



Name : PRAVEENSANKAR M
Register Number :CS18M1008
Course : M.Tech
Semester : I
Subject : Advanced
Programming Laboratory
(CS611)

Calculator

AIM

To learn the basis of applet and develop basic calculator with functionalities of addition , subtraction , multiplication and division.

PROGRAM

```
import java.applet.*;
import java.awt.*;
import java.awt.event.*;
public class calculator extends Applet implements ActionListener{

    Button addition,sub,mul,div,enter,clear;
    Button b1,b2,b3,b4,b5,b6,b7,b8,b9,b0;
    TextField tf;
    TextField tf2;
    TextField tf3;
    static int a=-1,b=-1,res;
```

```
public void init()
{
    tf = new TextField();
    tf.setBounds(50,50,150,20);

    tf2 = new TextField();
    tf2.setBounds(50,100,150,20);

    tf3 = new TextField();
    tf3.setBounds(50,150,150,20);
    tf3.setEditable(false);

    addition = new Button("+");
    addition.setBounds(50,200,60,50);

    sub = new Button("-");
    sub.setBounds(150,200,60,50);

    mul = new Button("*");
    mul.setBounds(50,250,60,50);

    div = new Button("/");
    div.setBounds(150,250,60,50);

    b0=new Button("0");
```

```
b0.setBounds(220,50,20,20);  
add(b0);  
b0.addActionListener(this);
```

```
b1=new Button("1");  
b1.setBounds(220,70,20,20);  
add(b1);  
b1.addActionListener(this);
```

```
b2=new Button("2");  
b2.setBounds(220,90,20,20);  
add(b2);  
b2.addActionListener(this);
```

```
b3=new Button("3");  
b3.setBounds(220,110,20,20);  
add(b3);  
b3.addActionListener(this);
```

```
b4=new Button("4");  
b4.setBounds(220,130,20,20);  
add(b4);  
b4.addActionListener(this);
```

```
b5=new Button("5");
```

```
b5.setBounds(250,50,20,20);  
add(b5);  
b5.addActionListener(this);
```

```
b6=new Button("6");  
b6.setBounds(250,70,20,20);  
add(b6);  
b6.addActionListener(this);
```

```
b7=new Button("7");  
b7.setBounds(250,90,20,20);  
add(b7);  
b7.addActionListener(this);
```

```
b8=new Button("8");  
b8.setBounds(250,110,20,20);  
add(b8);  
b8.addActionListener(this);
```

```
b9=new Button("9");  
b9.setBounds(250,130,20,20);  
add(b9);  
b9.addActionListener(this);
```

```
enter=new Button("enter");  
enter.setBounds(270,90,40,40);
```

```
add(enter);  
enter.addActionListener(this);
```

```
clear=new Button("clear");  
clear.setBounds(270,140,40,40);  
add(clear);  
clear.addActionListener(this);
```

```
add(addition);add(sub);add(mul);add(div);  
add(tf);  
add(tf2);  
add(tf3);
```

```
addition.addActionListener(this);  
sub.addActionListener(this);  
mul.addActionListener(this);  
div.addActionListener(this);
```

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

```
public void actionPerformed(ActionEvent e)  
{  
String s1=tf.getText();
```

```
String s2=tf2.getText();
```

```
/*
```

```
int a=Integer.parseInt(s1);
```

```
int b=Integer.parseInt(s2);
```

```
int res=0;
```

```
*/
```

```
if(e.getSource()==b0)
```

```
{
```

```
if(b==1)
```

```
{
```

```
b=0;
```

```
}
```

```
else
```

```
{
```

```
b=b*10;
```

```
}
```

```
}
```

```
if(e.getSource()==b1)
```

```
{
```

```
if(b==1)
```

```
b=1;
```

```
else  
b=b*10+1;  
}
```

```
if(e.getSource()==b2)  
{  
if(b==-1)  
b=2;  
else  
b=b*10+2;  
}
```

```
if(e.getSource()==b3)  
{  
if(b==-1)  
b=3;  
else  
b=b*10+3;  
}
```

```
if(e.getSource()==b4)  
{  
if(b==-1)  
b=4;  
else  
b=b*10+4;
```

```
}
```

```
if(e.getSource()==b5)
```

```
{
```

```
if(b==1)
```

```
b=5;
```

```
else
```

```
b=b*10+5;
```

```
}
```

```
if(e.getSource()==b6)
```

```
{
```

```
if(b==1)
```

```
b=6;
```

```
else
```

```
b=b*10+6;
```

```
}
```

```
if(e.getSource()==b7)
```

```
{
```

```
if(b==1)
```

```
b=7;
```

```
else
```

```
b=b*10+7;
```

```
}
```



```
if(e.getSource()==b8)
{
if(b==-1)
b=8;
else
b=b*10+8;
}
```

```
if(e.getSource()==b9)
{
if(b==-1)
b=9;
else
b=b*10+9;
}
```

```
if(e.getSource()==addition)
{
res=a+b;
} else if(e.getSource()==sub)
{
res=a-b;
} else if(e.getSource()==mul)
{
res=a*b;
```

```
}else if(e.getSource()==div)
{
res=a/b;
}
else if(e.getSource()==enter)
{
if(a!=-1)
{
a=b;
b=-1;
}
}
if(a!=-1)
tf.setText(String.valueOf(a));

if(b!=-1)
tf2.setText(String.valueOf(b));

String result = String.valueOf(res);
tf3.setText(result);

if(e.getSource()==clear)
{
a=-1;
b=-1;
```

