

**KC GROUP OF RESEARCH & PROFESSIONAL INSTITUTE  
PANDOGA UNA H.P**



**COMPUTER NETWORKS LAB**

**Subject Code:- CS-511**

**Department of Computer Science & Engineering**

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Sr.No.	PRACTICAL
1	Demonstrating the use of method of math class.
2	Programs to implement the methods of string class.
3	To demonstrate the interface.
4	To demonstrate inheritance.
5	To demonstrate super and this.
6	To demonstrate static variable and methods.
7	To demonstrate exceptions
8	To demonstrate file input stream and file output stream classes
9	To demonstrate mouse and keyboard events in an applet
10	To demonstrate the creation of a frame.
11	To demonstrate checkboxes with proper events
12	To demonstrate scroll bars with proper events
13	To demonstrate menu bars and menus
14	To demonstrate dialog boxes

## Program – 1

Demonstrating the use of methods in math class.

```
package infoJava;
public class Opr {
public static void main(String[]args)
{
    int a=10;
    int b=20;
    double c=2.145;

    System.out.println(Math.max(a, b));
    System.out.println(Math.min(a, b));
    System.out.println(Math.abs(c));
    System.out.println(Math.cos(c));
    System.out.println(Math.multiplyExact(a,b));
}
}
```

**Output:**

```
20
10
2.145
-0.5431663470050839
20
```

## Program – 2

### Programs to implement the methods of string class.

```
package infoJava;
public class swintut {

    public static void main(String[] args) {

        String s="Yuvraj";
        System.out.println(s.length());
        System.out.println(s.charAt(1));
        System.out.println(s.replace('a', 'b'));
        System.out.println(s.startsWith("pr"));
        System.out.println(s.toLowerCase());
        System.out.println(s.endsWith("ka"));
        System.out.println(s.substring(2, 5));
        System.out.println(s.equals("Yuvraj"));
    }
}
```

### Output:

```
8
r
Yuvraj
true
Yuvraj
true
iya
true
```

## Program - 3

### To demonstrate interface

```
import java.io.*;

// A simple interface
interface In1
{
    // public, static and final
    final int a = 10;

    // public and abstract
    void display();
}

// A class that implements the interface.
class TestClass implements In1
{
    // Implementing the capabilities of
    // interface.
    public void display()
    {
        System.out.println("interface Example");
    }

    public static void main (String[] args)
    {
        TestClass t = new TestClass();
        t.display();
        System.out.println(a);
    }
}
```

### Output:

interface Example

## Program - 4

To demonstrate inheritance.

```
1. class Employee{
2. float salary=40000;
3. }
4. class Programmer extends Employee{
5. int bonus=10000;
6. public static void main(String args[]){
7. Programmer p=new Programmer();
8. System.out.println("Programmer salary is:"+p.salary);
9. System.out.println("Bonus of Programmer is:"+p.bonus);
10. }
11. }
```

### Output:

```
Programmer salary is:40000.0
Bonus of programmer is:10000
```

## Program -5

To demonstrate super and this.

```
1. class Animal{
2. String color="white";
3. }
4. class Dog extends Animal{
5. String color="black";
6. void printColor(){
7. System.out.println(color);//prints color of Dog class
8. System.out.println(super.color);//prints color of Animal class
9. }
10. }
11. class TestSuper1{
12. public static void main(String args[]){
13. Dog d=new Dog();
14. d.printColor();
15. }}
```

### Output:

```
black
White
```

## Program – 6

To demonstrate static variable and methods.

```
1. class Calculate{
2. static int cube(int x){
3. return x*x*x;
4. }
5.
6. public static void main(String args[]){
7. int result=Calculate.cube(5);
8. System.out.println(result);
9. }
10. }
```

Output:

125



## Program - 7

### To demonstrate exceptions

```
1. public class JavaExceptionExample{
2. public static void main(String args[]){
3. try{
4. //code that may raise exception
5. int data=100/0;
6. }catch(ArithmeticException e){System.out.println(e);}
7. //rest code of the program
8. System.out.println("rest of the code...");
9. }
10. }
```

### Output

Exception in thread main java.lang.ArithmeticException:/ by zero  
rest of the code...

