SRI KRISHNA
ARTS AND SCIENCE COLLEGE

RECORD NOTE

DEPARTMENT : COMPUTER TECHNOLOGY AND DATA SCIENCE

NAME	ROLL NUMBER

PROGRAMME_____

CLASS_____

COURSE_____

SRI KRISHNA
ARTS AND SCIENCE COLLEGE

ROLL.NO:

Certified bonafide record of work done by_____

during the year 2024 - 2025

Staff In-charge **Head of the Department**

Submitted to the Sri Krishna Arts & Science College (Autonomous) end semester examination

held on_____

Internal Examiner **External Examiner**

DECLARATION

I _____ hereby declare that this record of observations is based on the experiments carried out and recorded by me during the laboratory classes of "_____" conducted by SRI KRISHNA ARTS AND SCIENCE COLLEGE, Coimbatore-641 008.

_____

Date: Signature of the Student

Name of the Student :

Roll Number :

_____

Countersigned by Staff

CONTENT

EX NO. 1 DATE :	WRITE JAVA PROGRAM TO ATTAIN CODE REUSABILITY USING INHERITANCE

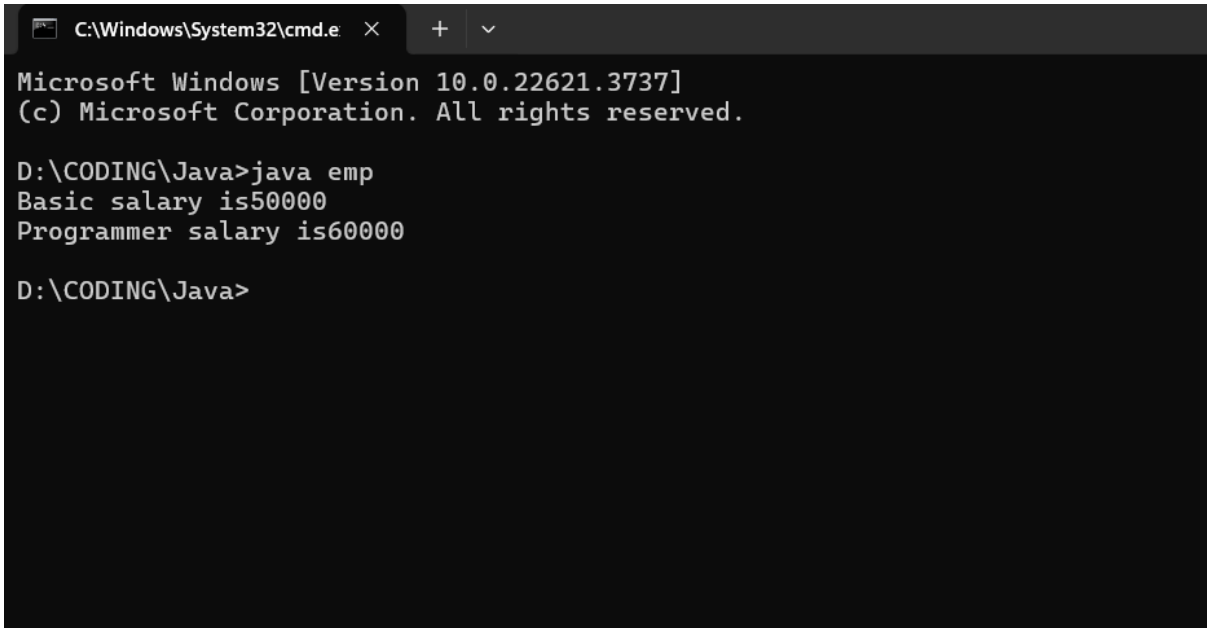
AIM :

ALGORITHM :

PROGRAM 1

```
import java.util.Scanner;
class Employee {
int salary = 50000;
void basic_salary() {
System.out.println("Basic salary is"+salary);
}
}
class Programmer extends Employee {
int increment = 10000;
int prog_salary = salary + increment;
void print_salary() {
System.out.println("Programmer salary is"+prog_salary);
}
}
public class emp {
public static void main(String args[]) {
Programmer p1 = new Programmer();
p1.basic_salary();
p1.print_salary();
}
}
```

OUTPUT :



RESULT :

Thus , the above program has executed successfully .

EX NO. 2 DATE :	WRITE JAVA PROGRAM TO SIMULATE THE CPU SCHEDULING ALGORITHM

AIM :

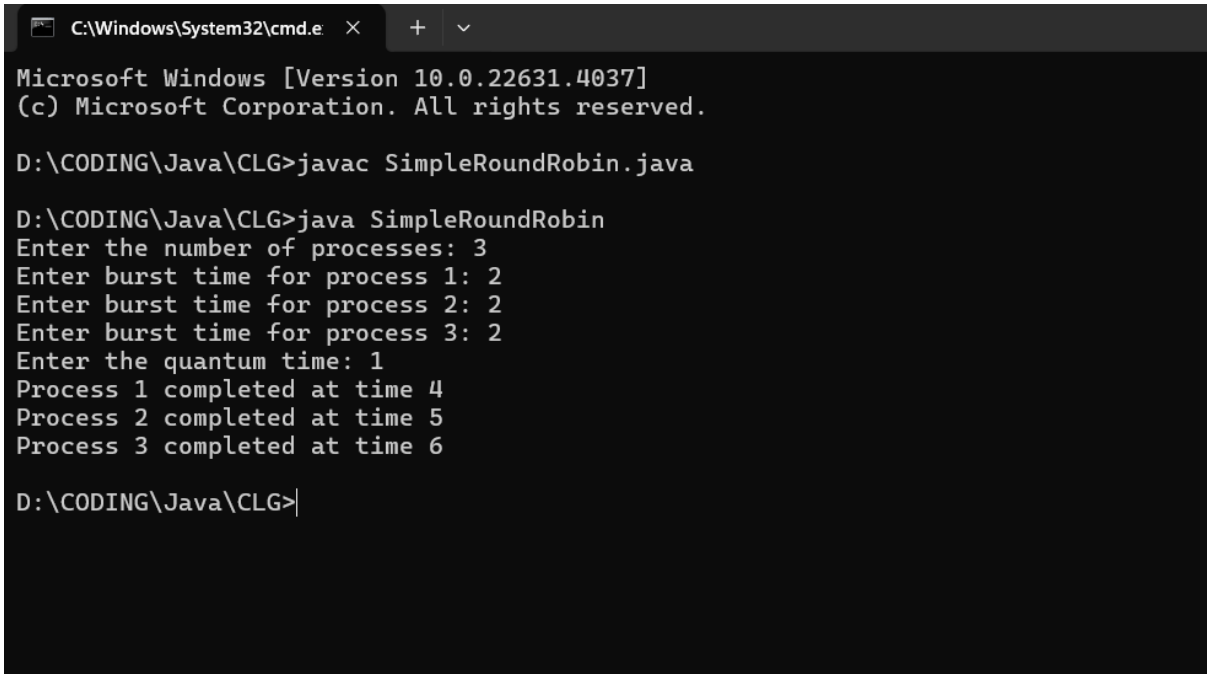
ALGORITHM :