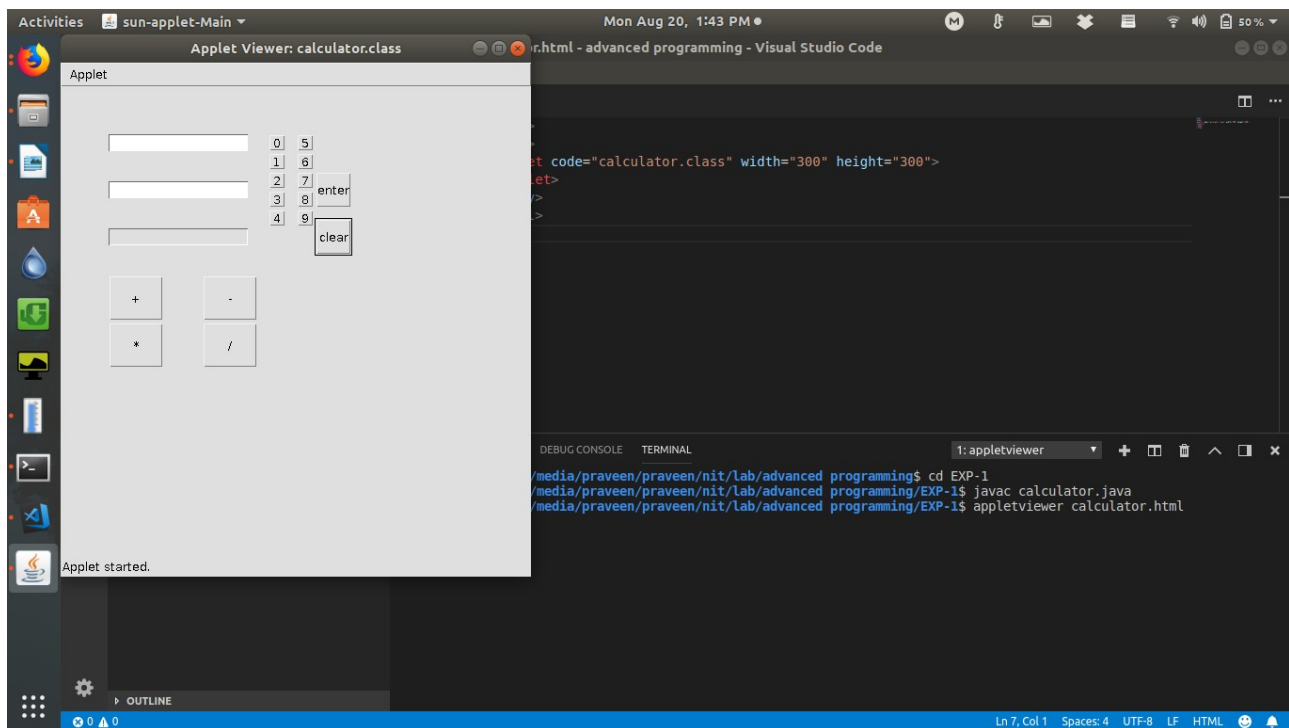
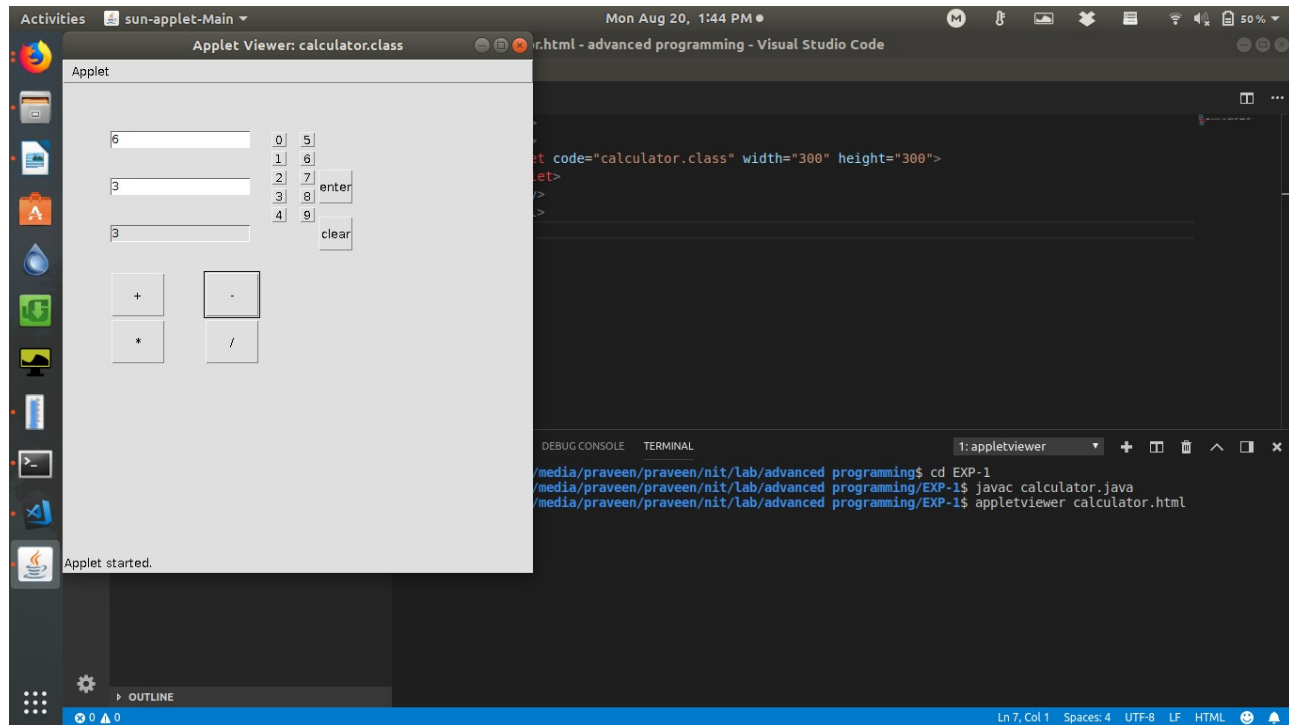
```
res=0;
tf.setText("");
tf2.setText("");
tf3.setText("");
}
}

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

calculator.html file :

```
<html>
<body>
<applet code="calculator.class" width="300" height="300">
</applet>
</body> </html>
```

OUTPUT





Name : PRAVEENSANKAR M
Register Number :CS18M1008
Course : M.Tech
Semester : I
Subject : Advanced
Programming Laboratory
(CS611)

Car

AIM

To draw a car using graphics options in java

PROGRAM

