

Advanced Java Lab Sheet

Lab 1: GUI Programming

1. Write a program to draw 2D objects like circle, rectangle, polygon, etc.
2. Write a program to calculate simple interest using Swing.
3. Develop UI of your choice using Swing. Your UI must include all general controls like JLabel, JTextField, JTextArea, JRadioButton, JCheckBox, JComboBox, etc.
4. Write a swing program to create a JMenu of your choice (should be nested).
5. Write programs to demonstrate various Layout Managers.
6. Write programs to implement mouse and key events.
7. Write programs to implement adapter class for event handling.

Lab 2: JDBC

1. Write a program to show complete crud operation. Swing must be used for creating UI. Selected data must be displayed in a JTable.
2. Write a program to show complete crud operation using Prepared Statement.
3. Write a program to show the use of RowSet.
4. Write a program to implement scrollable Result Set.
5. Write a program to implement updatable Result Set.

Lab 3: Java Beans

1. Write a program to create and access a Java Bean.
2. Write a program to show the use of PropertyDescriptor, EventSetDescriptor and MethodDescriptor.
3. Write a program to show the use of Java Bean in JSP.

Lab 4: Servlets and JSP

1. Write a program using Servlet to find product of two numbers.
2. Write a complete crud operation using servlet and JDBC.
3. Write a program to implement servlet interface.
4. Write a program to demonstrate generic servlet.
5. Write a servlet program to set and accessing cookies.
6. Write a servlet program to set and access session.
7. Write a JSP program to find simple interest.
8. Write a complete crud operation using JSP and JDBC.
9. Write a JSP program to set and access session.
10. Write a program to show exception handling in JSP.

Lab 5: RMI

1. Write a client server application using RMI to add two numbers.
2. Write a client server application using RMI to find factorial of a number.

Note: Your lab report must be hand-written.