```
//ASS1 Set A a
import java.util.*;
class Array Linked
 public static void main(String args[])
   ArrayList<String> Ar = new ArrayList<String>();
  System.out.println("Initial Size Of ArrayList : " + Ar.size());
   Scanner sc = new Scanner(System.in);
   System.out.println("How many Cities: ");
   int n = sc.nextInt();
   for(int i=0;i<n;i++)
   System.out.println("Enter City:");
   String S = sc.next();
   Ar.add(S);
   System.out.println("All city Names: " + Ar);
   Ar.clear();
  System.out.println("All Elements Are removed: " + Ar);
}
//ASS1 Set A b
import java.util.*;
class Linked
 public static void main(String args[])
  LinkedList<String> Ar = new LinkedList<String>();
  System.out.println("Initial Size Of LinkedList: " + Ar.size());
   Scanner sc = new Scanner(System.in);
   System.out.println("How many Friends : ");
   int n = sc.nextInt();
   for(int i=0;i< n;i++)
   System.out.println("Enter Friends : ");
   String S = sc.next();
   Ar.add(S);
   System.out.println("All Friends Names: " + Ar);
//ASS1_Set_A_c
import java.util.*;
class Tree Set
```

```
public static void main(String args[])
   Set<String> ts = new TreeSet<>();
    ts.add("Red");
    ts.add("Blue");
    ts.add("Green");
    System.out.println("All Colors :"+ts);
//ASS1 Set A d
import java.util.*;
class Hash Table
 public static void main(String args[])
  {
    Hashtable<Integer, String> ht1 = new Hashtable<>();
    ht1.put(11112232, "Sk");
    ht1.put(2223321, "TS");
    ht1.put(3333234, "VS");
    System.out.println("Students Mobile Numbers & Names: " + ht1);
}
//ASS1_Set_B_a
import java.util.*;
class Tree Set
 public static void main(String args[])
     TreeSet<Object> ints = new TreeSet<Object>();
    ints.add(2);
    ints.add(20);
    ints.add(10);
    ints.add(7);
    ints.add(7);
    ints.add(3);
     TreeSet<Object> intsReverse = (TreeSet<Object>)ints.descendingSet();
    System.out.println("Acending Order: "+ints);
    System.out.println("Decending Order: "+intsReverse);
}
```

```
//ASS1 Set B b
import java.util.*;
class Tree Set1
  static Map<String, Integer> map = new HashMap<>();
  public static void sortbykey()
   TreeMap<String, Integer> sorted = new TreeMap<>();
   sorted.putAll(map);
     for (Map.Entry<String, Integer> entry: sorted.entrySet())
       System.out.println("Key = " + entry.getKey() +", Value = " + entry.getValue());
    public static void main(String args∏)
    map.put("Jayant", 80);
    map.put("Abhishek", 90);
    map.put("Anushka", 80);
    map.put("Amit", 75);
    map.put("Danish", 40);
    sortbykey();
}
//ASS1 Set B c
import java.io.*;
import java.util.*;
class Phonebook
public static void main(String args[])
try
FileInputStream fis=new FileInputStream("G:/DCIM/Satish/JAVA/ASSIGNMENTS/Myfile.txt");
Scanner sc=new Scanner(fis).useDelimiter("\t");
Hashtable<String,String> ht=new Hashtable<String,String> ();
String[] strarray;
String a,str;
while(sc.hasNext())
a=sc.nextLine();
strarray=a.split("\t");
ht.put(strarray[0],strarray[1]);
System.out.println("hash table values are: "+strarray[0]+":"+strarray[1]);
Scanner s=new Scanner(System.in);
System.out.println("Enter the name as given in the phone book");
str=s.next();
if(ht.containsKey(str))
```

```
System.out.println("phone no is"+ht.get(str));
else
System.out.println("Name is not matched");
catch(Exception e)
System.out.println(e);
//ASS1 Set C a
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
import java.util.*;
class SS extends JFrame implements ActionListener
{
       JTextField t1,t2,t3;
       JButton b1,b2,b3;
       JTextArea t;
       JPanel p1,p2;
       Hashtable ts;
       Slip16_2()
              ts=new Hashtable();
              t1=new JTextField(10);
              t2=new JTextField(10);
              t3=new JTextField(10);
              b1=new JButton("Add");
              b2=new JButton("Search");
              b3=new JButton("Remove");
              t=new JTextArea(20,20);
              p1=new JPanel();
              p1.add(t);
              p2= new JPanel();
              p2.setLayout(new GridLayout(2,3));