```
import java.applet.Applet;  
import java.awt.Graphics;  
import javax.swing.*;  
import java.awt.*;  
  
public class car extends Applet{  
    public void paint(Graphics g){  
        g.setColor(Color.white);  
        g.fillRect(0, 0, getWidth(), getHeight());  
  
        g.setColor(Color.black);  
  
        // drawing the car body
```

```
g.fillRect(100,110, 100, 30);

// drawing the wheels
g.setColor(Color.red);
g.fillOval(110, 135, 30, 30); // left wheel
g.fillOval(160, 135, 30, 30); // right wheel

int x[] = {110, 140, 160, 180}; // coordinate arrays for the
int y[] = {110, 90, 90, 110}; // car cabin

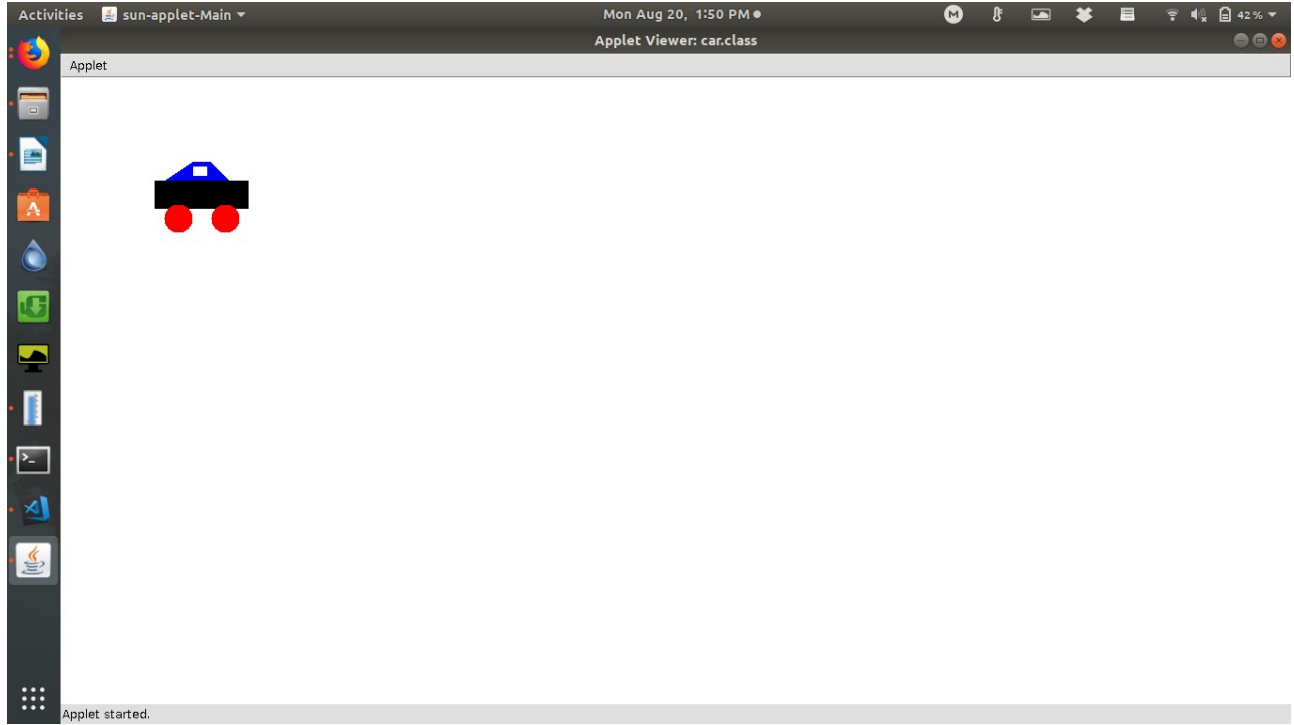
g.setColor(Color.blue);
g.fillPolygon(x, y, 4); // drawing the cabin in blue

g.setColor(Color.white);
g.fillRect(141,95,15,10);
}
}
```

car.html :

```
<html>
<body>
<applet code="car.class" width="300" height="300">
</applet>
</body> </html>
```

OUTPUT





Name : PRAVEENSANKAR M
Register Number :CS18M1008
Course : M.Tech
Semester : I
Subject : Advanced
Programming Laboratory
(CS611)

Interface

AIM

To learn the basis of the interface and inheritance and implement it for calculating area and volume for different shapes.

PROGRAM

```
import java.util.Scanner;
```

```
interface Shape1
```

```
{
```

```
void Area();
```

```
}
```

```
interface Shape2
```

```
{
```

```
void Area();
```

```
void Perimeter();
```

```
}
```

```
interface DisplayManager
{
void Display();
}
class Square implements Shape1,DisplayManager
{
int a;
int area;
Square(int b)
{
a=b;
area = 0;
}
public void Area()
{
area = a*a;
}

public void Display()
{
System.out.println("area = "+area);
}
}

class Rectangle implements Shape1,Shape2,DisplayManager
{
```

```
int length,width;  
int area,perimeter;  
Rectangle(int l,int w)  
{  
length=l;  
width=w;  
area=0;  
perimeter=0;  
}
```

```
public void Area()  
{  
area=length*width;  
}  
public void Perimeter()  
{  
perimeter=2*(length+width);  
}
```

