**Date:**

**Practical 1:** Write a program to make a simple calculator.

**Code :**

import java.util.Scanner;

class Calc

{

public static void main(String []args)

{

Scanner s = new Scanner(System.in);

int a,b,sum,choice;

System.out.println("------Calculator------");

System.out.println("Enter 1st Number : ");

a = s.nextInt();

System.out.println("Enter 2nd Number : ");

b = s.nextInt();

System.out.println("Enter Operation.....\n 1 : Addition \n 2 : Subtraction \n 3 : Multipilcation \n 4 : Division \n 5 : Modulo \n");

choice = s.nextInt();

switch(choice)

{

case 1 : sum = a + b;

System.out.println("Addition of "+a+" and "+b+" is : "+sum);

break;

case 2 : sum = a - b;

System.out.println("Subtraction of "+b+" from "+a+" is : "+sum);

break;

case 3 : sum = a \* b;

System.out.println("Multiplication of "+a+" with "+b+" is : "+sum);

break;

case 4 : sum = a / b;

System.out.println("Division of "+b+" from "+a+" is : "+sum);

break;

case 5 : sum = a % b;

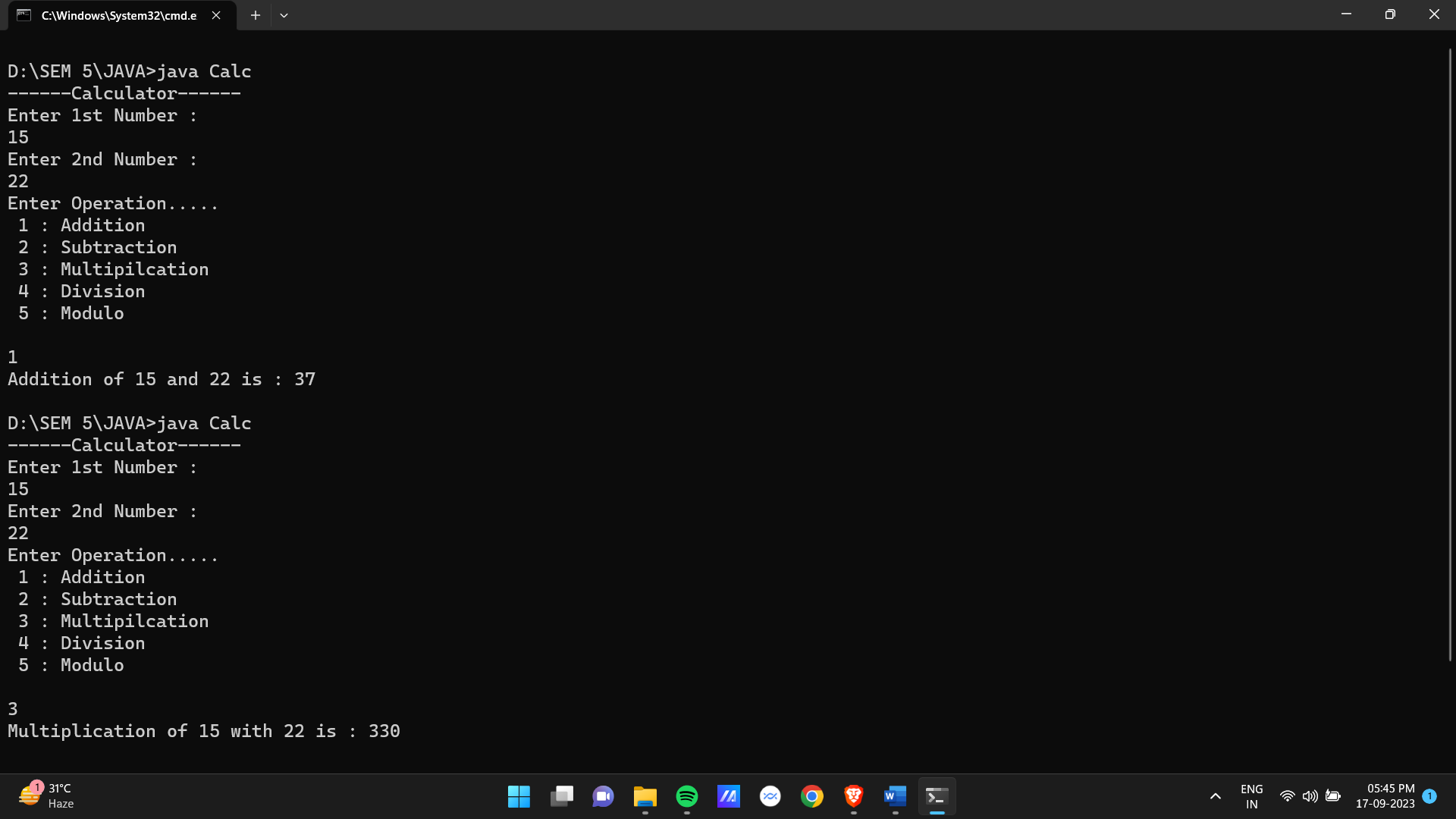
System.out.println("Modulo of "+a+" and "+b+" is : "+sum);