## Program – 8

To demonstrate file input stream and file output stream classes

### File Input stream

```
1. import java.io.FileOutputStream;
2. public class FileOutputStreamExample {
3.     public static void main(String args[]){
4.         try{
5.             FileOutputStream fout=new FileOutputStream("D:\\testout.txt"); 6.
7.             fout.write(65);
8.             fout.close();
9.             System.out.println("success...");
10.        }catch(Exception e){System.out.println(e);} } }
```

### Output

Success...

### File Output Stream

```
1. import java.io.FileOutputStream;
2. public class FileOutputStreamExample {
3.     public static void main(String args[]){
4.         try{
5.             FileOutputStream fout=new FileOutputStream("D:\\testout.txt"); 6.
7.             String s="Welcome to javaTpoint.";
8.             byte b[]=s.getBytes();//converting string into byte array
9.             fout.write(b);
10.            fout.close();
11.            System.out.println("success...");
12.        }catch(Exception e){System.out.println(e);} } }
```

### Output

Success...

## Program – 9

### To demonstrate mouse and keyboard events in an applet

```
1. import java.applet.*;
2. import java.awt.*;
3. import java.awt.event.*;
4.
5. /* <APPLET CODE="MouseEventsDemo.class" WIDTH="300" HEIGHT="300"> 6.
   </APPLET>
7. */
8.
9. public class MouseEventsDemo extends Applet implements MouseListener, MouseMotionListener {
10.
11.     String message = "";
12.
13.     public void init() {
14.
15.         setBackground(Color.YELLOW);
16.         addMouseListener(this);
17.         addMouseMotionListener(this);
18.     }
19.
20.     public void paint(Graphics g) {
21.         g.drawString(message, 50, 50);
22.     }
23.
24.     public void mouseEntered(MouseEvent me) {
25.         setBackground(Color.PINK);
26.         message = "Mouse Entered: (" + me.getX() + ", " + me.getY() + ")";
27.         repaint();
28.     }
29.
30.     public void mouseExited(MouseEvent me) {
31.         setBackground(Color.RED);
32.         message = "Mouse Exited: (" + me.getX() + ", " + me.getY() + ")";
33.         repaint();
```

34. }

35.

36. `public void mouseClicked(MouseEvent me){`

37. `setBackground(Color.CYAN);`

38. `message = "Mouse Clicked: (" + me.getX() + ", " + me.getY() + ")";` 39.

`repaint();`

40. }

41.

42. `public void mousePressed(MouseEvent me){`

43. `setBackground(Color.MAGENTA);`

44. `message = "Mouse Pressed: (" + me.getX() + ", " + me.getY() + ")";` 45.

`repaint();`

46. }

47.

48. `public void mouseReleased(MouseEvent me){`

49. `setBackground(Color.GREEN);`

50. `message = "Mouse Released: (" + me.getX() + ", " + me.getY() + ")";` 51.

`repaint();`

52. }

53.

54. `public void mouseMoved(MouseEvent me){`

55. `setBackground(Color.ORANGE);`

56. `message = "Mouse Moved: (" + me.getX() + ", " + me.getY() + ")";` 57.

`repaint();`

58. }

59.