PROGRAM 1

```
import java.util.LinkedList;
import java.util.Queue;
import java.util.Scanner;

public class SimpleRoundRobin {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

        System.out.print("Enter the number of processes: ");
        int numProcesses = scanner.nextInt();
        int[] burstTimes = new int[numProcesses];

        for (int i = 0; i < numProcesses; i++) {
            System.out.print("Enter burst time for process " + (i + 1) + ": ");
            burstTimes[i] = scanner.nextInt();
        }

        System.out.print("Enter the quantum time: ");
        int quantum = scanner.nextInt();

        roundRobinScheduling(burstTimes, quantum);
    }

    public static void roundRobinScheduling(int[] burstTimes, int quantum) {
        int numProcesses = burstTimes.length;
        int[] remainingTimes = new int[numProcesses];
        System.arraycopy(burstTimes, 0, remainingTimes, 0, numProcesses);
```

```
        Queue<Integer> queue = new LinkedList<>();
        for (int i = 0; i < numProcesses; i++) {
            queue.add(i);
        }

        int currentTime = 0;

        while (!queue.isEmpty()) {
            int i = queue.poll();

            if (remainingTimes[i] > quantum) {
                currentTime += quantum;
                remainingTimes[i] -= quantum;
                queue.add(i);
            } else {
                currentTime += remainingTimes[i];
                System.out.println("Process " + (i + 1) + " completed at time " +
currentTime);
                remainingTimes[i] = 0;
            }
        }
    }
}
```

OUTPUT :



RESULT :

Thus , the above program has executed successfully .

EX NO. 3 DATE :	WRITE A JAVA PROGRAM USING INTERFACE

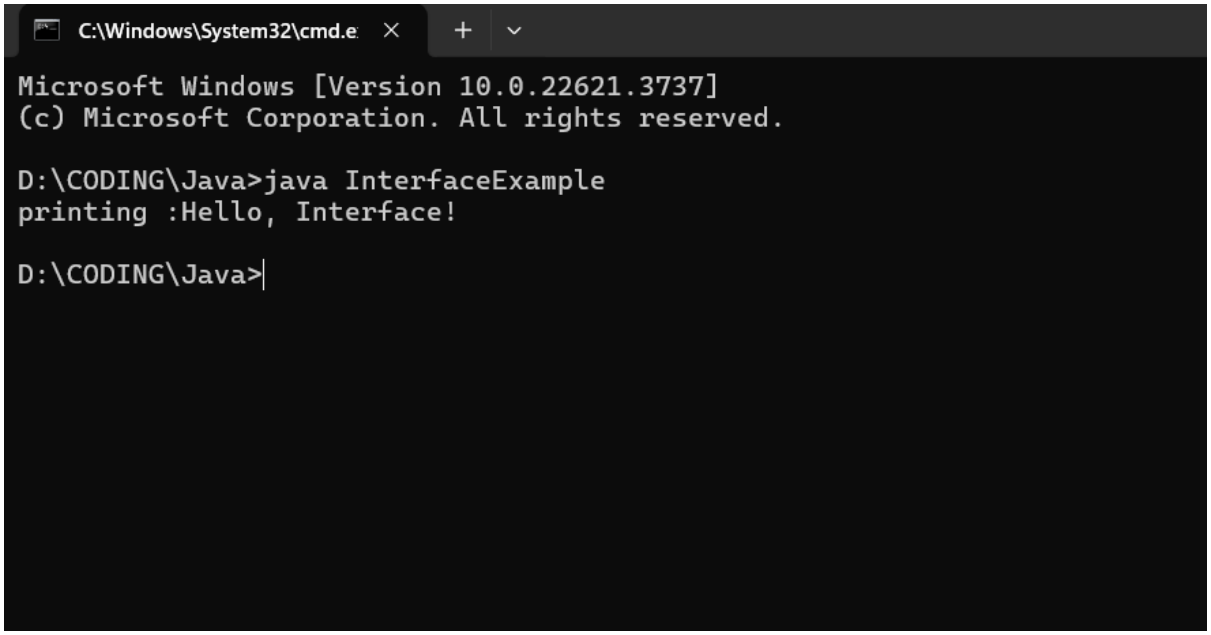
AIM :

ALGORITHM :

PROGRAM 1

```
interface Printer
{
void print(String message);
}
class ConsolePrinter implements Printer
{
public void print(String message)
{
System.out.println("printing :" + message);
}
}
public class InterfaceExample
{
public static void main(String[]args)
{
Printer printer = new ConsolePrinter();
printer.print ("Hello, Interface!");
}
}
```

OUTPUT :



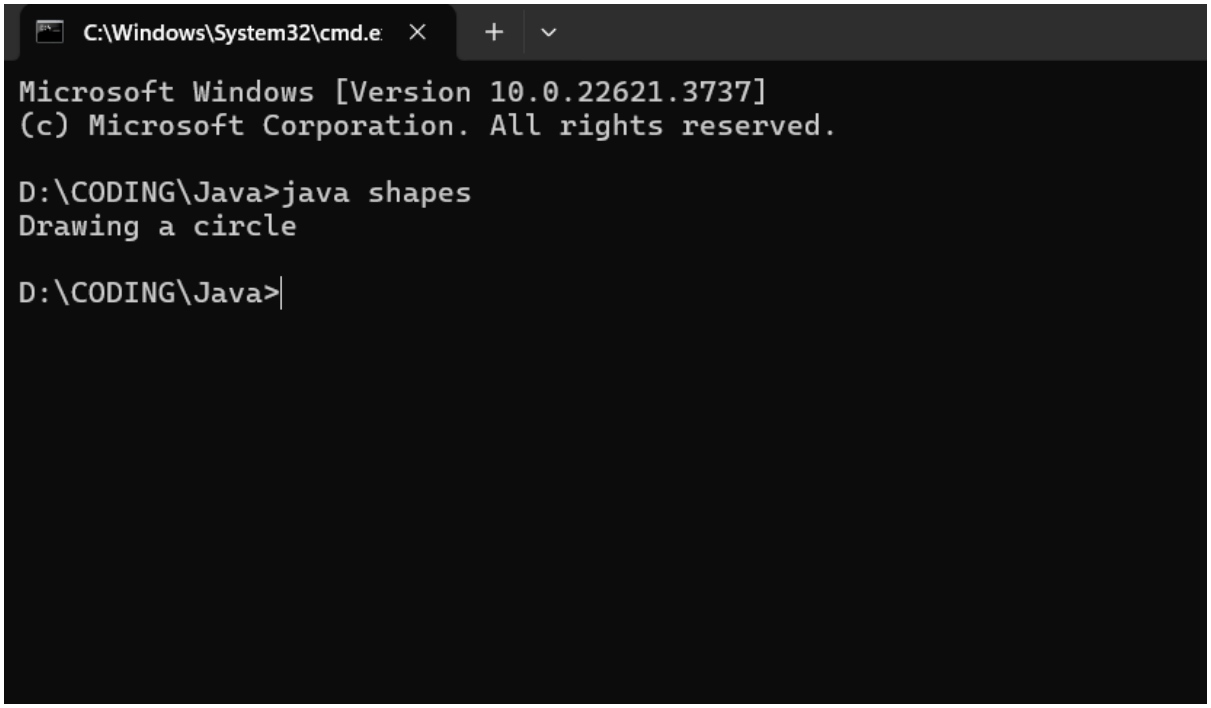
RESULT :

Thus , the above program has executed successfully .