}

}

}

**Output :**



**Date:**

**Practical 2:** Write a program to check a number is palindrome or not.

**Code :**

import java.util.\*;

class Palindrome

{

public static void main(String[] args)

{

Scanner s = new Scanner(System.in);

int num,temp,rem;

int sum=0;

System.out.println("Enter a Number to check weather it is palindrome or not");

num = s.nextInt();

temp = num;

while(num > 0)

{

rem = num%10;

sum = (sum\*10)+rem;

num = num/10;

}

if(temp == sum)

{

System.out.println("Entered number is a Palindrome Number.");

}

else

{

System.out.println("Entered number is not a Palindrome Number.");

}

}

}

**Output :**

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Description automatically generated

**Date:**

**Practical 3:** Write a program to check a number is prime or not between given range.

**Code :**

import java.util.\*;

class PrimeNumber

{

static void prime\_N(int num1,int num2)

{

int x, y, flg;

System.out.println("All the Prime numbers within " +num1+ " and " +num2+ " are:");

for (x = num1; x <= num2; x++)

{

if (x == 1 || x == 0)

continue;

flg = 1;

for (y = 2; y <= x / 2; ++y)

{

if (x % y == 0) {

flg = 0;

break;

}

}

if (flg == 1)

{

System.out.print(x + " ");

}

}

}

public static void main(String[] args)

{

Scanner s = new Scanner(System.in);

int num1;

System.out.println("Enter Range 1:");

num1 = s.nextInt();

int num2;

System.out.println("Enter Range 2:");

num2 = s.nextInt();

prime\_N(num1,num2);

}

}

**Output :**

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Description automatically generated

**Date:**

**Practical 4:** Write a program to implement matrix multiplication.

**Code :**

import java.util.\*;

class MatrixMultiplication{

public static void main(String[] args){

Scanner sc = new Scanner(System.in);

int rows,columns;

System.out.println("\n-----Matrix Multipliation----");

System.out.print("\nEnter no of rows : ");

rows=sc.nextInt();

System.out.print("Enter no of columns : ");

columns=sc.nextInt();

int[][] matrix1=new int[rows][columns];

int[][] matrix2=new int[rows][columns];

int[][] mul=new int[rows][columns];

System.out.print("\nEnter value for Matrix1 ("+rows+","+columns+")\n\n");

for(int i=0;i<rows;i++){

for(int j=0;j<columns;j++){

System.out.print("Enter value for Matrix1 ("+i+","+j+") : ");

matrix1[i][j]=sc.nextInt();

}

}

System.out.print("\nEnter value for Matrix2 ("+rows+","+columns+")\n\n");

for(int i=0;i<rows;i++){

for(int j=0;j<columns;j++){

System.out.print("Enter value for Matrix2 ("+i+","+j+") : ");

matrix2[i][j]=sc.nextInt();

}

}

System.out.println("\n-----Matrix 1-----\n");

for(int i=0;i<rows;i++){

for(int j=0;j<columns;j++){

System.out.print(matrix1[i][j]+" ");

}

System.out.println();

}

System.out.println("\n-----Matrix 2-----\n");

for(int i=0;i<rows;i++){

for(int j=0;j<columns;j++){

System.out.print(matrix2[i][j]+" ");

}

System.out.println();

}

System.out.println("\n-----Multiplication of Matrix 1 and Matrix 2-----\n");

for(int i=0;i<rows;i++){

for(int j=0;j<columns;j++){

for(int k=0;k<columns;k++){

mul[i][j]+=matrix1[i][k]\*matrix2[k][j];

}

}

}

for(int i=0;i<rows;i++){

for(int j=0;j<columns;j++){

System.out.print(mul[i][j]+" ");

