

slip26

```
import java.io.IOException;

import java.nio.file.Files;

import java.nio.file.Path;

import java.nio.file.Paths;

import java.util.List;


public class s26q1 {


    public static void main(String[] args) {


        String filePath = "file3.txt";


        try {


            Path path = Paths.get(filePath);

            List<String> lines = Files.readAllLines(path);


            System.out.println("Character -> ASCII Value");

            for (String line : lines) {


                for (char c : line.toCharArray()) {


                    System.out.println(c + " -> " + (int) c);

                }

            }

        }

    }

}
```

```
    }

    } catch (IOException e) {

        System.out.println("An error occurred while reading the file: " + e.getMessage());

    }

}

}
```

```
import java.applet.Applet;

import java.awt.Color;

import java.awt.Graphics;

public class s26q2 extends Applet {

    public void paint(Graphics g) {

        setBackground(Color.lightGray);

        g.setColor(Color.darkGray);

        g.fillRect(100, 200, 200, 100);

        g.setColor(Color.gray);
```

```
g.fillRect(120, 220, 30, 80);
```

```
g.fillRect(250, 220, 30, 80);
```

```
g.setColor(Color.darkGray);
```

```
int[] xPoints = {90, 200, 310};
```

```
int[] yPoints = {200, 100, 200};
```

```
g.fillPolygon(xPoints, yPoints, 3);
```

```
g.setColor(Color.black);
```

```
g.fillRect(170, 240, 60, 60);
```

```
g.setColor(Color.gray);
```

```
g.fillRect(140, 300, 120, 10);
```

```
g.fillRect(130, 310, 140, 10);
```

```
g.fillRect(120, 320, 160, 10);
```

```
}
```

```
}
```

```
<html>
```

```
<body>
```

```
<applet code="s26q2.class" width="400" height="400">
```

```
</applet>
```

```
</body>
```

</html>

```
area_of_square = lambda side: side ** 2
```

```
area_of_rectangle = lambda length, width: length * width
```

```
side_length = float(input("Enter the side length of the square: "))
```

```
square_area = area_of_square(side_length)
```

```
print(f"The area of the square is: {square_area}")
```

```
length = float(input("Enter the length of the rectangle: "))
```

```
width = float(input("Enter the width of the rectangle: "))
```

```
rectangle_area = area_of_rectangle(length, width)
```

```
print(f"The area of the rectangle is: {rectangle_area}")
```

```
import tkinter as tk
```

```
class SentenceAltererApp:
```

```
    def __init__(self, master):
```

```
        self.master = master
```

```
        self.master.title("Sentence Alterer")
```

```
self.label = tk.Label(master, text="Enter a sentence:")

self.label.pack(pady=10)


self.entry = tk.Entry(master, width=50)

self.entry.pack(pady=5)


self.alter_button = tk.Button(master, text="Alter Sentence",
command=self.alter_sentence)

self.alter_button.pack(pady=20)


self.result_label = tk.Label(master, text="", wraplength=400)

self.result_label.pack(pady=10)


def alter_sentence(self):

    original_sentence = self.entry.get()

    altered_sentence = []

    for char in original_sentence:

        if char.isdigit():

            altered_sentence.append('?')

        elif char.isspace():

            altered_sentence.append('*')

        elif char.isalpha():

            altered_sentence.append(char.swapcase())

        else:

            altered_sentence.append(char)

    result = ''.join(altered_sentence)
```

```
self.result_label.config(text=result)
```

```
root = tk.Tk()
```

```
app = SentenceAltererApp(root)
```

```
root.mainloop()
```