```
public void Display()  
{  
System.out.println("area = "+area+"\tPerimeter =" +perimeter);  
}
```

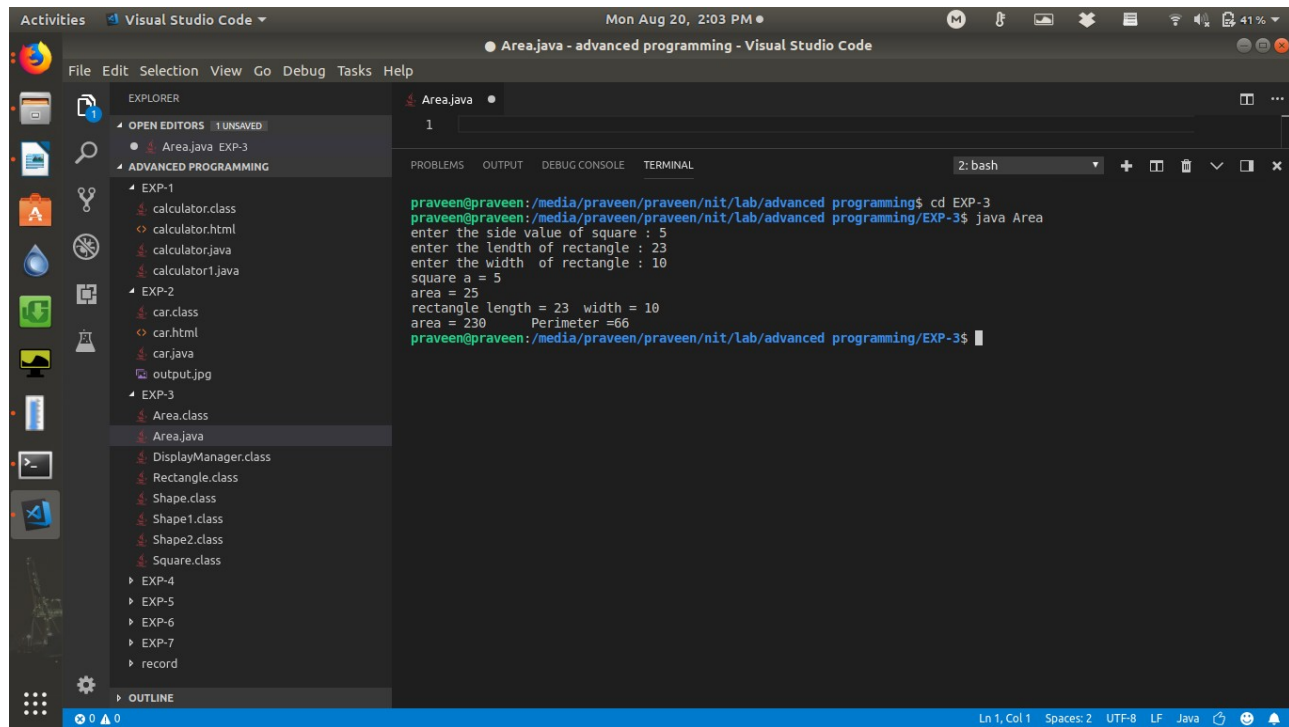
```
}  
public class Area
```

```
{

public static void main(String[] args)
{
Scanner scanner = new Scanner(System.in);
int a,l,b;
System.out.print("enter the side value of square : ");
a=scanner.nextInt();
System.out.print("enter the lenth of rectangle : ");
l=scanner.nextInt();
System.out.print("enter the width of rectangle : ");
b=scanner.nextInt();
Square square = new Square(a);
square.Area();
System.out.println("square a = "+a+"\t");
square.Display();
Rectangle rectangle = new Rectangle(l,b);
rectangle.Area();
rectangle.Perimeter();
System.out.println("rectangle length = "+l+" width = "+b);rectangle.Display();

}
}
```

OUTPUT



```
Area.java
1

praveen@praveen:/media/praveen/praveen/nit/lab/advanced programming$ cd EXP-3
praveen@praveen:/media/praveen/praveen/nit/lab/advanced programming/EXP-3$ java Area
enter the side value of square : 5
enter the length of rectangle : 23
enter the width of rectangle : 10
square a = 5
area = 25
rectangle length = 23 width = 10
area = 230 Perimeter =66
praveen@praveen:/media/praveen/praveen/nit/lab/advanced programming/EXP-3$
```



Name : PRAVEENSANKAR M
Register Number :CS18M1008
Course : M.Tech
Semester : I
Subject : Advanced
Programming Laboratory
(CS611)

Multithreading

AIM

To implement basic functions of thread using java thread libraries in java.

PROGRAM

```
import java.util.Random;

class MyThread extends Thread
{
    static Random rand= new Random();
    public void run()
    {
        int i=0;
        for(i=0;i<5;i++)
        {
            try{
                Thread.sleep(rand.nextInt(2000));
```

```
}catch(InterruptedException e){  
System.out.println(e);  
}  
System.out.println(Thread.currentThread().getName()+"\t"+i);  
}  
}
```

```
public static void main(String[] args)  
{  
    MyThread t1 = new MyThread();  
    t1.setName("star thread");  
    MyThread t2 = new MyThread();  
    t2.setPriority(Thread.MAX_PRIORITY);  
    MyThread t3 = new MyThread();  
    t3.setPriority(8);  
    t1.start();  
    try{  
        // join method waits for 3000 ms for t1 thread to finish after that only t2 and t3 will  
        // be started  
        t1.join(3000);  
    }catch(Exception e){  
        System.out.println(e);  
    }  
    t2.start();  
    t3.start();  
}
```

```
}  
  
}
```

OUTPUT

```
Activities Visual Studio Code Mon Aug 20, 2:06 PM  
MyThread.java - advanced programming - Visual Studio Code  
File Edit Selection View Go Debug Tasks Help  
Area.java MyThread.java  
1 import java.util.Random;  
2  
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL  
2: bash  
praveen@praveen:/media/praveen/praveen/nit/lab/advanced programming$ cd EXP-3  
praveen@praveen:/media/praveen/praveen/nit/lab/advanced programming/EXP-3$ java Area  
enter the side value of square : 5  
enter the length of rectangle : 23  
enter the width of rectangle : 10  
square a = 5  
area = 25  
rectangle length = 23 width = 10  
area = 230 Perimeter =66  
praveen@praveen:/media/praveen/praveen/nit/lab/advanced programming/EXP-3$ cd .  
praveen@praveen:/media/praveen/praveen/nit/lab/advanced programming/EXP-3$ cd ..  
praveen@praveen:/media/praveen/praveen/nit/lab/advanced programming$ cd EXP-4  
praveen@praveen:/media/praveen/praveen/nit/lab/advanced programming/EXP-4$ javac MyThread.java  
praveen@praveen:/media/praveen/praveen/nit/lab/advanced programming/EXP-4$ java MyThread  
star thread 0  
star thread 1  
star thread 2  
Thread-1 0  
Thread-2 0  
Thread-1 1  
star thread 3  
Thread-2 1  
star thread 4  
Thread-1 2  
Thread-2 2  
Thread-2 3  
Thread-2 4  
Thread-1 3  
Thread-1 4  
praveen@praveen:/media/praveen/praveen/nit/lab/advanced programming/EXP-4$
```




Name : PRAVEENSANKAR M
Register Number :CS18M1008
Course : M.Tech
Semester : I
Subject : Advanced
Programming Laboratory
(CS611)

Method Overriding

AIM

To implement method overriding in java

PROGRAM