}

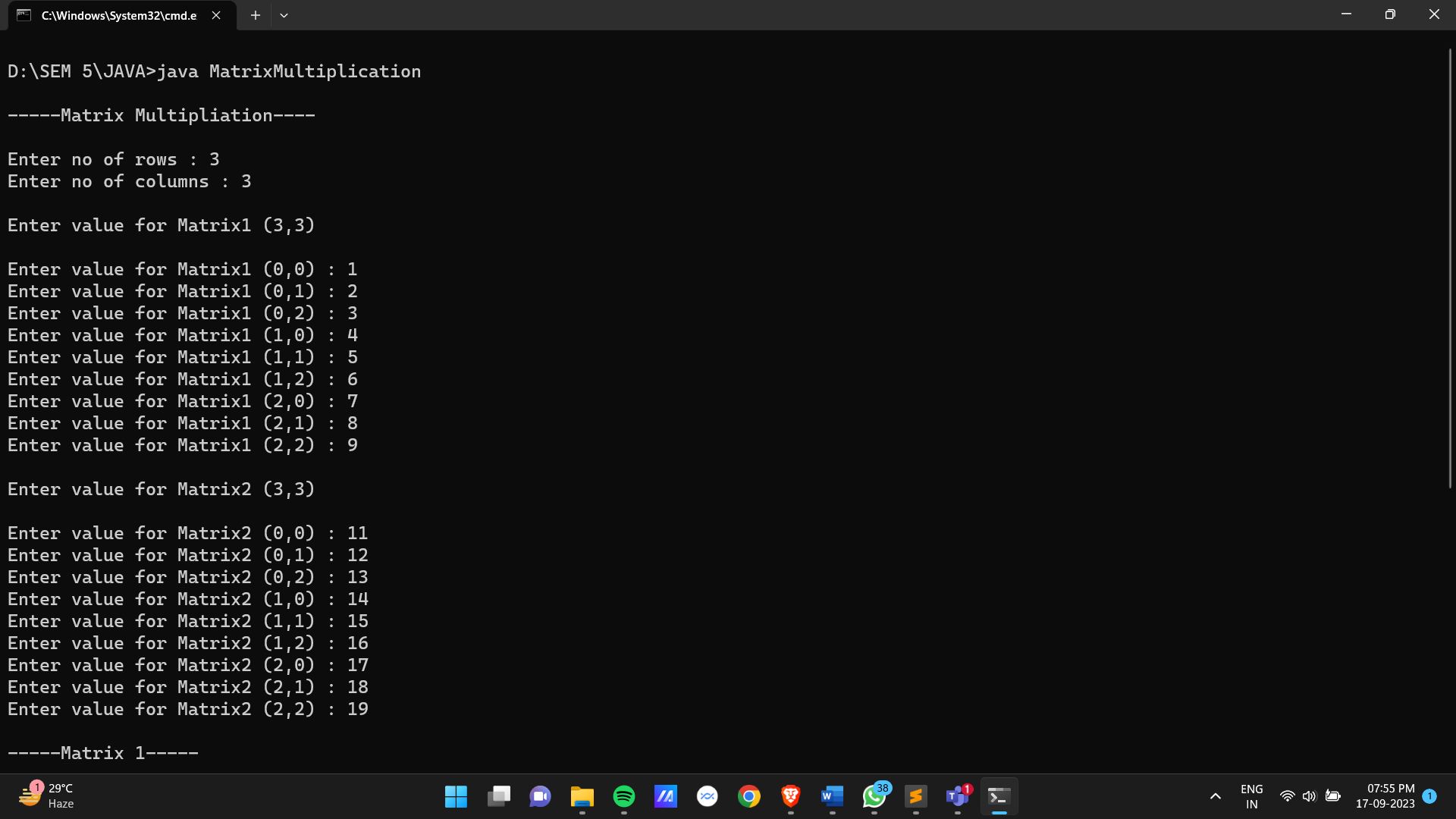
System.out.println();

}

}

}

**Output :**

 A screenshot of a computer

Description automatically generated

**Date:**

**Practical 5:** Write a program to implement sum of digits of a number.

**Code :**

import java.util.Scanner;

class SumofDigits{

public static void main(String[] args){

Scanner s = new Scanner(System.in);

int num,temp;

int sum=0;

System.out.print("Enter the Number : ");

num = s.nextInt();

temp = num;

while(temp>0)

{

sum+=temp%10;

temp/=10;

}

System.out.println("Sum of digits is : " +sum);