              p2.add(t1);
              p2.add(t2);
              p2.add(b1);
              p2.add(t3);
              p2.add(b2);
```

```
p2.add(b3);
       add(p1);
       add(p2);
       b1.addActionListener(this);
       b2.addActionListener(this);
       b3.addActionListener(this);
       setLayout(new FlowLayout());
       setSize(500,500);
       setVisible(true);
       setDefaultCloseOperation(JFrame.EXIT ON CLOSE);
public void actionPerformed(ActionEvent e)
       if(b1==e.getSource())
              String name = t1.getText();
              int code = Integer.parseInt(t2.getText());
              ts.put(name,code);
              Enumeration k=ts.keys();
              Enumeration v=ts.elements();
              String msg="";
              while(k.hasMoreElements())
                     msg=msg+k.nextElement()+" = "+v.nextElement()+"\n";
              t.setText(msg);
              t1.setText("");
              t2.setText("");
       else if(b2==e.getSource())
       {
              String name = t3.getText();
              if(ts.containsKey(name))
                     t.setText(ts.get(name).toString());
              else
                     JOptionPane.showMessageDialog(null,"City not found ...");
       else if(b3==e.getSource())
       {
              String name = t3.getText();
              if(ts.containsKey(name))
                      ts.remove(name);
                      JOptionPane.showMessageDialog(null,"City Deleted ...");
```

```
else
                              JOptionPane.showMessageDialog(null,"City not found ...");
       public static void main(String a[])
               new SS();
}
//ASS1_Set_C_b
import java.util.Scanner;
class Node
  protected int data;
  protected Node link;
  public Node()
     link = null;
     data = 0;
  public Node(int d,Node n)
     data = d;
     link = n;
  public void setLink(Node n)
  {
     link = n;
  public void setData(int d)
     data = d;
  public Node getLink()
     return link;
  public int getData()
     return data;
```

```
class linkedList
  protected Node start;
  protected Node end;
  public int size;
  public linkedList()
     start = null;
     end = null;
     size = 0;
  public boolean isEmpty()
    return start == null;
  public int getSize()
  {
     return size;
  public void insertAtStart(int val)
     Node nptr = new Node(val, null);
     size++;
     if(start == null)
       start = nptr;
       end = start;
     else
       nptr.setLink(start);
       start = nptr;
  public void insertAtEnd(int val)
     Node nptr = new Node(val,null);
     size++;
     if(start == null)
       start = nptr;
       end = start;
     else
       end.setLink(nptr);
```

```
end = nptr;
}
public void insertAtPos(int val , int pos)
{
  Node nptr = new Node(val, null);
  Node ptr = start;
  pos = pos - 1;
  for (int i = 1; i < size; i++)
     if (i == pos)
       Node tmp = ptr.getLink();
       ptr.setLink(nptr);
       nptr.setLink(tmp);
       break;
     ptr = ptr.getLink();
  size++;
public void deleteAtPos(int pos)
{
  if (pos == 1)
     start = start.getLink();
     size--;
     return;
  if (pos == size)
     Node s = start;
     Node t = start;
     while (s != end)
       t = s;
       s = s.getLink();
     end = t;
     end.setLink(null);
     size --;
     return;
  Node ptr = start;
  pos = pos - 1;
  for (int i = 1; i < size - 1; i++)
     if (i == pos)
       Node tmp = ptr.getLink();
       tmp = tmp.getLink();
       ptr.setLink(tmp);
       break;
```

```
ptr = ptr.getLink();
     size--;
  public void display()
     System.out.print("\nSingly Linked List = ");
     if (size == 0)
       System.out.print("empty\n");
       return;
     if(start.getLink() == null)
       System.out.println(start.getData() );
       return;
     Node ptr = start;
     System.out.print(start.getData()+ "->");
     ptr = start.getLink();
     while (ptr.getLink() != null)
       System.out.print(ptr.getData()+ "->");
       ptr = ptr.getLink();
     System.out.print(ptr.getData()+ "\n");
class SinglyLinkedList
