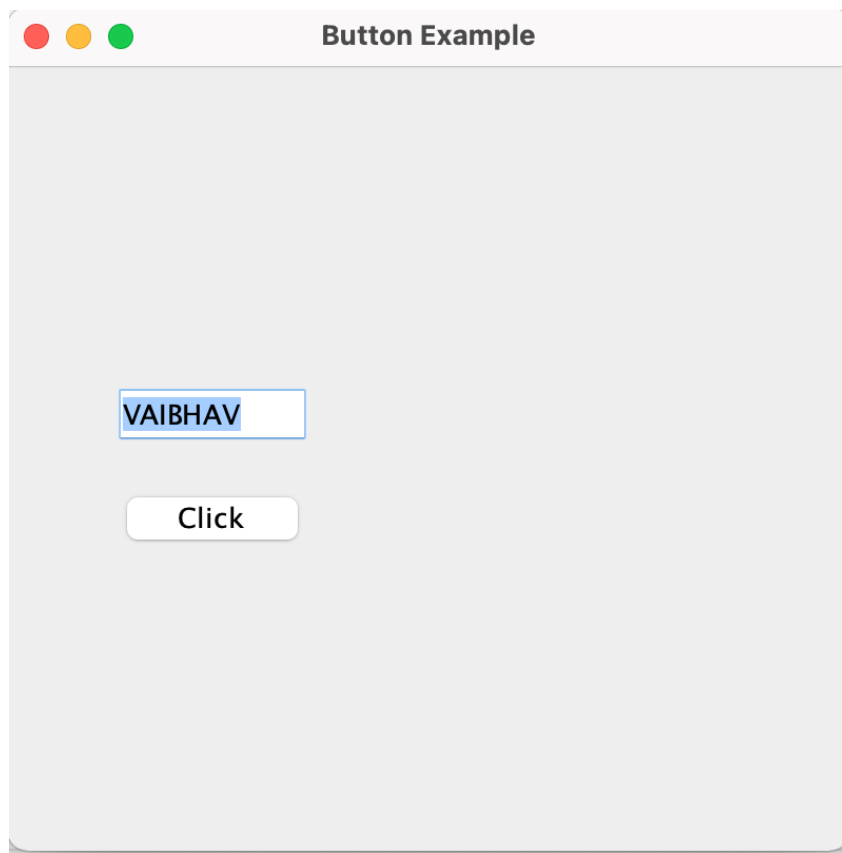
AIM- TO CREATE FRAME AND BUTTON IN SWING.

CODE:

DATED: 19-08-2021

```
import javax.swing.*;

public class Button
{
    public static void main(String [] args)
    {
        JFrame f=new JFrame("Button Example");
        JTextField t=new JTextField("VAIBHAV");
        t.setBounds(50,150,95,30);
        JButton b=new JButton("Click");
        b.setBounds(50,200,95,30);
        f.add(b);
        f.add(t);
        f.setSize(400,400);
        f.setLayout(null);
        f.setVisible(true);
    }
}
```



PROGRAM 8

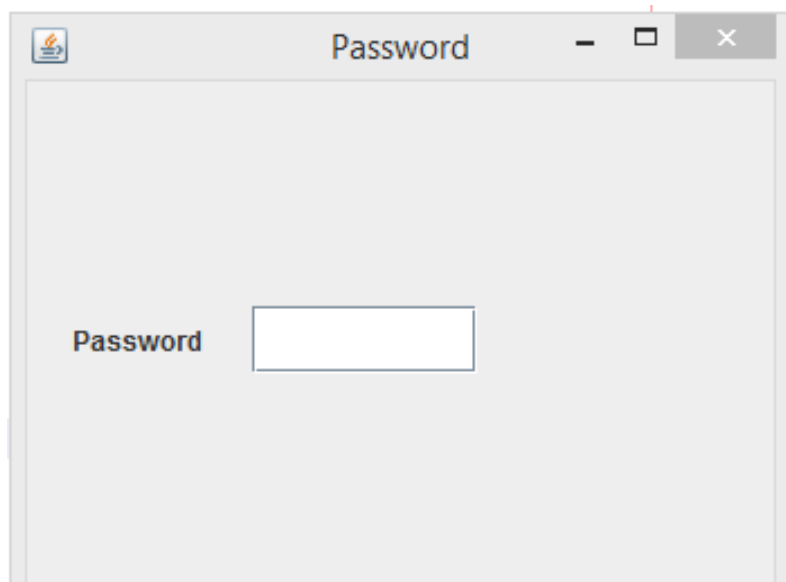
AIM- TO CREATE PASSWORD FIELD IN SWING.