```
class Display{  
    public void Show()  
    {  
        System.out.println("this is base class");  
    }  
}  
  
class DisplayAdapter extends Display  
{  
    public void Show()  
    {  
        System.out.println("this is DisplayManager class");  
    }  
}
```

```
}
```

```
class MethodOverriding
```

```
{
```

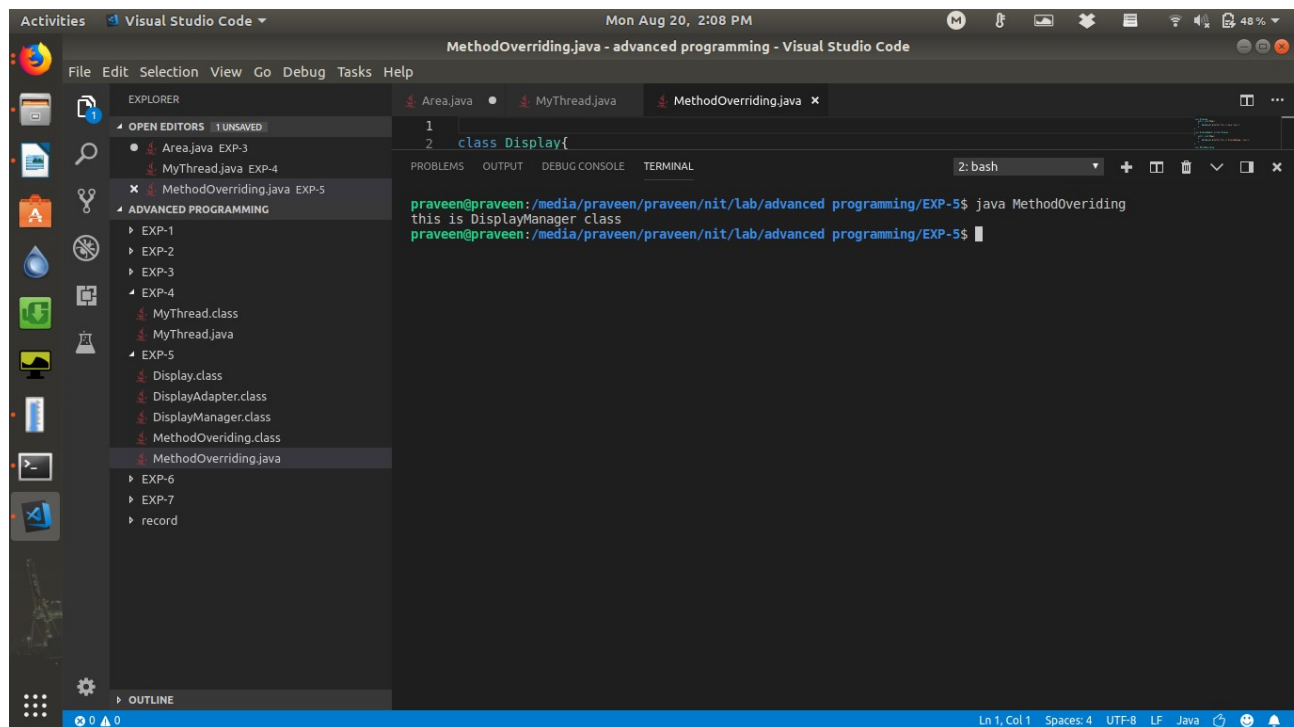
```
public static void main(String[] args){
```

```
DisplayAdapter display = new DisplayAdapter();
```

```
display.Show();
```

```
}
```

OUTPUT



```
MethodOverriding.java - advanced programming - Visual Studio Code

1
2 class Display{

praveen@praveen:/media/praveen/praveen/nit/lab/advanced programming/EXP-5$ java MethodOverriding
this is DisplayManager class
praveen@praveen:/media/praveen/praveen/nit/lab/advanced programming/EXP-5$
```



Name : PRAVEENSANKAR M
Register Number : CS18M1008
Course : M.Tech
Semester : I
Subject : Advanced
Programming Laboratory
(CS611)

Exceptions and Errors

AIM

To learn about exceptions and errors and implement them in java.

PROGRAM

```
import java.util.Scanner;
```

```
class CustomException extends Exception
```

```
{
```

```
CustomException()
```

```
{
```

```
System.out.println("This is a custom exception and handled by praveen");
```

```
}
```

```
}
```

```
class ExceptionHandling
```

```

{
public static void test(int a)
{
if(a==5)
{
throw new IndexOutOfBoundsException();
}
}
public static void StackOverflowExceptionChecker() throws StackOverflowError
{
throw new StackOverflowError();
}
public static void CustomExceptionChecker() throws CustomException
{
throw new CustomException();
}
public static void main(String[] args)
{
Scanner scanner = new Scanner(System.in);
int data;
String str=null;
int array[]=new int[10];
String string="test";
int a=5;
try{
data=10/0;

```

```
}  
catch(ArithmeticException e)  
{  
    System.out.println(e);  
}  
finally  
{  
    System.out.println("divide by zero exception is handled perfectly\n");  
}
```