  public static void main(String[] args)
     Scanner scan = new Scanner(System.in);
     linkedList list = new linkedList();
     System.out.println("Singly Linked List Test\n");
     char ch;
     do
       System.out.println("\nSingly Linked List Operations\n");
       System.out.println("1. insert at begining");
       System.out.println("2. insert at end");
       System.out.println("3. insert at position");
       System.out.println("4. delete at position");
       System.out.println("5. check empty");
       System.out.println("6. get size");
       int choice = scan.nextInt();
       switch (choice)
       case 1:
```

}

```
System.out.println("Enter integer element to insert");
          list.insertAtStart( scan.nextInt() );
          break;
       case 2:
          System.out.println("Enter integer element to insert");
          list.insertAtEnd( scan.nextInt() );
          break;
       case 3:
          System.out.println("Enter integer element to insert");
          int num = scan.nextInt();
          System.out.println("Enter position");
          int pos = scan.nextInt();
          if (pos \le 1 \parallel pos > list.getSize())
            System.out.println("Invalid position\n");
          else
            list.insertAtPos(num, pos);
          break;
       case 4:
          System.out.println("Enter position");
          int p = scan.nextInt();
          if (p < 1 \parallel p > list.getSize())
            System.out.println("Invalid position\n");
            list.deleteAtPos(p);
          break;
       case 5:
          System.out.println("Empty status = "+ list.isEmpty());
          break;
       case 6:
          System.out.println("Size = "+ list.getSize() +" \n");
          break;
        default:
          System.out.println("Wrong Entry \n ");
          break;
       }
       list.display();
       System.out.println("\nDo you want to continue (Type y or n) \n");
       ch = scan.next().charAt(0);
     }
//ASS2 Set A a
import java.lang.Thread;
class ThreadA extends Thread
 public void run()
  for(int i=1; i <=10; i++)
   System.out.println("COVID19");
```

```
System.out.println("Exiting From Thread A");
class ThreadB extends Thread
 public void run()
  for(int j=1; j \le 20; j++)
   System.out.println("LOCKDOWN2020");
System.out.println("Exiting From Thread B");
class ThreadC extends Thread
 public void run()
  for(int k=1;k<=30;k++)
   System.out.println("VACCINATED2021");
System.out.println("Exiting From Thread C");
class SK
 public static void main(String args[])
 ThreadA a = new ThreadA();
 ThreadB b = new ThreadB();
 ThreadC c = new ThreadC();
 a.start();
 b.start();
 c.start();
 System.out.println("MultiThreading Is Over....");
//ASS2_Set_A_b
import java.io.*;
import java.lang.Thread;
class GFG {
  public static void main(String[] args)
```

```
try {
       for (int i = 100; i >=1; i--)
          Thread.sleep(6);
          System.out.println(i);
     catch (Exception e) {
       System.out.println(e);
//ASS2_Set_A_c
import java.util.LinkedList;
import java.lang.Thread;
class Threadexample {
  public static void main(String[] args)
     throws InterruptedException
  {
    // Object of a class that has both produce()
    // and consume() methods
     final PC pc = new PC();
    // Create producer thread
     Thread t1 = new Thread(new Runnable() {
       @Override
       public void run()
         try {
            pc.produce();
          catch (InterruptedException e) {
            e.printStackTrace();
     });
     // Create consumer thread
     Thread t2 = new Thread(new Runnable() {
       @Override
       public void run()
       {
         try {
            pc.consume();
          catch (InterruptedException e) {
            e.printStackTrace();
```

```
});
  // Start both threads
  t1.start();
  t2.start();
  // t1 finishes before t2
  t1.join();
  t2.join();
// This class has a list, producer (adds items to list
// and consumer (removes items).
public static class PC {
  // Create a list shared by producer and consumer
  // Size of list is 2.