PROGRAM 2

```
interface Shape
{
void draw();
}
class Circle implements Shape { @Override
public void draw() { System.out.println("Drawing a circle");
}
}
class Square implements Shape { @Override
public void draw() { System.out.println("Drawing a square ");
}
}
public class shapes{
public static void main(String[]args)
{
Shape circle = new Circle();
 Shape square = new Square();
 String shapeType = "circle";
 switch (shapeType){ case"circle":
circle.draw(); break; case"square": square.draw(); break; default:
System.out.println("unknow shape");
}}}
```

OUTPUT :



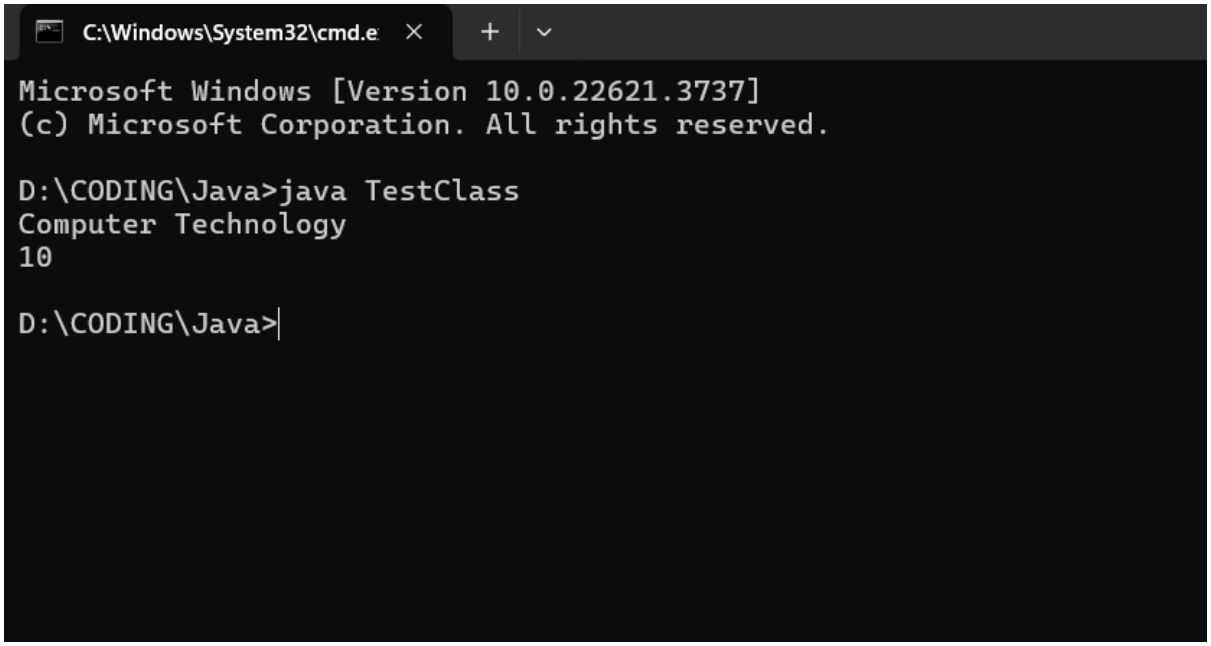
RESULT :

Thus , the above program has executed successfully .

PROGRAM 3

```
interface In1 {
    int a = 10;
   void display();
}
class TestClass implements In1 {
   public void display(){
     System.out.println("Computer Technology");
   }
   public static void main(String[] args)
   {
      In1 t = new TestClass();
      t.display();
      System.out.println(t.a);
   }
}
```

OUTPUT :



RESULT :

Thus , the above program has executed successfully .

EX NO. 4

DATE :

WRITE A JAVA PROGRAM USING USER DEFINED AND PREDEFINED PACKAGES

AIM :

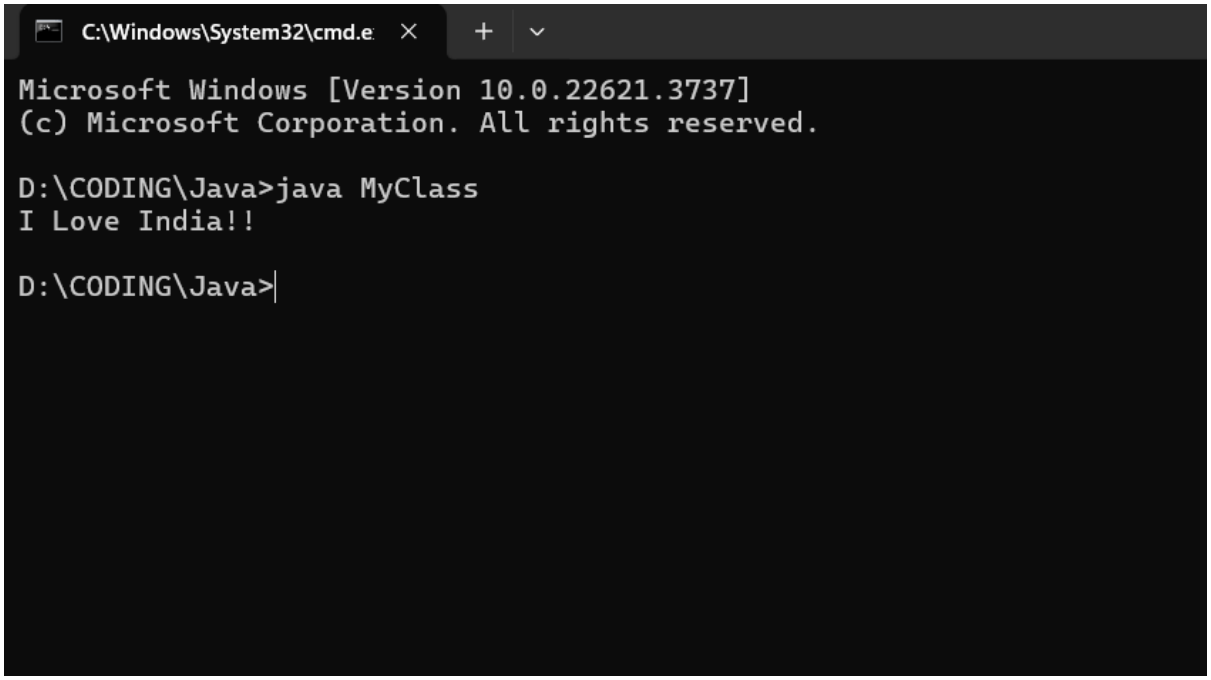
ALGORITHM :

PROGRAM 1

```
import mypack.Hello;
public class MyClass
{
public static void main(String args[])
{
Hello a = new Hello();
 a.display();
}
}
```

```
package mypack;
public class Hello
{
public void display()
{
System.out.println("I Love India!!");
}}
```

OUTPUT :



RESULT :

Thus , the above program has executed successfully .