```
try{  
    str.chars();  
} catch(NullPointerException e)  
{  
    System.out.println(e);  
} finally  
{  
    System.out.println("null pointer exception is handled perfectly\n");  
}
```

```
try{  
    System.out.print("please enter the string to convert it to int : ");  
    str=scanner.next();  
    Integer.parseInt(str);  
} catch(NumberFormatException e)  
{
```

```
System.out.println(e);  
} finally  
{  
System.out.println("number format exception is handled perfectly\n");  
}
```

```
try{  
array[20]=20;  
} catch(ArrayIndexOutOfBoundsException e)  
{  
System.out.println(e);  
} finally  
{  
System.out.println("array index out of bound exception is handled perfectly\n");  
}
```

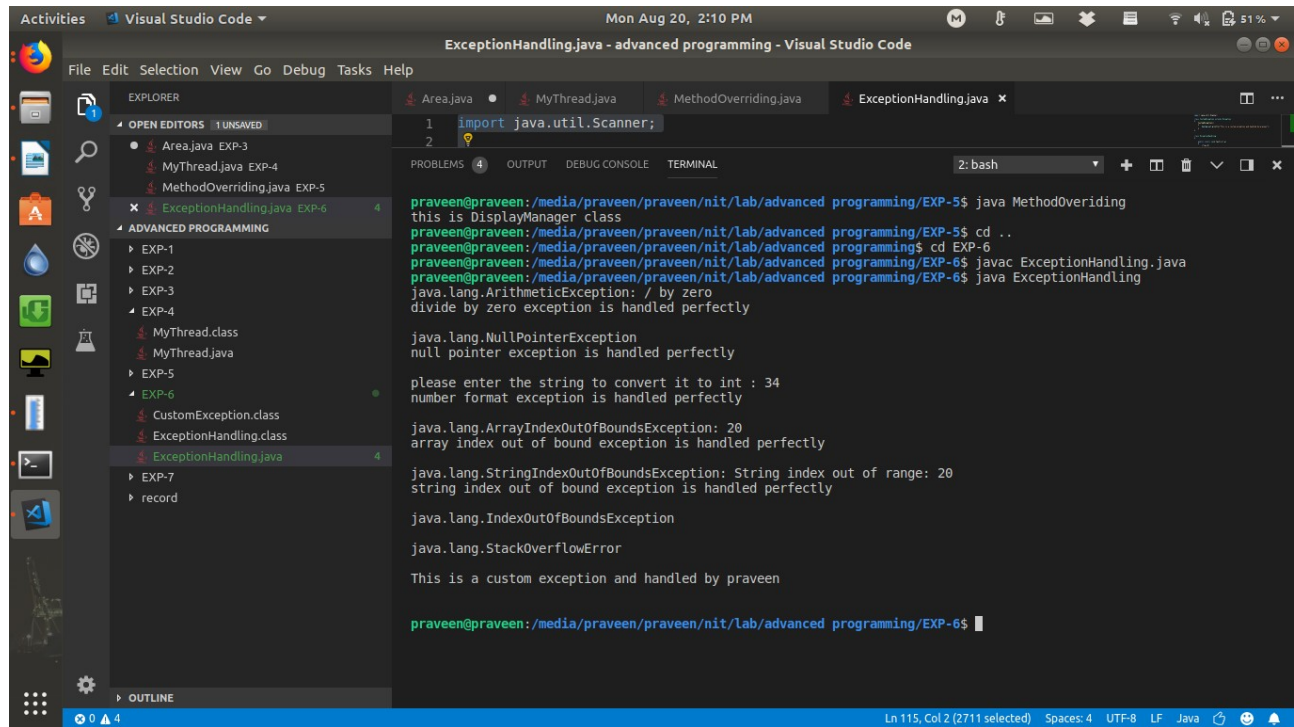
```
try{  
string.charAt(20);  
} catch(StringIndexOutOfBoundsException e)  
{  
System.out.println(e);  
} finally  
{  
System.out.println("string index out of bound exception is handled perfectly\n");  
}
```

```
try{  
test(a);  
}catch(IndexOutOfBoundsException e)  
{  
System.out.println(e+"\n");  
}
```

```
try{  
StackOverflowExceptionChecker();  
}catch(StackOverflowError e)  
{  
System.out.println(e+"\n");  
}
```

```
try{  
CustomExceptionChecker();  
}catch(CustomException e)  
{  
System.out.println("\n");  
}  
  
}  
  
}
```

OUTPUT



The screenshot shows the Visual Studio Code interface with the file `ExceptionHandling.java` open. The Explorer sidebar on the left shows a project structure with files like `Area.java`, `MyThread.java`, `MethodOverriding.java`, and `ExceptionHandling.java`. The main editor area shows the code for `ExceptionHandling.java`, which includes an import for `java.util.Scanner`. The Output panel at the bottom displays the execution results of the program, showing various exceptions being caught and handled, such as `java.lang.ArithmeticException`, `java.lang.NullPointerException`, `java.lang.ArrayIndexOutOfBoundsException`, `java.lang.StringIndexOutOfBoundsException`, `java.lang.IndexOutOfBoundsException`, and `java.lang.StackOverflowError`. The status bar at the bottom indicates the current line and column (Ln 115, Col 2) and the file encoding (UTF-8).