}

}

**Output :**

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Description automatically generated

**Date:**

**Practical 6:** Write a program to implement a number is Armstrong or not.

**Code :**

import java.util.Scanner;

class Armstrong{

public static void main(String[] args){

int num,temp,rem,check=0,digit=0;

Scanner sc = new Scanner(System.in);

System.out.println("------Armstrong------");

System.out.println("Enter num : ");

num=sc.nextInt();

temp=num;

while(temp>0){

temp/=10;

digit++;

}

temp=num;

while(temp>0){

rem=temp%10;

check+=Math.pow(rem,digit);

temp/=10;

}

if(num==check){

System.out.println(num +" is an armstrong number");

}else{

System.out.println(num +" is not an armstrong number");

}

}

}

**Output :**

A screenshot of a computer

Description automatically generated

**Date:**

**Practical 7:** Write a program to implement dynamic stack.

**Code :**

import java.util.Scanner;

class StackClass{

int tos;

int len;

int stack[];

StackClass(){

tos = -1;

}

StackClass(int d\_len){

tos = -1;

len = d\_len;

stack = new int[len];

}

void push(int ele){

if(tos==len-1){

int[] temp = new int[len\*2];

for(int i = 0;i<len;i++){

temp[i]=stack[i];

}

stack=temp;

stack[++tos]=ele;

System.out.println("Pushed Element " +stack[tos] +" in stack");

len=len\*2;

}else{

stack[++tos]=ele;

System.out.println("Pushed SElement " +stack[tos] +" in stack");

}

}

void pop(){

if(tos==-1){

System.out.println("\nStack is empty!!!");

}else{

tos--;

System.out.println("Popped element " +stack[tos+1] +" in stack");

}

}

void display(){

if(tos==-1){

System.out.println("\nStack is empty.");

}else{

System.out.println("\n------Stack-----\n");

for(int i=0;i<=tos;i++){

System.out.print(stack[i] +" ");

}

}

}

}

class Stack{

public static void main(String[] args) {

Scanner sc = new Scanner(System.in);

int choice,ele,len;

System.out.println("-----Dyanamic Stack-----\n");

System.out.print("Enter initial size of stack : ");

len=sc.nextInt();

StackClass stk = new StackClass(len);

do{

System.out.print("\n1 : PUSH\n2 : POP\n3 : DISPLAY\n");

choice = sc.nextInt();

if(choice == 1){

System.out.print("\nEnter element : ");

ele=sc.nextInt();

stk.push(ele);

}else if (choice == 2) {

stk.pop();

}else if (choice == 3) {

stk.display();

}else if (choice == 4) {

System.out.println("Thanks for visit");

}else{

System.out.println("\nInvalid input");

}

}while(choice!=4);

}

}

**Output :**

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**Date:**

**Practical 8:** Write a program to demonstrate constructor overloading and method overloading.

**Code :**

class Rectangle {

int height;

int width;

Rectangle() {

height = 10;

width = 10;

}

Rectangle(int height, int width) {

this.height = height;

this.width = width;

}

Rectangle(Rectangle obj) {

height = obj.height;

width = obj.width;

}

void area() {

System.out.println("The Height of Rectangle : " + height);

System.out.println("The width of Rectangle : " + width);

System.out.println("\nThe Area of Rectangle : " + (height \* width));

}

}

class Area {

int a;

int b;

void sum(int a, int b) {

System.out.println("\nArea of Rectangle L = " + a + " and B = " + b + " is : " + (a \* b));

}

void sum(int a, double b) {

System.out.println("Area of Rectangle L = " + a + " and B = " + b + " is : " + (a \* b));

}

void sum(double a, double b) {

System.out.println("Area of Rectangle L = " + a + " and B = " + b + " is : " + (a \* b));

}

}

class ConstructorOverloading {

public static void main(String[] args) {

System.out.println("\n-----Overloading Constructor-----");

System.out.println("\nObject1 with Default Constructor.....\n");

Rectangle obj1 = new Rectangle();

obj1.area();

System.out.println("\n->Object2 with Parameterized Constructor\n");

Rectangle obj2 = new Rectangle(10, 20);

obj2.area();

System.out.println("\n->Object3 with object2 in formal argument\n");

Rectangle obj3 = new Rectangle(obj2);

obj3.area();

System.out.println("\n-----Method Overloading-----");

Area obj4 = new Area();

obj4.sum(10, 20);

obj4.sum(10, 20.98);

obj4.sum(10.20, 9.80);

}

}

**Output :**

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Description automatically generated

**Date:**

**Practical 9:** Write a program to set up an array of 10 variables each containing an arbitrary string of form month date year for example 30/10/19 and output as 30th October 1999.