  LinkedList<Integer> list = new LinkedList<>();
  int capacity = 2;
  // Function called by producer thread
  public void produce() throws InterruptedException
     int value = 0;
     while (true) {
        synchronized (this)
          // producer thread waits while list
          // is full
          while (list.size() == capacity)
             wait();
          System.out.println("Producer produced-"
                    + value);
          // to insert the jobs in the list
          list.add(value++);
          // notifies the consumer thread that
          // now it can start consuming
          notify();
          // makes the working of program easier
          // to understand
          Thread.sleep(1000);
  // Function called by consumer thread
  public void consume() throws InterruptedException
     while (true) {
```

```
synchronized (this)
            // consumer thread waits while list
            // is empty
            while (list.size() == 0)
              wait();
            // to retrieve the first job in the list
            int val = list.removeFirst();
            System.out.println("Consumer consumed-"
                      + val);
            // Wake up producer thread
            notify();
            // and sleep
            Thread.sleep(1000);
   }
//ASS2_Set_B_a
import java.util.*;
import java.lang.Thread;
class thread implements Runnable
{
       Thread t;
              int i,no,sum;
              int a[]=new int[1000];
              thread(String s,int n)
               {
                      Random rs = new Random();
                             t=new Thread(this,s);
                             no=n;
                             int i=0;
                             for(i=1;i<=1000;i++)
                                     a[j]=rs.nextInt()%100;;
                                            j++;
                      t.start();
       public void run() {
              for(i=0;i<100;i++)
                      sum=sum+a[no];
                             no++;
```

```
System.out.println("Sum = "+sum);
               System.out.println("Avg ="+sum/100);
       }
class SSK
       public static void main(String[] arg) throws InterruptedException
               thread t1=new thread("g",1);
                      t1.t.join();
                      thread t2=new thread("r",100);
                      t2.t.join();
                      thread t3=new thread("s",200);
                      t3.t.join();
                      thread t4=new thread("t",300);
                      t4.t.join();
                      thread t5=new thread("p",400);
                      t5.t.join();
              thread t6=new thread("p",500);
                      t5.t.join();
              thread t7=new thread("p",600);
                      t5.t.join();
              thread t8=new thread("p",700);
                      t5.t.join();
              thread t9=new thread("p",800);
                      t5.t.join();
              thread t10=new thread("p",900);
                      t5.t.join();
//ASS2 Set B b
import java.io.*;
import java.lang.Thread;
class SearchThread extends Thread
  File f1;
  String fname;
  static String str;
  String line;
  LineNumberReader reader = null;
  SearchThread(String fname)
  {
     this.fname=fname;
     f1=new File(fname);
  public void run()
     try
```

```
FileReader fr=new FileReader(f1);
     reader=new LineNumberReader(fr);
     while((line=reader.readLine())!=null)
       if(line.indexOf(str)!=-1)
          System.out.println("string found in "+fname+"at "+reader.getLineNumber()+"line");
          stop();
  catch(Exception e)
public static void main(String[] args) throws IOException
  Thread t[]=\text{new Thread}[20];
  BufferedReader br=new BufferedReader(new InputStreamReader(System.in));
  System.out.println("Enter String to search");
  str=br.readLine();
  FilenameFilter filter = new FilenameFilter()
     public boolean accept(File file, String name)
       if (name.endsWith(".txt"))
          return true;
     else
        return false;
};
File dir1 = new File(".");
File[] files = dir1.listFiles(filter);
  if (files.length == 0)
{
  System.out.println("no files available with this extension");
else
     for(int i=0;i<files.length;i++)
        for (File aFile: files)
            t[i]=new SearchThread(aFile.getName());
            t[i].start();
```

```
/\!/ASS2\_Set\_B\_c
import java.util.Random;
import java.lang.Thread;
class Square extends Thread
{
int x;
Square(int n)
x = n;
public void run()
int sqr = x * x;
System.out.println("Square of " + x + " = " + sqr);
 }
class Cube extends Thread
int x;
Cube(int n)
 {x = n;
public void run()
int cub = x * x * x;
System.out.println("Cube of " + x + " = " + cub);
```

```
class Number extends Thread
public void run()
Random random = new Random();
for(int i = 0; i < 5; i++)
int randomInteger = random.nextInt(100);
