

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!)

Camp Registration Form

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

Your Name: *	<input type="text"/>	<input type="text"/>
	First Name	Last Name
Birth Date: *	<input type="text"/>	<input type="text"/>
	Month	Day Year
Home Phone Number: *	<input type="text"/>	<input type="text"/>
	Area Code	Phone Number
Mobile Number:	<input type="text"/>	<input type="text"/>
	Area Code	Phone Number
Email Address: *	<input type="text"/>	
	ex: myname@example.com	
Desired Name Tag: *	<input type="text"/>	
Primary Address: *	<input type="text"/>	
	Street Address	
	<input type="text"/>	
	Street Address Line 2	
	<input type="text"/>	<input type="text"/>
	City	State / Province
	<input type="text"/>	<input type="text"/>
	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.