CODE:

DATED: 31-08-2021

```
import javax.swing.*;

public class Password
{
    public static void main(String[] args)
    {
        JFrame f=new JFrame("Password");
        JPasswordField Pf=new JPasswordField();
        JLabel l1=new JLabel("Password");
        l1.setBounds(20,100,80,30);
        Pf.setBounds(100,100,100,30);
        f.add(l1);
        f.add(Pf);
        f.setLayout(null);
        f.setVisible(true);
    }
}
```



PROGRAM 9

AIM- TO CREATE A RADIOBUTTON USING SWING.

CODE:

DATED: 14-09-2021

```
import javax.swing.*;

public class Jradiobutton {

    JFrame f;

    Jradiobutton ()
    {
        f=new JFrame();

        JRadioButton r1= new JRadioButton("MALE");
        JRadioButton r2= new JRadioButton("FEMALE");
        JRadioButton r3= new JRadioButton("Gender");

        r1.setBounds(75,50,100,30);
        r2.setBounds(75,100,100,30);
        r3.setBounds(75,150,100,30);

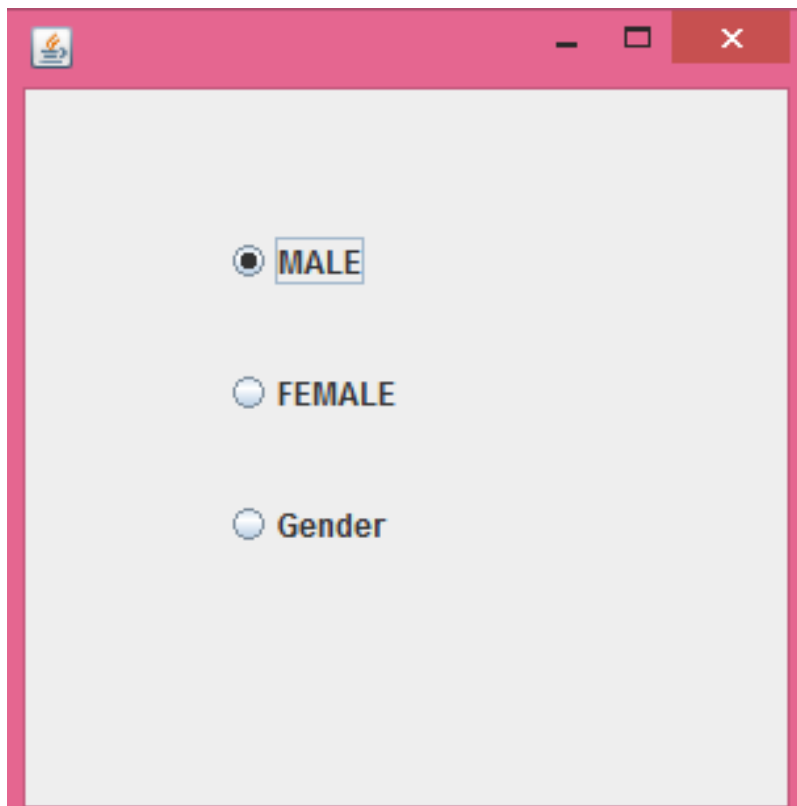
        ButtonGroup bg=new ButtonGroup();

        bg.add(r1);
        bg.add(r2);
        bg.add(r3);

        f.add(r1);
        f.add(r2);
        f.add(r3);

        f.setSize(300,300);
        f.setLayout(null);
        f.setVisible(true);
    }
}
```

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



PROGRAM 10

AIM- TO CREATE LIST IN SWING.