System.out.println("Random Integer generated : " + randomInteger);
Square s = new Square(randomInteger);
s.start();
Cube c = new Cube(randomInteger);
c.start();
try {
Thread.sleep(1000);
} catch (InterruptedException ex) {
System.out.println(ex);
class Thr {
public static void main(String args[])
Number n = new Number();
n.start();
```

```
//ASS2 Set C a
import javax.swing.*;
import javax.swing.event.*;
import java.awt.*;
import java.awt.event.*;
class TrafficLightSimulator extends JFrame implements ItemListener {
  JLabel lbl1, lbl2;
  JPanel nPanel, cPanel;
  CheckboxGroup cbg;
  public TrafficLightSimulator() {
    setTitle("Traffic Light Simulator");
    setSize(600,400);
    setLayout(new GridLayout(2, 1));
    nPanel = new JPanel(new FlowLayout());
    cPanel = new JPanel(new FlowLayout());
    lbl1 = new JLabel();
    Font font = new Font("Verdana", Font.BOLD, 70);
    lbl1.setFont(font);
    nPanel.add(lbl1);
    add(nPanel);
    Font fontR = new Font("Verdana", Font.BOLD, 20);
    lbl2 = new JLabel("Select Lights");
    lbl2.setFont(fontR);
    cPanel.add(lbl2);
    cbg = new CheckboxGroup();
    Checkbox rbn1 = new Checkbox("Red Light", cbg, false);
    rbn1.setBackground(Color.RED);
    rbn1.setFont(fontR);
    cPanel.add(rbn1);
    rbn1.addItemListener(this);
    Checkbox rbn2 = new Checkbox("Orange Light", cbg, false);
    rbn2.setBackground(Color.ORANGE);
    rbn2.setFont(fontR);
    cPanel.add(rbn2);
    rbn2.addItemListener(this);
    Checkbox rbn3 = new Checkbox("Green Light", cbg, false);
    rbn3.setBackground(Color.GREEN);
    rbn3.setFont(fontR);
    cPanel.add(rbn3);
    rbn3.addItemListener(this);
    add(cPanel);
    setVisible(true);
    // to close the main window
    setDefaultCloseOperation(JFrame.EXIT ON CLOSE);
  // To read selected item
  public void itemStateChanged(ItemEvent i) {
    Checkbox chk = cbg.getSelectedCheckbox();
```

```
String str=chk.getLabel();
    char choice=str.charAt(0);
    switch (choice) {
    case 'R':lbl1.setText("STOP");
          lbl1.setForeground(Color.RED);
          break;
    case 'O':lbl1.setText("READY");
          lbl1.setForeground(Color.ORANGE);
          break:
    case 'G':lbl1.setText("GO");
          lbl1.setForeground(Color.GREEN);
          break;
    }
  // main method
  public static void main(String[] args) {
    new TrafficLightSimulator();
}
//ASS2 Set C b
import java.awt.*;
import java.util.Formatter;
import javax.swing.*;
import java.lang.Thread;
class BouncingBallSimple extends JPanel {
 private static final int BOX WIDTH = 640;
 private static final int BOX HEIGHT = 480;
 private float ballRadius = 200;
 private float ballX = ballRadius + 50;
 private float ballY = ballRadius + 20;
 private float ballSpeedX = 3;
 private float ballSpeedY = 2;
 private static final int UPDATE RATE = 30;
 public BouncingBallSimple() {
   this.setPreferredSize(new Dimension(BOX_WIDTH, BOX_HEIGHT));
   Thread gameThread = new Thread() {
     public void run() {
       while (true) {
         ballX += ballSpeedX;
         ballY += ballSpeedY;
         if (ballX - ballRadius < 0) {
```

```
ballSpeedX = -ballSpeedX;
         ballX = ballRadius;
       } else if (ballX + ballRadius > BOX WIDTH) {
         ballSpeedX = -ballSpeedX;
         ballX = BOX WIDTH - ballRadius;
       }
       if (ballY - ballRadius \leq 0) {
         ballSpeedY = -ballSpeedY;
         ballY = ballRadius;
       } else if (ballY + ballRadius > BOX HEIGHT) {
         ballSpeedY = -ballSpeedY;
         ballY = BOX HEIGHT - ballRadius;
       repaint();
       try {
         Thread.sleep(1000 / UPDATE RATE);
       } catch (InterruptedException ex) { }
 gameThread.start();
@Override
public void paintComponent(Graphics g) {
  super.paintComponent(g);
  g.setColor(Color.BLACK);
  g.fillRect(0, 0, BOX WIDTH, BOX HEIGHT);
  g.setColor(Color.ORANGE);
  g.fillOval((int) (ballX - ballRadius), (int) (ballY - ballRadius),
     (int)(2 * ballRadius), (int)(2 * ballRadius));
  g.setColor(Color.ORANGE);
  g.setFont(new Font("Courier New", Font.PLAIN, 12));
  StringBuilder sb = new StringBuilder();
  Formatter formatter = new Formatter(sb);
  formatter.format("Ball @(%3.0f,%3.0f) Speed=(%2.0f,%2.0f)", ballY,
     ballSpeedX, ballSpeedY);
 g.drawString(sb.toString(), 20, 30);
public static void main(String[] args) {
 javax.swing.SwingUtilities.invokeLater(new Runnable() {
   public void run() {
     JFrame frame = new JFrame("A Bouncing Ball");
```

```
frame.setDefaultCloseOperation(JFrame.EXIT ON CLOSE);
       frame.setContentPane(new BouncingBallSimple());
       frame.pack();
       frame.setVisible(true);
   });
//ASS2_Set_C_c
import java.io.*;
import java.util.*;
import java.lang.Thread;
class Sender
  public void send(String msg)
     System.out.println("\t'' + msg);
     try
       Thread.sleep(1000);
     catch (Exception e)
       System.out.println("Thread interrupted.");
     System.out.println("\n" + msg);
class ThreadedSend extends Thread
