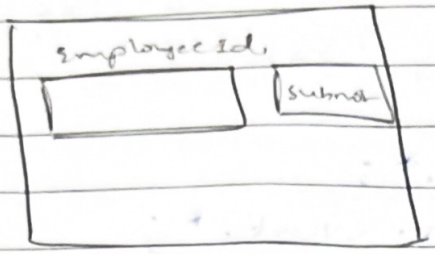
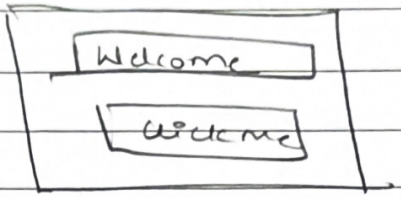
1. Creating label, button, & textfield in a frame using AWT.

```
import java.awt.*;
import java.awt.event.*;

public class AWTExample extends WindowAdapter {
    Frame f;
    AWTExample() {
        f = new Frame();
        f.addWindowListner(this);
        Label l = new Label("Employee id:");
        Button b = new Button("submit");
        Textfield t = new Textfield();
        l.setBounds(20,80,80,30);
        t.setBounds(20,300,80,30);
        b.setBounds(100,100,80,30);

        f.add(b);
        f.add(l);
        f.add(t);
        f.setSize(400,300);
        f.setTitle("Employee info");
        f.setLayout(null);
        f.setVisible(true);
    }
    public void windowClosing(WindowEvent e)
    {
        System.exit(0);
    }
    public static void main(String[] args)
    {
        AWTExample awt obj = new AWTExample();
    }
}
```



a2)
```
import java.awt.*
import java.awt.event.*;
public class EventHandling extends
WindowAdapter implements ActionListner
{
    Frame f;
    TextField tf;

    EventHandling()
    {
        f= new Frame();
        f.addWindowListner(this);
        tf = new TextField();
        tf.setBounds(100,120,80,30);
        b.addActionListner(this);
        f.add(b);
        f.add(tf);
        f.setSize(300,300);
        f.setLayout(null);
        f.setVisible(true);
    }
public void actionPerformed(ActionEvent e)
    {
        tf.setText("Welcome");
    }
public void windowClosing(WindowEvent e)
    {
        System.exit(0);
    }
```

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



93)
```
import java.io.*;
public class ByteArrayInput {
    public static void main (String args[])
            throws IOException
    {
        byte[] buf = {35, 36, 37, 38};
      ByteArrayInputStream byt =
                new ByteArrayInputStream(buf);
        int k=0;
      while ((k = byt.read()) != -1)
    {
        char ch = (char)k;
      System.out.println("ASCII value of
    character:" + ch + " is " + k);
    }
    byt.close();
  }
}
```

Output: ASCII value of character is # is 35
ASCII value of character is $ is 36.
ASCII value of character is % is 37
ASCII value of character is & is 38.

26.02.24