```
1 import java.util.Scanner;
```

praveen@praveen:/media/praveen/praveen/nit/lab/advanced programming/EXP-5\$ java MethodOverriding
this is DisplayManager class
praveen@praveen:/media/praveen/praveen/nit/lab/advanced programming/EXP-5\$ cd ..
praveen@praveen:/media/praveen/praveen/nit/lab/advanced programming\$ cd EXP-6
praveen@praveen:/media/praveen/praveen/nit/lab/advanced programming/EXP-6\$ javac ExceptionHandling.java
praveen@praveen:/media/praveen/praveen/nit/lab/advanced programming/EXP-6\$ java ExceptionHandling
java.lang.ArithmeticException: / by zero
divide by zero exception is handled perfectly

java.lang.NullPointerException
null pointer exception is handled perfectly

please enter the string to convert it to int : 34
number format exception is handled perfectly

java.lang.ArrayIndexOutOfBoundsException: 20
array index out of bound exception is handled perfectly

java.lang.StringIndexOutOfBoundsException: String index out of range: 20
string index out of bound exception is handled perfectly

java.lang.IndexOutOfBoundsException

java.lang.StackOverflowError

This is a custom exception and handled by praveen

praveen@praveen:/media/praveen/praveen/nit/lab/advanced programming/EXP-6\$



Name : PRAVEENSANKAR M
Register Number :CS18M1008
Course : M.Tech
Semester : I
Subject : Advanced
Programming Laboratory
(CS611)

Sorting

AIM

To implement bubble sort,insertion sort,selection sort and quick sort in java.

PROGRAM

```
class Sorting{
public static void main(String[] args)
{
int a[] = { 8,5,6,7,3,2,4,1};
int b[] = { 8,5,6,7,3,2,4,1 };
int c[] = { 8,5,6,7,3,2,4,1};
int d[] = { 8,5,6,7,3,2,4,1 };
int temp[]=new int[8];
BubbleSort(a, a.length);
SelectionSort(b, b.length);
InsertionSort(c,c.length);
System.out.println("\nquick sort");
```

```

QuickSort(d, 0,d.length-1,d.length);
}
private static void BubbleSort(int a[], int n)
{
System.out.println("\nbubble sort");
int pass, i,temp, swapped = 1;
for (pass = n - 1; pass >= 0 && swapped==1; pass--)
{
swapped = 0;
for (i = 0; i < pass; i++)
{
if (a[i] > a[i + 1])
{
temp = a[i];
a[i] = a[i + 1];
a[i + 1] = temp;
swapped = 1;
}
}
Display(a, n);
}
Display(a,n);
}
private static void SelectionSort(int a[], int n)
{
System.out.println("\nselection sort");

```

```

int i, j, min, temp;
for (i = 0; i < n - 1; i++)
{
    min = i;
    for (j = i + 1; j < n; j++)
    {
        if (a[j] < a[min])
            min = j;
    }
    temp = a[min];
    a[min] = a[i];
    a[i] = temp;
    Display(a,n);
}
Display(a, n);
}

```

```

private static void InsertionSort(int a[], int n)
{
    System.out.println("\ninsertion sort");
    int i, j, value;
    for (i = 1; i < n ; i++)
    {
        j = i;
        value = a[j];
        while((j>=1)&&(a[j-1] > value))

```

```
{  
a[j] = a[j - 1];  
j--;  
}
```

```
a[j] = value;  
Display(a, n);  
}  
Display(a, n);  
}
```

```
public static void QuickSort(int A[], int low, int high,int n)  
{  
int pivot;  
if (high > low)  
{  
pivot = Partition(A, low, high);  
System.out.println("pivot : "+A[pivot]);  
Display(A,n);  
QuickSort(A, low, pivot - 1,n);  
QuickSort(A, pivot + 1, high,n);  
}  
}
```

```
public static int Partition(int A[], int low, int high)  
{
```

```

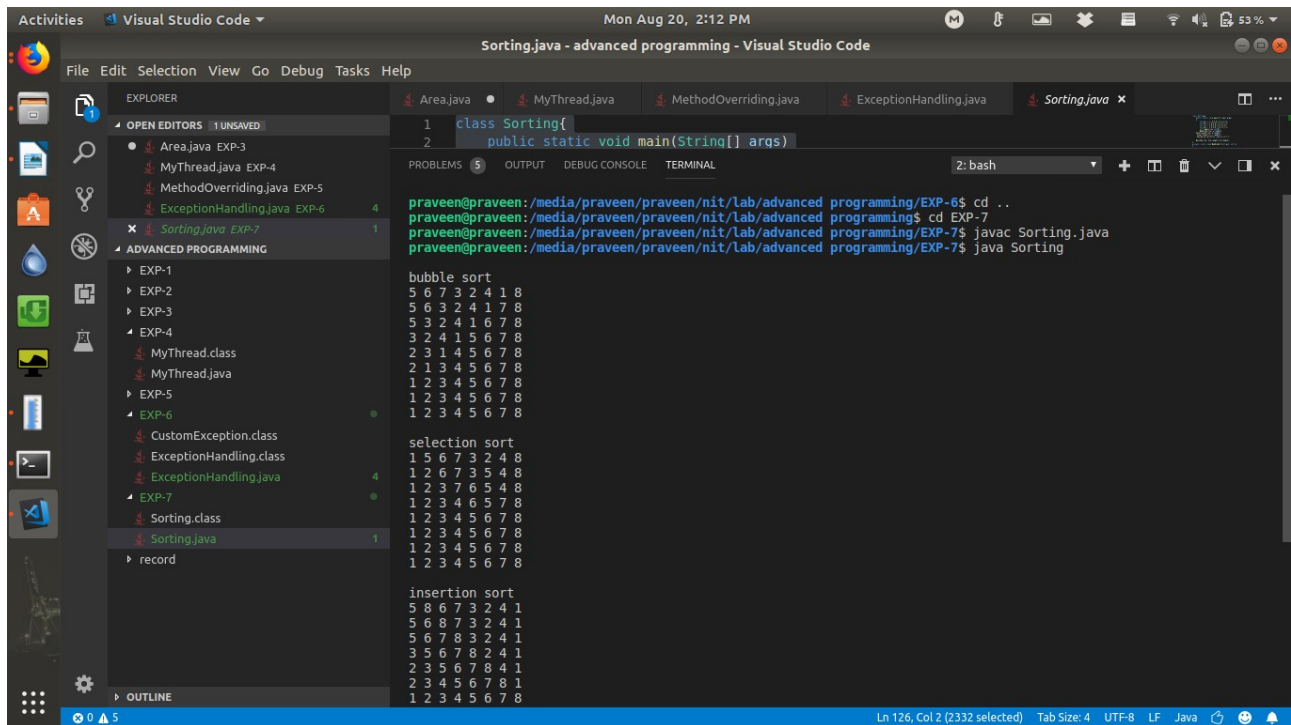
int left, right, pivot,temp;
left = low;
right = high;
pivot = A[low];
while (left <= right)
{
if (left <= high && A[left] <= pivot)
left++;
if (right >= low && A[right] >= pivot)
right--;
if (left < right)
{
temp = A[left];
A[left] = A[right];
A[right] = temp;
}}
A[low] = A[right];
A[right] = pivot;
return right;
}