**Code :**

class MonthNumber {

static String nameofMonth(String month) {

if(month.equals("01")) {

return "January";

}

else if(month.equals("02")) {

return "February";

}

else if(month.equals("03")) {

return "March";

}

else if(month.equals("04")) {

return "April";

}

else if(month.equals("05")) {

return "May";

}

else if(month.equals("06")) {

return "June";

}

else if(month.equals("07")) {

return "July";

}

else if(month.equals("08")) {

return "August";

}

else if(month.equals("09")) {

return "September";

}

else if(month.equals("10")) {

return "October";

}

else if(month.equals("11")) {

return "November";

}

else if(month.equals("12")) {

return "December";

}

else {

return "Illegal";

}

}

public static void main(String[] args) {

String array[] = {"30-10-2019", "27-07-2022", "14-01-2004", "09-08-2021", "24-08-2023", "17-01-2019", "01-07-2022", "10-12-2000", "25-11-2021", "26-09-2020"};

System.out.println("\n----Date with Month's Name-----");

System.out.println("\nArbitary String Array : \n");

for(int i = 0; i < 10; i++) {

System.out.println(array[i]);

}

System.out.println("\nModified Date : \n");

for(int i = 0; i < 10; i++) {

String month = array[i].substring(3, 5);

String res = nameofMonth(month);

if(!res.equals("Illegal")) {

System.out.println(array[i].substring(0, 2) + " " + res + " " + array[i].substring(6, 10));

} else {

System.out.println("\n\nInvalid Input");

break;

