Kathmandu College of Technology

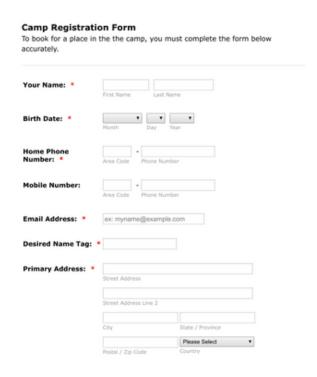
Advanced Java Programming

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.

List of Problems

- [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!)



- [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.