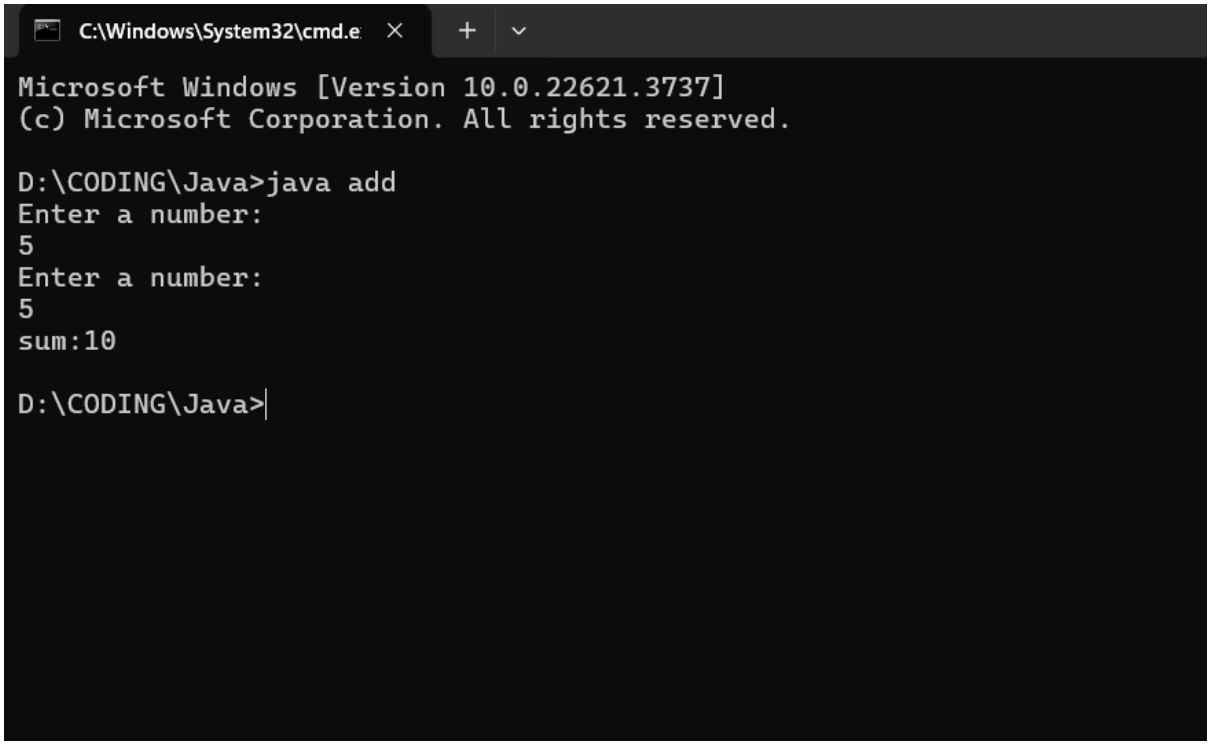
PROGRAM 2

```
import userinput.UserInput;
 import calculator.Addition;
public class add {
public static void main(String[]args)
{ int number1 = UserInput.getUserInput();
 int number2 = UserInput.getUserInput();
int sum = Addition.addNumbers(number1,number2);
System.out.println("sum:"+sum);
}}
```

```
package userinput;
import java.util.Scanner;
public class UserInput
{
public static int getUserInput()
{ Scanner scanner = new Scanner(System.in);
System.out.println("Enter a number:");
return scanner.nextInt();
}
 }
```

```
package calculator;
public class Addition {
public static int addNumbers(int num1, int num2 )
{
return num1+num2;
}
}
```

OUTPUT :



RESULT :

Thus , the above program has executed successfully .

EX NO. 5 DATE :	WRITE A JAVA PROGRAM FOR EXCEPTION HANDLING MECHANISM

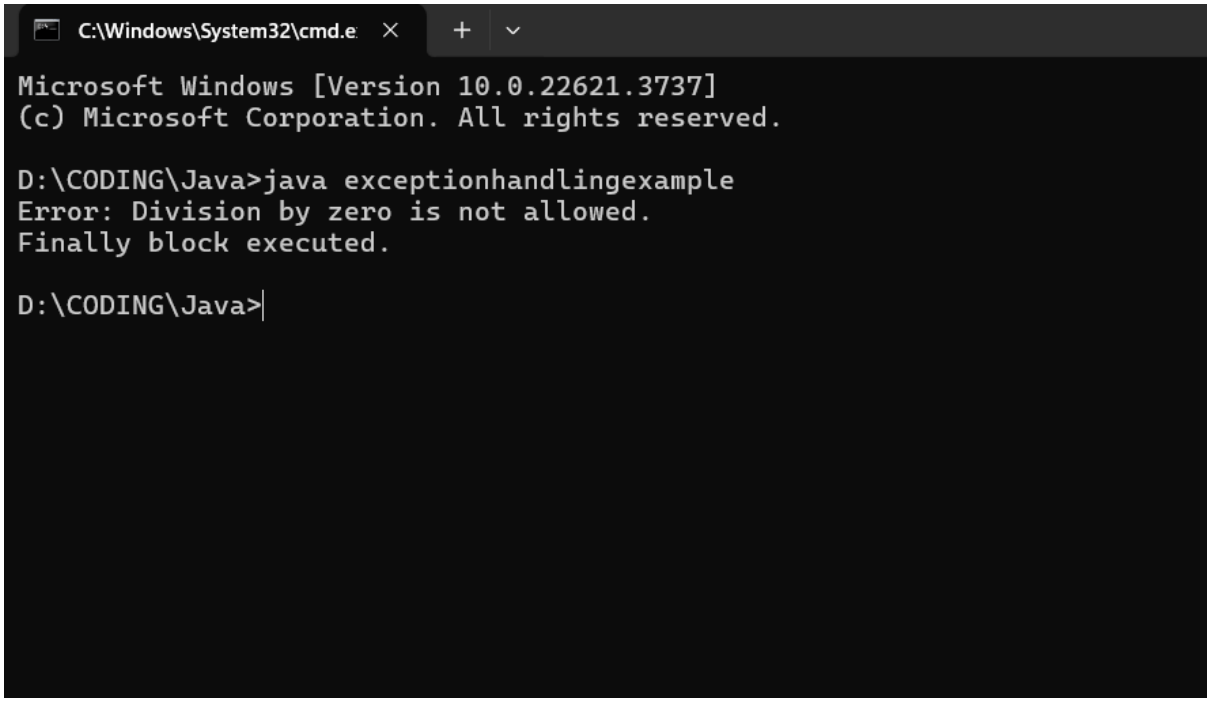
AIM :

ALGORITHM :

PROGRAM 1

```
public class exceptionhandlingexample
{
public static void main(String[] args)
{
try
 {
int result = divideNumbers(10, 0); System.out.println("Result: " +  result);
} catch (ArithmeticException e) {
System.err.println("Error: Division by zero is not allowed.");
} finally {
System.out.println("Finally block executed.");
}
}

private static int divideNumbers(int numerator, int denominator) {
return numerator / denominator;
}
}
```

OUTPUT :



RESULT :

