JAVA PROGRAMMING

LAB CYCLE

Note: Strictly follow OOPS concepts & naming conventions

Cycle 3

21. Write an AWT program for validating the form having a numeric field, character field, phone number, and email id.

22. Write a GUI program to execute 3 Windows 95 applications (Like notepad, calculator, paint) through Java

23. Write a program to find out total memory, free memory and free memory after executing garbage Collector (gc).

24. Write a program to copy a file to another file using Java to package classes. Get the file names at run time and if the target file exists, then ask for confirmation to overwrite and take necessary actions.

25. Write a multithreaded GUI java program to write all even numbers less than a given number into a file "EVEN.txt" in one thread, and to write all odd numbers less than a given number into a file "ODD.txt" in another thread. Provide the option to open the created files through GUI

26. Write a program to illustrate thread synchronization.

27. Write an applet program to animate the movement of a car. Provide buttons to Start, Pause, and Stop the car movement.

28. Write an applet program to create an analog clock. Receive the starting time as an applet parameter.

29. Create a Java- MySQL GUI application to Add, Delete, Modify, and View Book details (Accession number, Name, Author, Publisher, and Preface).

30. Write a program to read the student's details from an excel sheet and store it in the database. Provide provision for view the details of each student separately.(Use *Apache POI library* for reading from excel)