CODE:

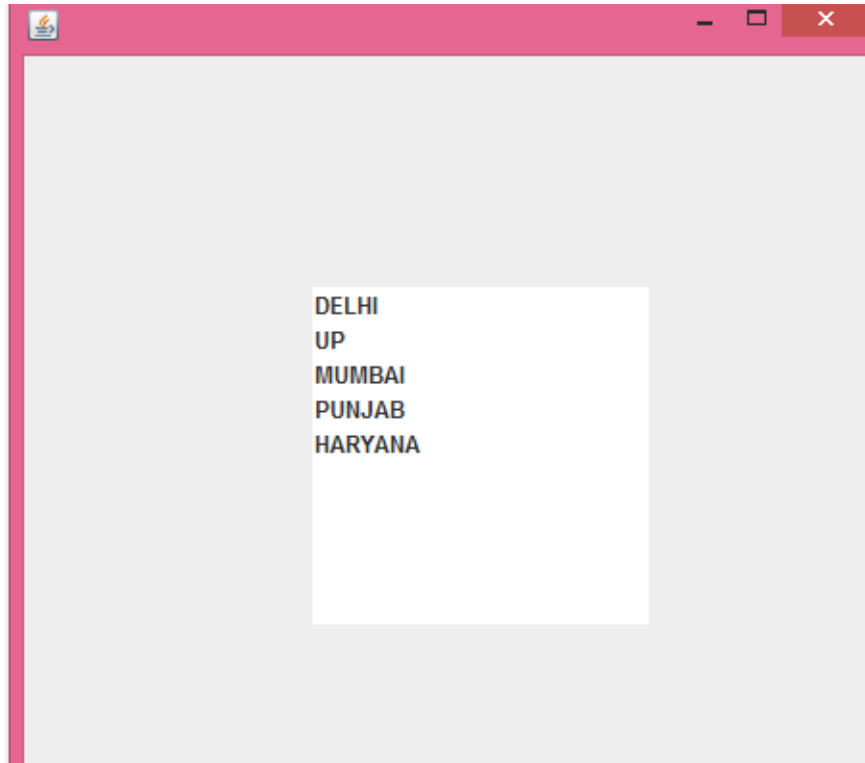
DATED: 21-09-2021

```
import javax.swing.*;

public class list
{
    list ()
    {
        JFrame f=new JFrame();
        DefaultListModel<String>l1=new DefaultListModel<>
        ();
        l1.addElement("DELHI");
        l1.addElement("UP");
        l1.addElement("MUMBAI");
        l1.addElement("PUNJAB");
        l1.addElement("HARYANA");
        JList<String>list=new JList<>(l1);
        list.setBounds(150,120,175,175);
        f.add(list);
        f.setSize(400,400);
        f.setLayout(null);
        f.setVisible(true);
    }

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

}



PROGRAM 11

AIM- TO CREATE TABLE IN SWING.

CODE:

DATED: 29-09-2021

```
import javax.swing.*.*;

public class Table {

    JFrame f;

    Table () {

        f=new JFrame ();

        String data [] [] ={{ "101", "Amit", "670000", "HR"},
                               {"103", "Jai", "780000", "EMPLOYER"},
                               {"104", "Jai", "780000", "EMPLOYER"},
                               {"105", "Jai", "780000", "EMPLOYER"},
                               {"106", "Jai", "780000", "EMPLOYER"},

                               {"107", "Sachin", "700000", "BEO"}};