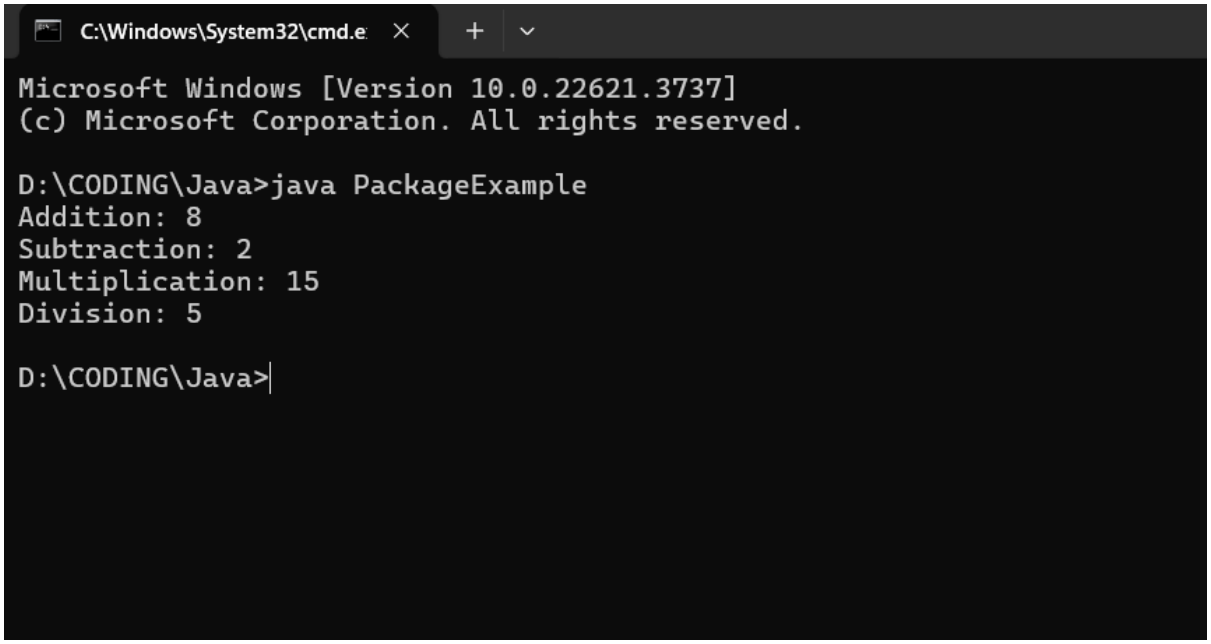
Thus , the above program has executed successfully .

PROGRAM 2

```
class Calculator {
public int add(int a, int b) {
return a + b;
}
public int subtract(int a, int b) {
return a - b;
}
public int multiply(int a, int b) {
return a * b;
}
public int divide(int a, int b) {
if (b != 0) {
return a / b;
} else {
throw new ArithmeticException("Cannot divide by zero!");
}
}
}
public class PackageExample {
public static void main(String[] args) {
Calculator calculator = new Calculator();
int result = calculator.add(5, 3);
System.out.println("Addition: " + result);
result = calculator.subtract(5, 3);
System.out.println("Subtraction: " + result);
result = calculator.multiply(5, 3);
System.out.println("Multiplication: " + result);
```

```
result = calculator.divide(10, 2);
System.out.println("Division: " + result);
}
}
```

OUTPUT :



RESULT :

Thus , the above program has executed successfully .

EX NO. 6 DATE :	WRITE A JAVA PROGRAM TO SIMULATE CONTINGUOUS MEMORY ALLOCATION TECHNIQUES

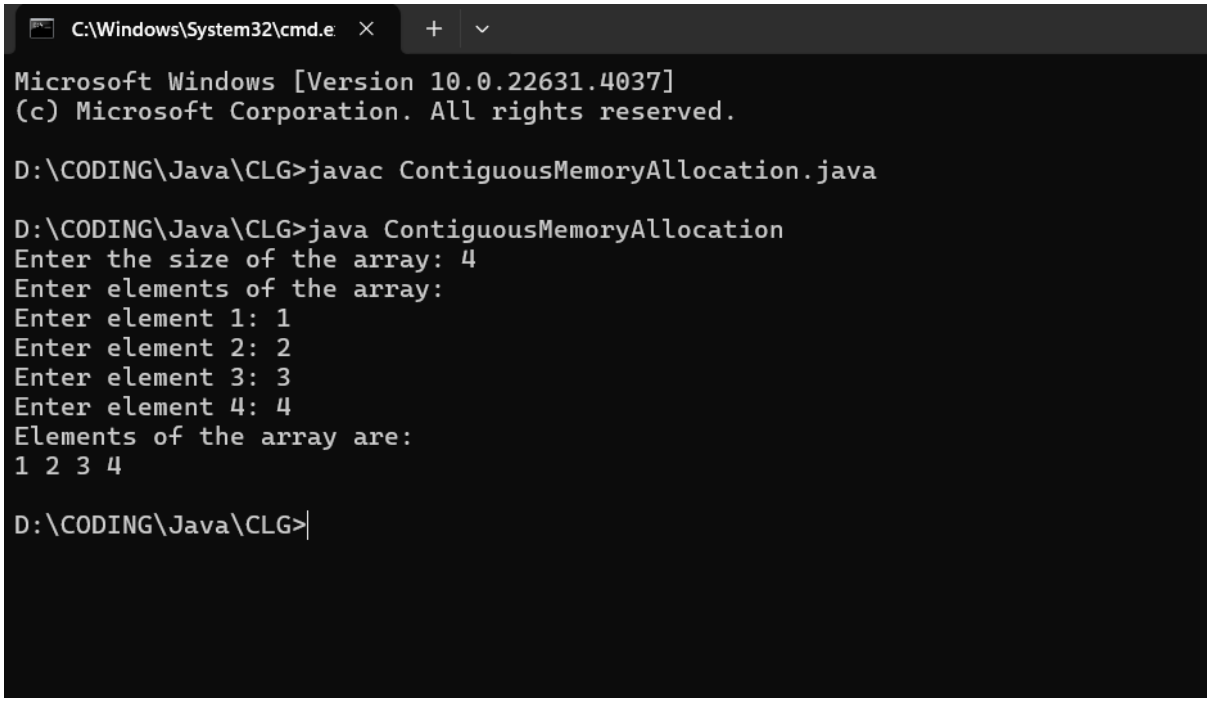
AIM :

ALGORITHM :

PROGRAM 1

```
import java.util.Scanner;


public class ContiguousMemoryAllocation {


public static void main(String[] args) { Scanner scanner = new
Scanner(System.in);


// Input the size of the array System.out.print("Enter the size of the array: ");
int size = scanner.nextInt();


// Declare an array of integers int[] arr = new int[size];


// Input elements into the array System.out.println("Enter elements of the
array:"); for (int i = 0; i < size; ++i) { System.out.print("Enter element " + (i + 1) +
": "); arr[i] = scanner.nextInt(); }


// Display elements of the array System.out.println("Elements of the array
are:"); for (int i = 0; i < size; ++i) { System.out.print(arr[i] + " ");

}

System.out.println();

// Close the scanner scanner.close();

}

}
```

OUTPUT :



RESULT :

Thus , the above program has executed successfully

EX NO. 7 DATE :	WRITE A JAVA PROGRAM USING THREADS AN ASSIGN THREE DIFFERENT PRIORITIES TO THEM.