  private String msg;
  Sender sender;
  ThreadedSend(String m, Sender obj)
    msg = m;
     sender = obj;
  public void run()
     synchronized(sender)
```

```
sender.send(msg);
class SyncDemo
  public static void main(String args[])
     Sender send = new Sender();
     ThreadedSend S1 =
       new ThreadedSend( " Hi " , send );
     ThreadedSend S2 =
       new ThreadedSend( "Good Bye Corona \n", send);
     S1.start();
     S2.start();
     try
       S1.join();
       S2.join();
     catch(Exception e)
       System.out.println("Interrupted");
//ASS3_Set_A_a
import java.sql.*;
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
import java.util.*;
class Project extends JFrame implements ActionListener
       JLabel 11,12,13;
       JTextField t1,t2,t3;
       JButton b1,b2,b3;
       String sql;
       JPanel p,p1;
       Connection con;
       PreparedStatement ps;
```

```
JTable t;
JScrollPane is;
Statement stmt;
ResultSet rs;
ResultSetMetaData rsmd;
int columns;
Vector columnNames = new Vector();
Vector data = new Vector();
Slip13 2()
       11 = new JLabel("Enter no :");
       12 = new JLabel("Enter name:");
       13 = new JLabel("percentage:");
       t1 = new JTextField(20);
       t2 = new JTextField(20);
       t3 = new JTextField(20);
       b1 = new JButton("Save");
       b2 = new JButton("Display");
       b3 = new JButton("Clear");
       b1.addActionListener(this);
       b2.addActionListener(this);
       b3.addActionListener(this);
       p=new JPanel();
       p1=new JPanel();
       p.add(11);
       p.add(t1);
       p.add(12);
       p.add(t2);
       p.add(13);
       p.add(t3);
       p.add(b1);
       p.add(b2);
       p.add(b3);
       add(p);
       setLayout(new GridLayout(2,1));
       setSize(600,800);
       setVisible(true);
       setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);
}
public void actionPerformed(ActionEvent e)
       if((JButton)b1==e.getSource())
```

```
int no = Integer.parseInt(t1.getText());
                      String name = t2.getText();
                      int p = Integer.parseInt(t3.getText());
                      System.out.println("Accept Values");
                      try
                      {
                             Class.forName("org.postgresql.Driver");
con=DriverManager.getConnection("jdbc:postgresql://192.168.100.254/Bill","oracle","oracle");
sql = "insert into stud values(?,?,?)";
                             ps = con.prepareStatement(sql);
                             ps.setInt(1,no);
                             ps.setString(2, name);
                             ps.setInt(3,p);
                             System.out.println("values set");
                             int n=ps.executeUpdate();
                             if(n!=0)
                                    JOptionPane.showMessageDialog(null,"Record insered ...");
                             }
                             else
                                    JOptionPane.showMessageDialog(null, "Record NOT inserted");
                      }//end of try
                      catch(Exception ex)
                             System.out.println(ex);
                             //ex.printStackTrace();
               }//end of if
              else if((JButton)b2==e.getSource())
                      try
                             Class.forName("org.postgresql.Driver");
con=DriverManager.getConnection("jdbc:postgresql://192.168.100.254/Bill","oracle","oracle");
                             System.out.println("Connected");
                             stmt=con.createStatement();
                             rs = stmt.executeQuery("select * from stud");
                             rsmd = rs.getMetaData();
                             columns = rsmd.getColumnCount();
                             //Get Columns name
                             for(int i = 1; i \le columns; i++)
                             {
                                     columnNames.addElement(rsmd.getColumnName(i));
                             //Get row data
                             while(rs.next())
                                     Vector row = new Vector(columns);
```

```
for(int i = 1; i \le columns; i++)
                                         row.addElement(rs.getObject(i));
                                data.addElement(row);
                        }
                        t = new JTable(data, columnNames);
                        js = new JScrollPane(t);
                        p1.add(js);
                        add(p1);
                        setSize(600, 600);
                        setVisible(true);
                catch(Exception e1)
                        System.out.println(e1);
        else
        {
                t1.setText(" ");
t2.setText(" ");
t3.setText(" ");
} }//end of method
public static void main(String a[])
        Project ob = new Project();
```