        String column[]={"ID","NAME","SALARY","COMPANY"};

        JTable jt=new JTable (data,column);

        jt.setBounds(30,40,200,300);

        JScrollPane sp= new JScrollPane(jt);

        f.add(sp);

        f.setSize(300,400);

        f.setVisible(true);

    }

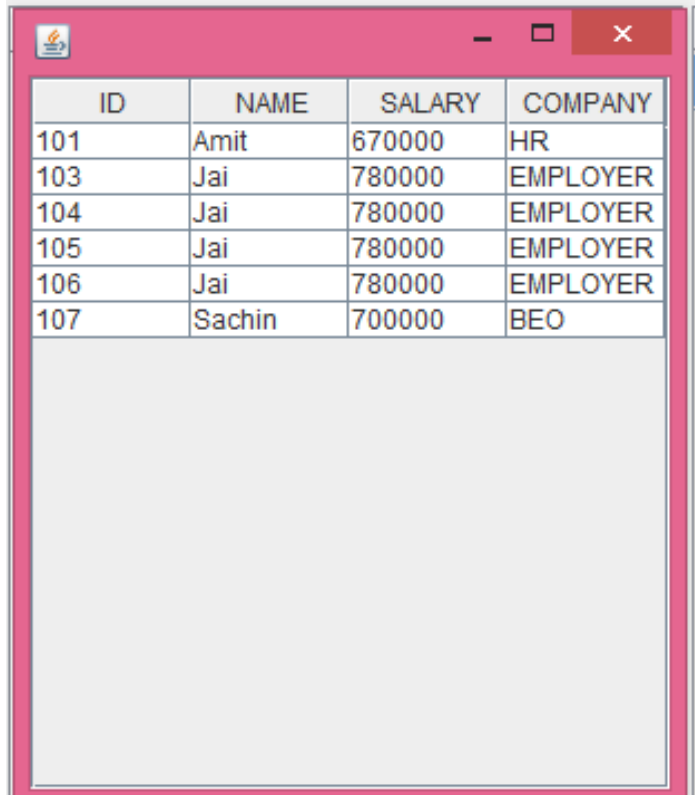
    public static void main(String[] args){

        new Table();

    }

}
```

}



A screenshot of a web application window with a pink title bar. The window contains a table with four columns: ID, NAME, SALARY, and COMPANY. The table has seven rows of data. Below the table is a large, empty light gray rectangular area.

ID	NAME	SALARY	COMPANY
101	Amit	670000	HR
103	Jai	780000	EMPLOYER
104	Jai	780000	EMPLOYER
105	Jai	780000	EMPLOYER
106	Jai	780000	EMPLOYER
107	Sachin	700000	BEO

PROGRAM 12

AIM- TO CREATE A SWING USING EXCEPTION HANDLING.

CODE:

DATED: 27-10-2021

```
import javax.swing.*.*;

import java.awt.event.*;

public class swingevent implements ActionListener{

    JLabel l1,l2;

    JTextArea area;

    JButton b;

    swingevent() {

        JFrame f= new JFrame();

        l1=new JLabel();

        l1.setBounds(50,25,100,30);

        l2=new JLabel();

        l2.setBounds(160,25,100,30);

        area=new JTextArea();

        area.setBounds(20,75,250,200);

        b=new JButton("No. of Words");

        b.setBounds(100,300,120,30);

        b.addActionListener(this);

        f.add(l1);

        f.add(l2);

        f.add(area);

        f.add(b);

        f.setSize(450,450);

        f.setLayout(null);

        f.setVisible(true);
```

```
}  
  
public void actionPerformed(ActionEvent e){  
    String text=area.getText();  
    String words[]=text.split("\\s");  
    l1.setText("Words:"+words.length);  
    l2.setText("Characters:"+text.length());  
}  
  
public static void main(String[] args){  
    new swingevent();  
}  
}
```