60. `public void mouseDragged(MouseEvent me){`

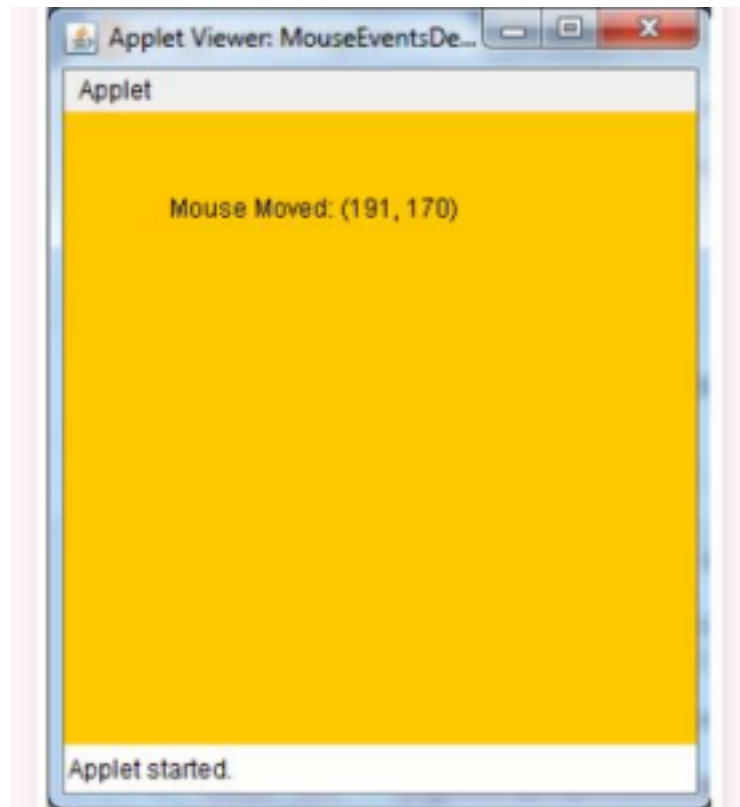
61. `setBackground(Color.GRAY);`

62. `message = "Mouse Dragged: (" + me.getX() + ", " + me.getY() + ")";` 63.

`repaint();`

64. }

## Output



## Program – 10

**To demonstrate the creation of a frame.**

```
import javax.swing.*;

// inheriting JFrame
public class test2 extends JFrame
{
    JFrame frame;
    test2()
    {
        setTitle("this is also a title");

        // create button
        JButton button = new JButton("click");

        button.setBounds(165, 135, 115, 55);

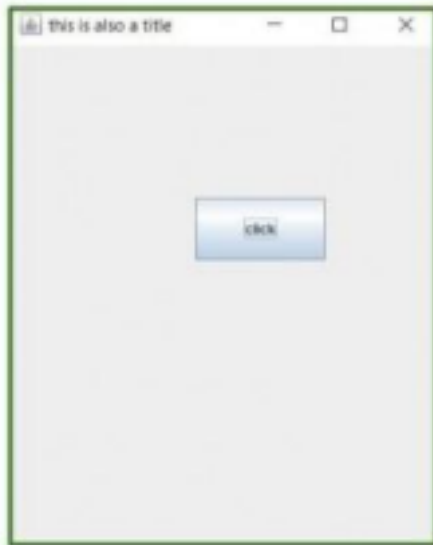
        // adding button on frame
        add(button);

        // setting close operation
        setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

        setSize(400, 500);
        setLayout(null);
        setVisible(true);
    }

    public static void main(String[] args)
    {
        new test2();
    }
}
```

**Output :**



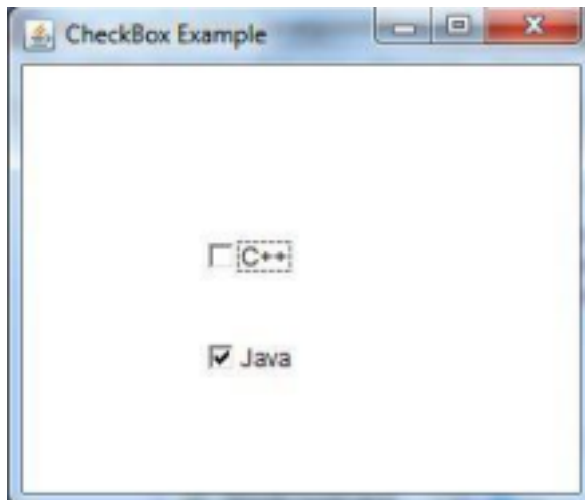
## Program – 11

To demonstrate checkboxes with proper events

```
1. import java.awt.*;
2. public class CheckboxExample
3. {
4.     CheckboxExample(){
5.         Frame f= new Frame("Checkbox Example");
6.         Checkbox checkbox1 = new Checkbox("C++");
7.         checkbox1.setBounds(100,100, 50,50);
8.         Checkbox checkbox2 = new Checkbox("Java", true);
9.         checkbox2.setBounds(100,150, 50,50);
10.        f.add(checkbox1);
11.        f.add(checkbox2);
12.        f.setSize(400,400);
13.        f.setLayout(null);
14.        f.setVisible(true);
15.    }
16.    public static void main(String args[])
17.    {
18.        new CheckboxExample();
19.    }
```