AIM :

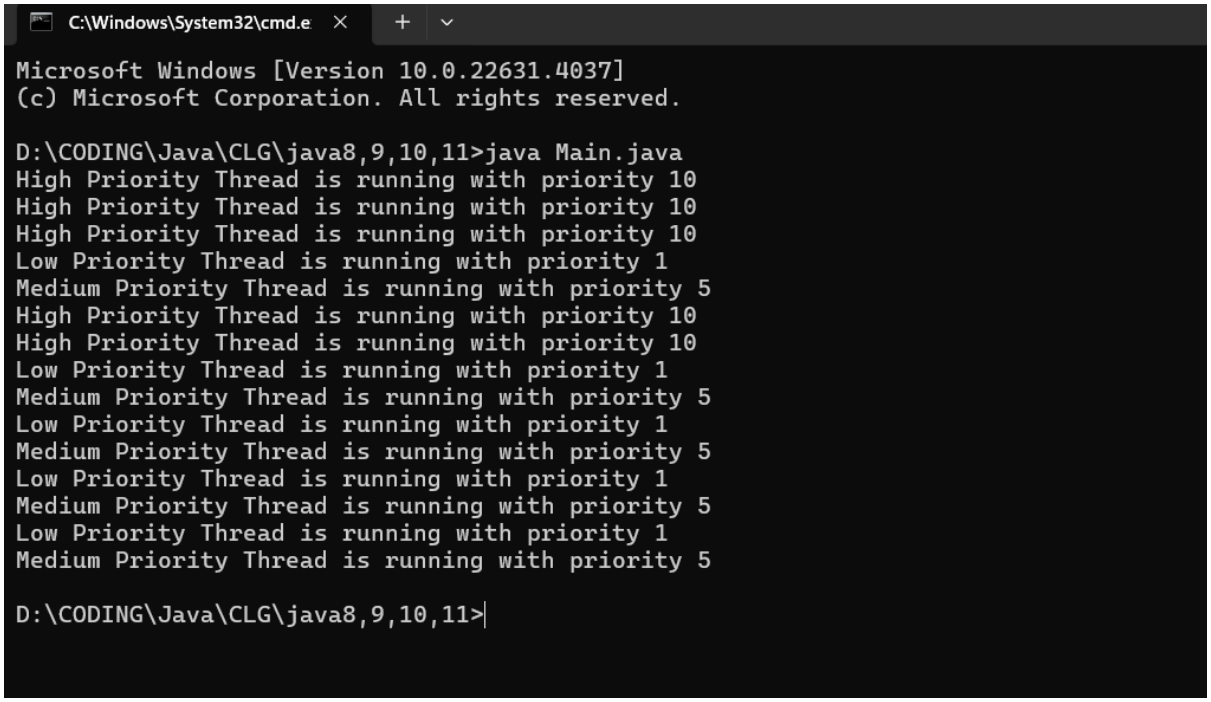
ALGORITHM :

PROGRAM 1

```
class PriorityThread extends Thread {
    public PriorityThread(String name) {
        super(name); // Calls the constructor of superclass Thread
    }

    public void run() {
        for (int i = 0; i < 5; i++) {
            System.out.println(getName() + " is running with priority " +
getPriority());
        }
    }
}

public class Main {
    public static void main(String[] args) {
        // Creating three threads with different priorities
        PriorityThread thread1 = new PriorityThread("Low Priority Thread");
        PriorityThread thread2 = new PriorityThread("Medium Priority Thread");
        PriorityThread thread3 = new PriorityThread("High Priority Thread");

        // Set thread priorities
        thread1.setPriority(Thread.MIN_PRIORITY);  // Priority = 1
        thread2.setPriority(Thread.NORM_PRIORITY); // Priority = 5
        thread3.setPriority(Thread.MAX_PRIORITY);  // Priority = 10

        // Start the threads
        thread1.start();
        thread2.start();
```

```
        thread3.start();
    }
}
```

OUTPUT :



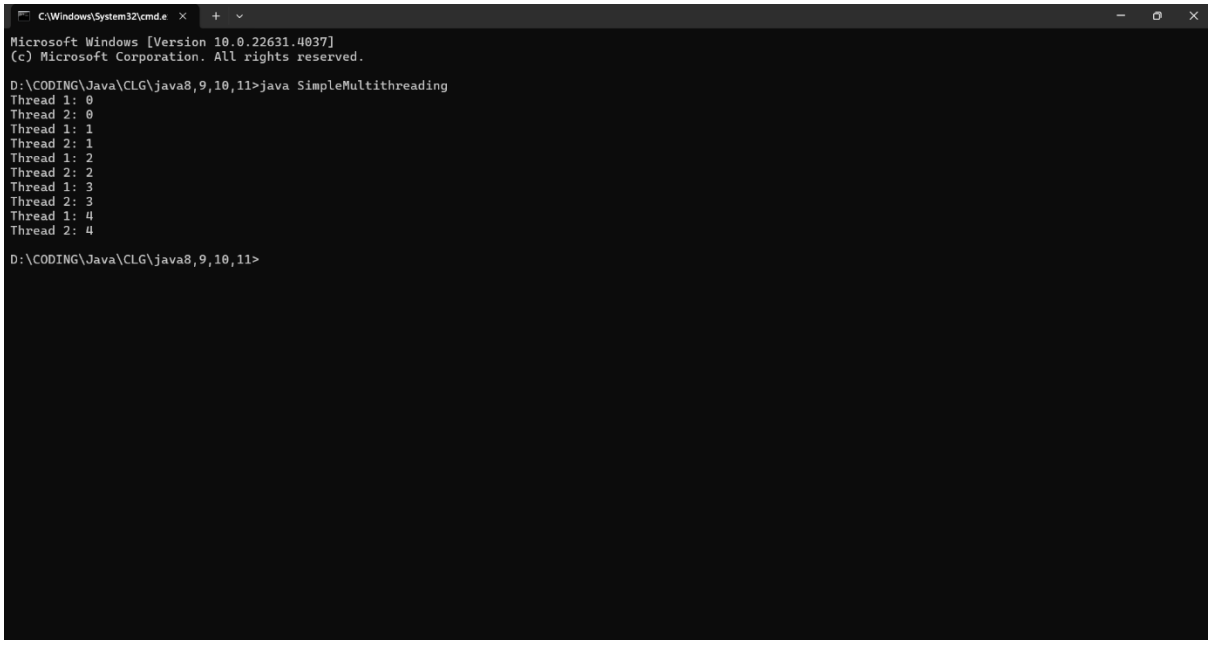
RESULT :

Thus , the above program has executed successfully

PROGRAM 2

```
public class SimpleMultithreading {
    public static void main(String[] args) {
        Thread thread1 = new Thread(() -> {
            for (int i = 0; i < 5; i++) {
                System.out.println("Thread 1: " + i);
                try {
                    Thread.sleep(500); // Sleep for 0.5 seconds
                } catch (InterruptedException e) {
                    e.printStackTrace();
                }
            }
        });
        Thread thread2 = new Thread(() -> {
            for (int i = 0; i < 5; i++) {
                System.out.println("Thread 2: " + i);
                try {
                    Thread.sleep(500); // Sleep for 0.5 seconds
                } catch (InterruptedException e) {
                    e.printStackTrace();
                }
            }
        });
        thread1.start();
        thread2.start();
    }
}
```

OUTPUT :



RESULT :

Thus , the above program has executed successfully

EX NO. 8 DATE :	WRITE JAVA PROGRAMS USING APPLET TO DESIGN A WEB PAGE

AIM :

ALGORITHM :

PROGRAM 1

```
import java.applet.Applet;
import java.awt.Graphics;



public class HelloWorld extends Applet
{

    @Override
    public void paint(Graphics g)
    {
        g.drawString("Hello World", 20, 20);
    }

}
```

HTML

```
<html>
<body>
<applet code="HelloWorld" width=200 height=60>
</applet>
</body>
</html>
```

OUTPUT :

RESULT :

Thus , the above program has executed successfully

EX NO. 9 DATE :	WRITE JAVA PROGRAMS TO DRAW SEVERAL SHAPES IN THE CREATED WINDOWS.