private static void Display(int a[],int length)
{
int i;
for(i=0;i<length;i++)
System.out.print(a[i]+" ");
System.out.print("\n");
}

```

}}

OUTPUT



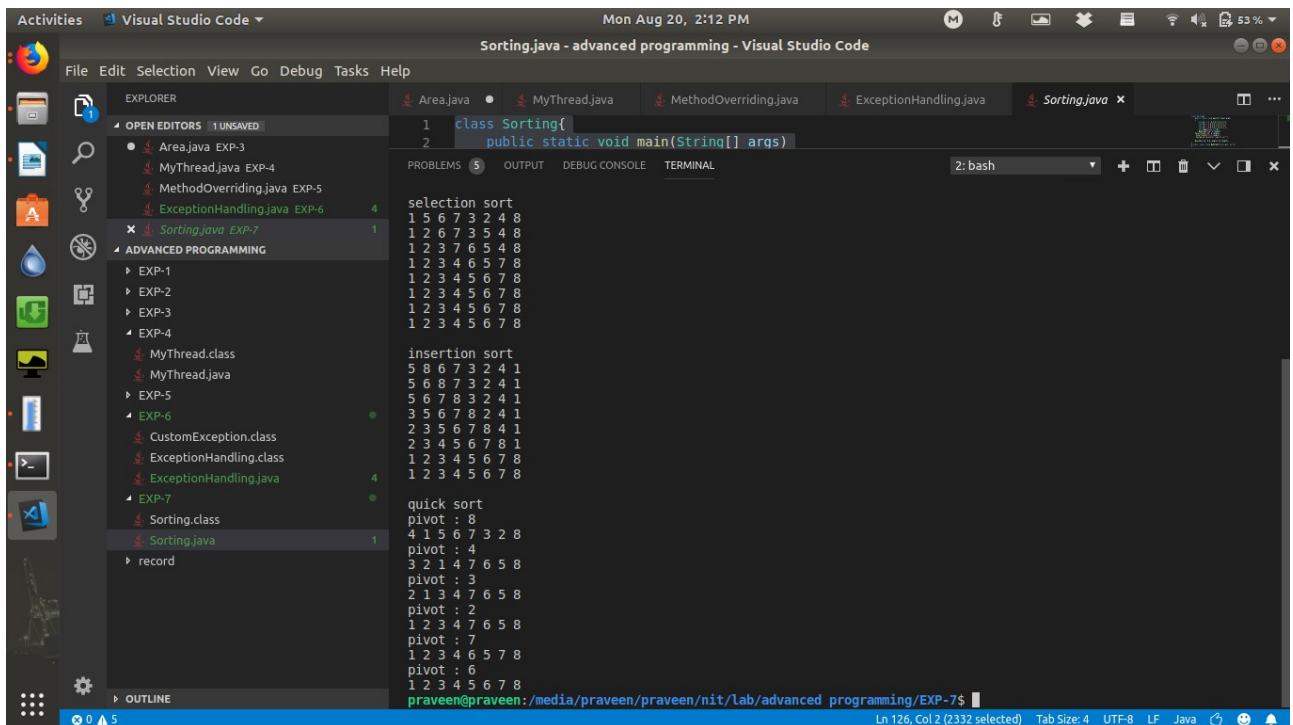
```
1 class Sorting{
2     public static void main(String[] args)

praveen@praveen:/media/praveen/praveen/nit/Lab/advanced programming/EXP-6$ cd ..
praveen@praveen:/media/praveen/praveen/nit/Lab/advanced programming$ cd EXP-7
praveen@praveen:/media/praveen/praveen/nit/Lab/advanced programming/EXP-7$ javac Sorting.java
praveen@praveen:/media/praveen/praveen/nit/Lab/advanced programming/EXP-7$ java Sorting

bubble sort
5 6 7 3 2 4 1 8
5 6 3 2 4 1 7 8
5 3 2 4 1 6 7 8
3 2 4 1 5 6 7 8
2 3 1 4 5 6 7 8
2 1 3 4 5 6 7 8
1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8

selection sort
1 5 6 7 3 2 4 8
1 2 6 7 3 5 4 8
1 2 3 7 6 5 4 8
1 2 3 4 6 5 7 8
1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8

insertion sort
5 8 6 7 3 2 4 1
5 6 8 7 3 2 4 1
5 6 7 8 3 2 4 1
3 5 6 7 8 2 4 1
2 3 5 6 7 8 4 1
2 3 4 5 6 7 8 1
1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8
```



```
1 class Sorting{
2     public static void main(String[] args)

praveen@praveen:/media/praveen/praveen/nit/Lab/advanced programming/EXP-7$

selection sort
1 5 6 7 3 2 4 8
1 2 6 7 3 5 4 8
1 2 3 7 6 5 4 8
1 2 3 4 6 5 7 8
1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8

insertion sort
5 8 6 7 3 2 4 1
5 6 8 7 3 2 4 1
5 6 7 8 3 2 4 1
3 5 6 7 8 2 4 1
2 3 5 6 7 8 4 1
2 3 4 5 6 7 8 1
1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8

quick sort
pivot : 8
4 1 5 6 7 3 2 8
pivot : 4
3 2 1 4 7 6 5 8
pivot : 3
2 1 3 4 7 6 5 8
pivot : 2
1 2 3 4 7 6 5 8
pivot : 7
1 2 3 4 6 5 7 8
pivot : 6
1 2 3 4 5 6 7 8
praveen@praveen:/media/praveen/praveen/nit/Lab/advanced programming/EXP-7$
```