**Output:**



## Program – 12

### To demonstrate scroll bars with proper events

```
1. import java.awt.*;
2. import java.awt.event.*;
3. class ScrollbarExample{
4. ScrollbarExample(){
5. Frame f= new Frame("Scrollbar Example");
6. final Label label = new Label();
7. label.setAlignment(Label.CENTER);
8. label.setSize(400,100);
9. final Scrollbar s=new Scrollbar();
10. s.setBounds(100,100, 50,100);
11. f.add(s);f.add(label);
12. f.setSize(400,400);
13. f.setLayout(null);
14. f.setVisible(true);
15. s.addAdjustmentListener(new AdjustmentListener() { 16. public void
adjustmentValueChanged(AdjustmentEvent e) { 17.
label.setText("Vertical Scrollbar value is:"+ s.getValue()); 18. }
19. });
20. }
21. public static void main(String args[]){
22. new ScrollbarExample();
23. }
24. }
```

**Output:**



## Program – 13

### To demonstrate menu bars and menus

```
import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.control.Button;
import javafx.scene.layout.*;
import javafx.event.ActionEvent;
import javafx.event.EventHandler;
import javafx.scene.control.*;
import javafx.stage.Stage;
import javafx.scene.control.Alert.AlertType;
import java.time.LocalDate;
public class MenuBar_1 extends Application {

    // launch the application
    public void start(Stage s)
    {
        // set title for the stage
        s.setTitle("creating MenuBar");

        // create a menu
        Menu m = new Menu("Menu");

        // create menuitems
        MenuItem m1 = new MenuItem("menu item 1");
        MenuItem m2 = new MenuItem("menu item 2");
        MenuItem m3 = new MenuItem("menu item 3");

        // add menu items to menu
        m.getItems().add(m1);
        m.getItems().add(m2);
        m.getItems().add(m3);

        // create a menubar
        MenuBar mb = new MenuBar();

        // add menu to menubar
        mb.getMenus().add(m);
```

```
// create a VBox
VBoxvb = new VBox(mb);

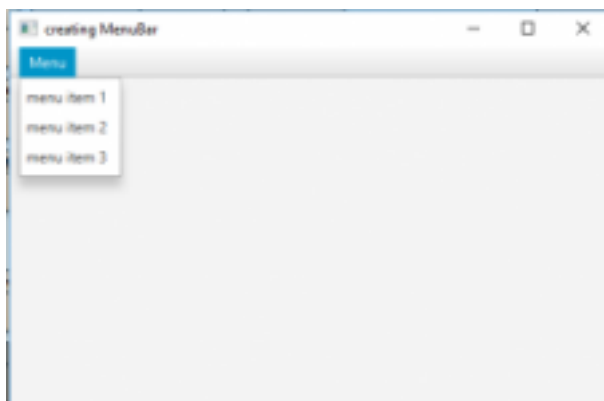
// create a scene
Scene sc = new Scene(vb, 500, 300);
Practical File 18BT110316

// set the scene
s.setScene(sc);

s.show();
}

public static void main(String args[])
{
// launch the application
launch(args);
}
}
```

## Output:



## Program – 14

### To demonstrate dialog boxes

```
1. import java.awt.*;
2. import java.awt.event.*;
3. public class DialogExample {
4.     private static Dialog d;
5.     DialogExample() {
6.         Frame f= new Frame();
7.         d = new Dialog(f , "Dialog Example", true);
8.         d.setLayout( new FlowLayout() );
9.         Button b = new Button ("OK");
10.        b.addActionListener ( new ActionListener()
11.        {
12.            public void actionPerformed((ActionEvent e )
13.            {
14.                DialogExample.d.setVisible(false);
15.            }
16.        });
17.        d.add( new Label ("Click button to continue."));
18.        d.add(b);
19.        d.setSize(300,300);
20.        d.setVisible(true);
21.    }
22.    public static void main(String args[])
23.    {
24.        new DialogExample();
25.    }
26. }
```

**Output:**