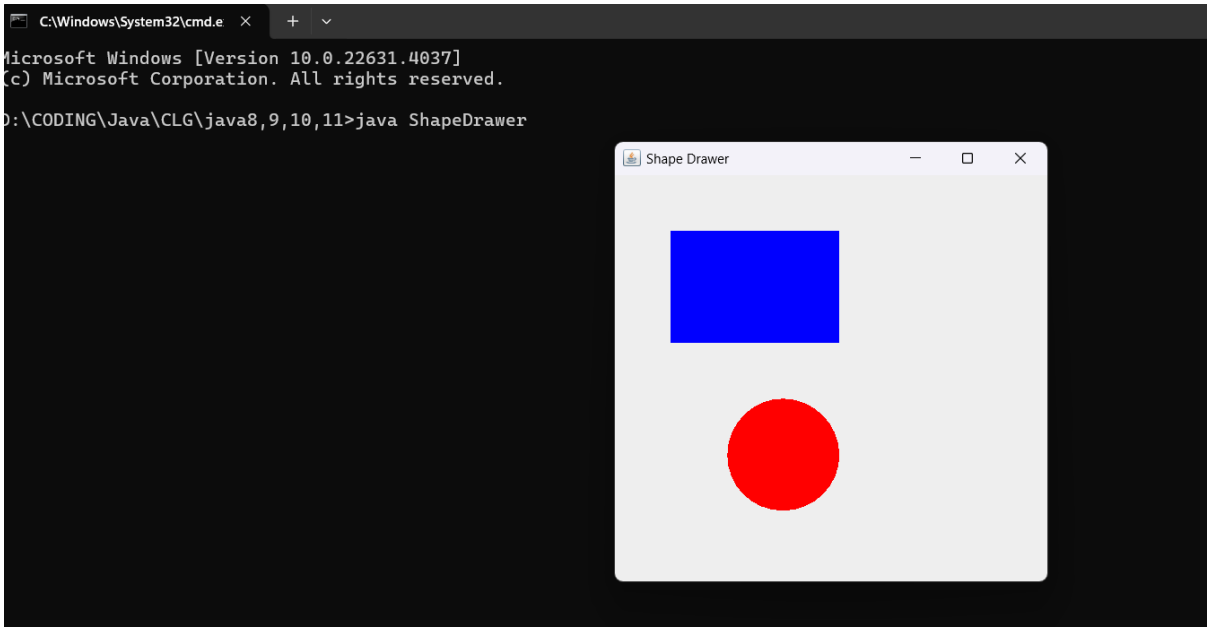
AIM :

ALGORITHM :

PROGRAM 1

```
import javax.swing.*;
import java.awt.*;

public class ShapeDrawer extends JPanel {

    @Override
    protected void paintComponent(Graphics g) {
        super.paintComponent(g);

        // Draw a filled rectangle
        g.setColor(Color.BLUE);
        g.fillRect(50, 50, 150, 100);

        // Draw a filled circle (use fillOval, not filloval)
        g.setColor(Color.RED);
        g.fillOval(100, 200, 100, 100);
    }

    public static void main(String[] args) {
        JFrame frame = new JFrame("Shape Drawer");

        ShapeDrawer panel = new ShapeDrawer();
        frame.add(panel);

        frame.setSize(400, 400);
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        frame.setVisible(true);
            } }
```

OUTPUT :



RESULT :

Thus , the above program has executed successfully

EX NO. 10 DATE :	WRITE JAVA PROGRAMS FOR HANDLING MOUSE EVENTS.

AIM :

ALGORITHM :

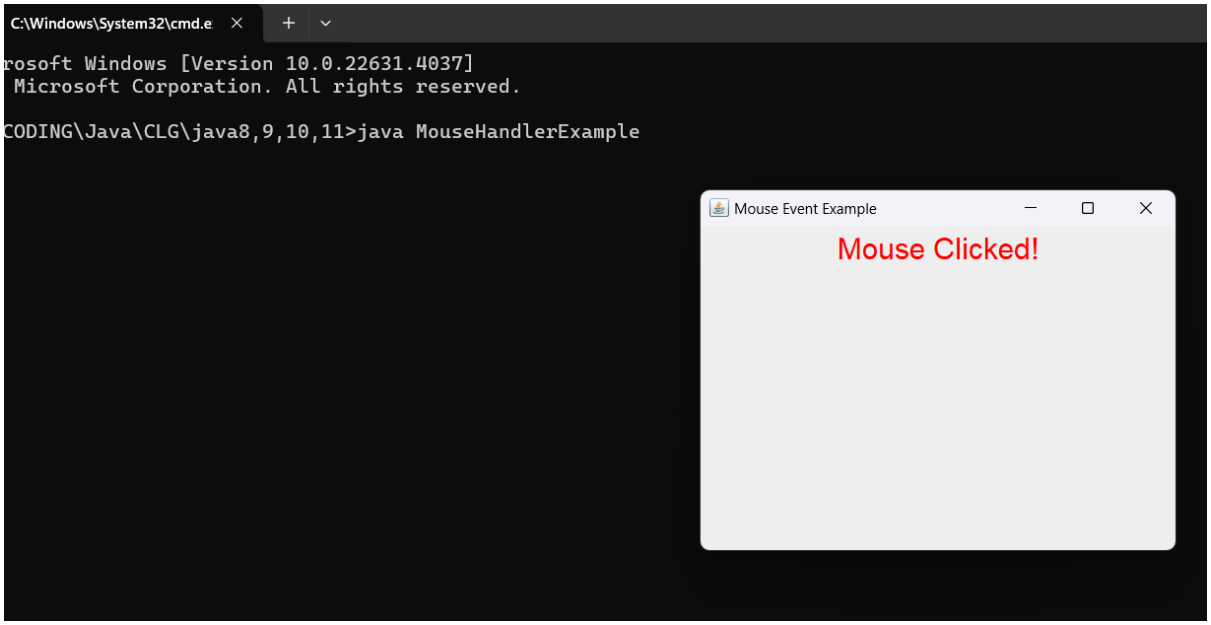
PROGRAM 1

```
import javax.swing.*;
import java.awt.*;
import java.awt.event.MouseEvent;
import java.awt.event.MouseListener;

public class MouseHandlerExample extends JFrame implements MouseListener
{

   private JLabel label;

   public MouseHandlerExample() {
      // Set up the frame
      setTitle("Mouse Event Example");
      setSize(400, 300);
      setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
      setLayout(new FlowLayout());

      // Create a label
      label = new JLabel("Interact with the mouse!");
      label.setFont(new Font("Arial", Font.PLAIN, 24));
      add(label);

      // Add mouse listener to the frame
      addMouseListener(this);

      // Make the frame visible
      setVisible(true);
   }
```

```
@Override
public void mouseClicked(MouseEvent e) {
   label.setText("Mouse Clicked!");
   label.setForeground(Color.RED);
}

@Override
public void mousePressed(MouseEvent e) {
   label.setText("Mouse Pressed!");
   label.setForeground(Color.BLUE);
}

@Override
public void mouseReleased(MouseEvent e) {
   label.setText("Mouse Released!");
   label.setForeground(Color.GREEN);
}

@Override
public void mouseEntered(MouseEvent e) {
   label.setText("Mouse Entered!");
   label.setForeground(Color.ORANGE);
}

@Override
public void mouseExited(MouseEvent e) {
   label.setText("Mouse Exited!");
   label.setForeground(Color.MAGENTA);
```

```
    }

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

OUTPUT :



RESULT :

Thus , the above program has executed successfully

EX NO. 11 DATE :	**WRITE JAVA PROGRAMS TO CREATE FRAME WITH FIELDS FOR NAME, AGE AND QUALIFICATION AND A TEXT FIELD FOR MULTIPLE LINE FOR ADDRESS.**

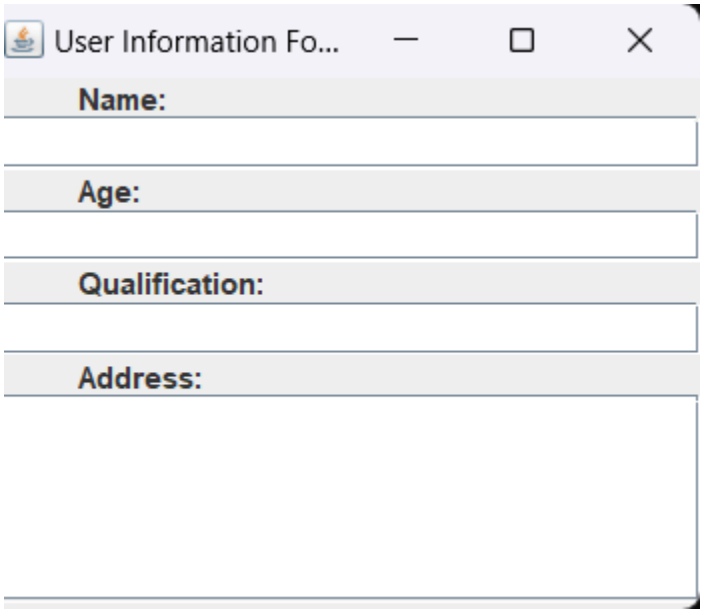
AIM :

ALGORITHM :

PROGRAM 1

```
import javax.swing.*;

public class UserInfoFrame extends JFrame {
    public UserInfoFrame() {
        setTitle("User Information Form");
        setLayout(new BoxLayout(getContentPane(), BoxLayout.Y_AXIS));

        add(new JLabel("Name:"));
        add(new JTextField(20));

        add(new JLabel("Age:"));
        add(new JTextField(20));

        add(new JLabel("Qualification:"));
        add(new JTextField(20));

        add(new JLabel("Address:"));
        add(new JScrollPane(new JTextArea(5, 20)));

        setSize(300, 250);
        setLocationRelativeTo(null);
        setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        setVisible(true);
    }

    public static void main(String[] args) {
        SwingUtilities.invokeLater(UserInfoFrame::new);
    } }
```

OUTPUT :



RESULT :

Thus , the above program has executed successfully

EX NO. 12 DATE :	WRITE JAVA PROGRAMS TO OPEN AN EXISTING FILE AND APPEND TEXT TO THAT FILE .

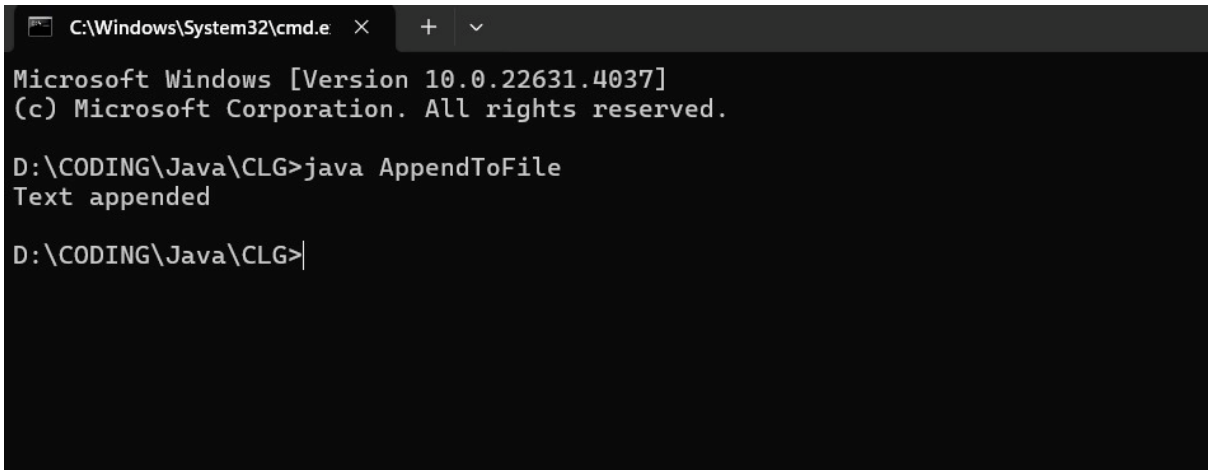
AIM :

ALGORITHM :

PROGRAM 1

```
import java.io.FileWriter;
import java.io.IOException;

public class AppendToFile{
 public static void main(String[] args)
{
 String filePath = "D:/V.txt";
String textToAppend = "This is the Text";
try(FileWriter fileWriter = new FileWriter(filePath,true))
{
 fileWriter.write(textToAppend);
 fileWriter.write(System.lineSeparator());
 System.out.println("Text appended ");

}
catch (IOException e){
System.out.println("An error occured while appending to the file ");
e.printStackTrace();
}
}
}
```

OUTPUT :



RESULT :

Thus , the above program has executed successfully

EX NO. 13

DATE :

WRITE JAVA PROGRAMS TO ESTABLISH A JDBC A JDBC CONNECTIVITY AND INSERT AND DELETE VALUES IN DATABASE

AIM :

ALGORITHM :

PROGRAM 1

```
import java.sql.*;


public class SelectExample {
  static final String DB_URL = "jdbc:mysql://localhost/TUTORIALSPOINT";
  static final String USER = "guest";
  static final String PASS = "guest123";
  static final String QUERY = "SELECT id, first, last, age FROM Employees";


  public static void main(String[] args) {
    // Open a connection
    try(Connection conn = DriverManager.getConnection(DB_URL, USER, PASS);
      Statement stmt = conn.createStatement();
      ResultSet rs = stmt.executeQuery(QUERY);) {
      // Extract data from result set
      while (rs.next()) {
        // Retrieve by column name
        System.out.print("ID: " + rs.getInt("id"));
        System.out.print(", Age: " + rs.getInt("age"));
        System.out.print(", First: " + rs.getString("first"));
        System.out.println(", Last: " + rs.getString("last"));
      }
    } catch (SQLException e) {
      e.printStackTrace();
    }
  }
}
```

OUTPUT :

```
C:\>java SelectExample
Connecting to database...
Creating statement...
ID: 100, Age: 18, First: Zara, Last: Ali
ID: 101, Age: 25, First: Mahnaz, Last: Fatma
ID: 102, Age: 30, First: Zaid, Last: Khan
ID: 103, Age: 28, First: Sumit, Last: Mittal
C:\>
```

RESULT :

Thus , the above program has executed successfully