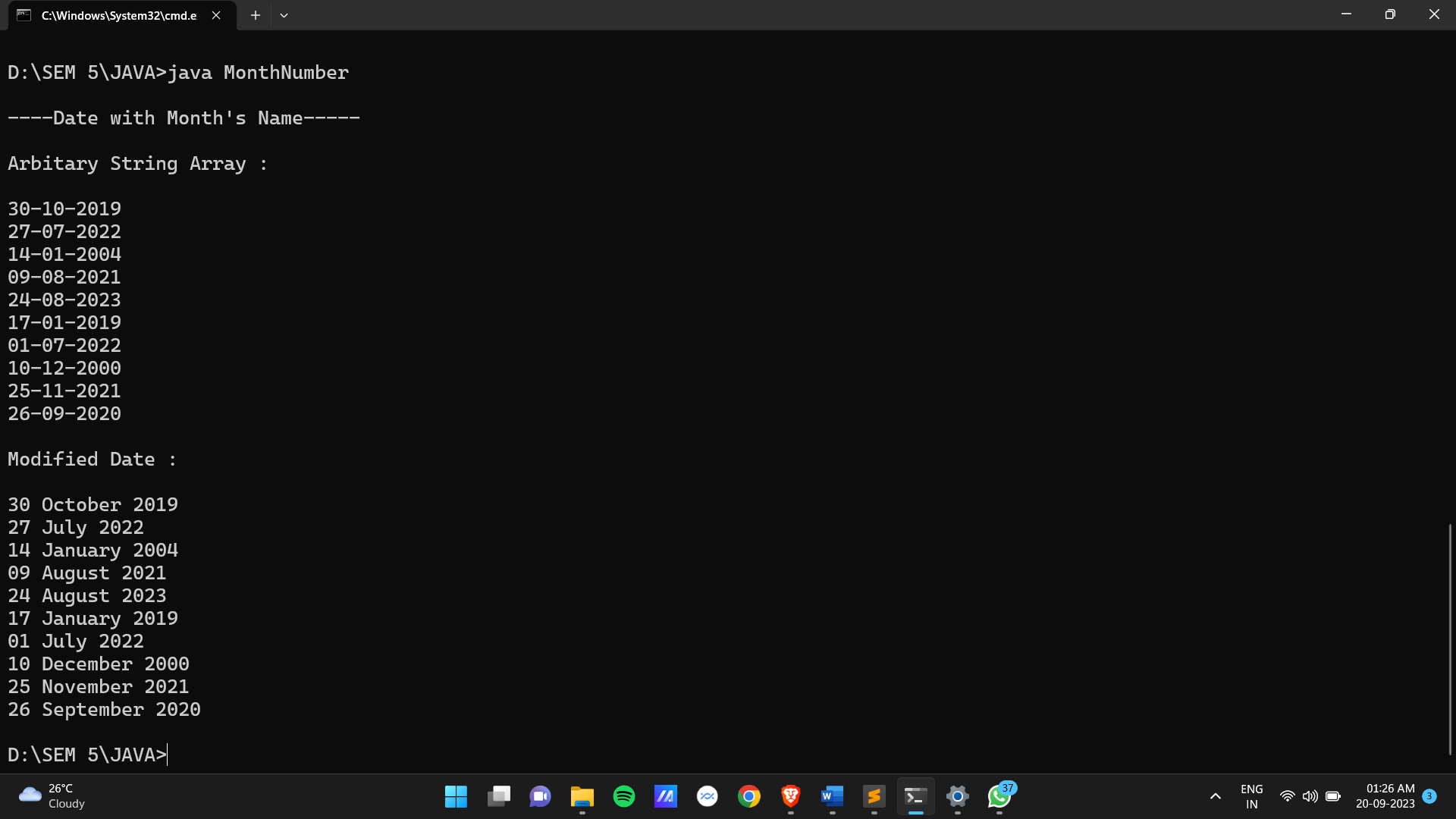
}

}

}

}

**Output :**



**Date:**

**Practical 10:** Write a program to define a mcm length to represent a length measured in meters and millimeters each stored as integers. Include method to add and subtract object to multiply and dived an object by an integer value to calculate area resulting from the product of two objects and two compare objects. Include constructors that accept

1. Three arguments meters, cm, mm
2. One integer argument with length set to zero. Create the class by creating some objects and testing the class operations.

**Code :**

class Length {

int meter;

int cm;

int mm;

Length(int milimeter) {

meter = 0;

cm = 0;

mm = milimeter;

}

Length(int meter, int cm, int mm) {

this.meter = meter;

this.cm = cm;

this.mm = mm;

}

int toMilimeter() {

return ((this.meter \* 1000) + (this.cm \* 10) + (this.mm));

}

Length add(Length obj) {

int newMilimeter = this.toMilimeter() + obj.toMilimeter();

return new Length(0, 0, newMilimeter);

}

Length sub(Length obj) {

int newMilimeter = this.toMilimeter() - obj.toMilimeter();

return new Length(0, 0, newMilimeter);

}

Length mul(int factor) {

int newMilimeter = this.toMilimeter() \* factor;

return new Length(0, 0, newMilimeter);

}

Length div(int factor) {

int newMilimeter = this.toMilimeter() / factor;

return new Length(0, 0, newMilimeter);

}

int area(Length obj) {

int area = this.toMilimeter() \* obj.toMilimeter();

return area;

}

int compare(Length obj) {

int thisMilimeter = this.toMilimeter();

int objMilimeter = obj.toMilimeter();

if(thisMilimeter > objMilimeter) {

return 1;

} else if(thisMilimeter < objMilimeter) {

return -1;

} else {

return 0;

}

}

}

class LengthClass {

public static void main(String[] args) {

System.out.println("\n-----Length Class With Functionality-----");

System.out.println("\nLength Object 1 with 10 milimeter");

Length obj1 = new Length(10);

System.out.println("Length of obj1 is : " + obj1.toMilimeter());

System.out.println("\nLength obj2 with 10 meter, 20 cm, 30 milimeter");

Length obj2 = new Length(10, 20, 30);

System.out.println("Length of obj2 is : " + obj2.toMilimeter());

System.out.println("\nCompare Object 1 & Object 2");

int check = obj1.compare(obj2);

if(check == 0) {

System.out.println("The obj1 length is equal to obj2");

} else if(check == 1) {

System.out.println("The object1 length is greater than obj2");

} else if(check == -1) {

System.out.println("The obj1 length is less than obj2");

}

System.out.println("\nAddition by 10 meter, 20 cm, 10 mm on obj1");

Length res = obj1.add(new Length(10, 20, 20));

System.out.println("Length of object after Addition is : " + res.toMilimeter());

System.out.println("\nSubtraction operation by 5 mm on obj1");

res = obj1.sub(new Length(0, 0, 5));

System.out.println("Length of object after subtraction is : " + res.toMilimeter());

System.out.println("\nMultiplication operation by 3 on obj1");

res = obj1.mul(3);

System.out.println("Length of object after multiplication is : " + res.toMilimeter());

System.out.println("\nDivision operation by 5 on obj1");

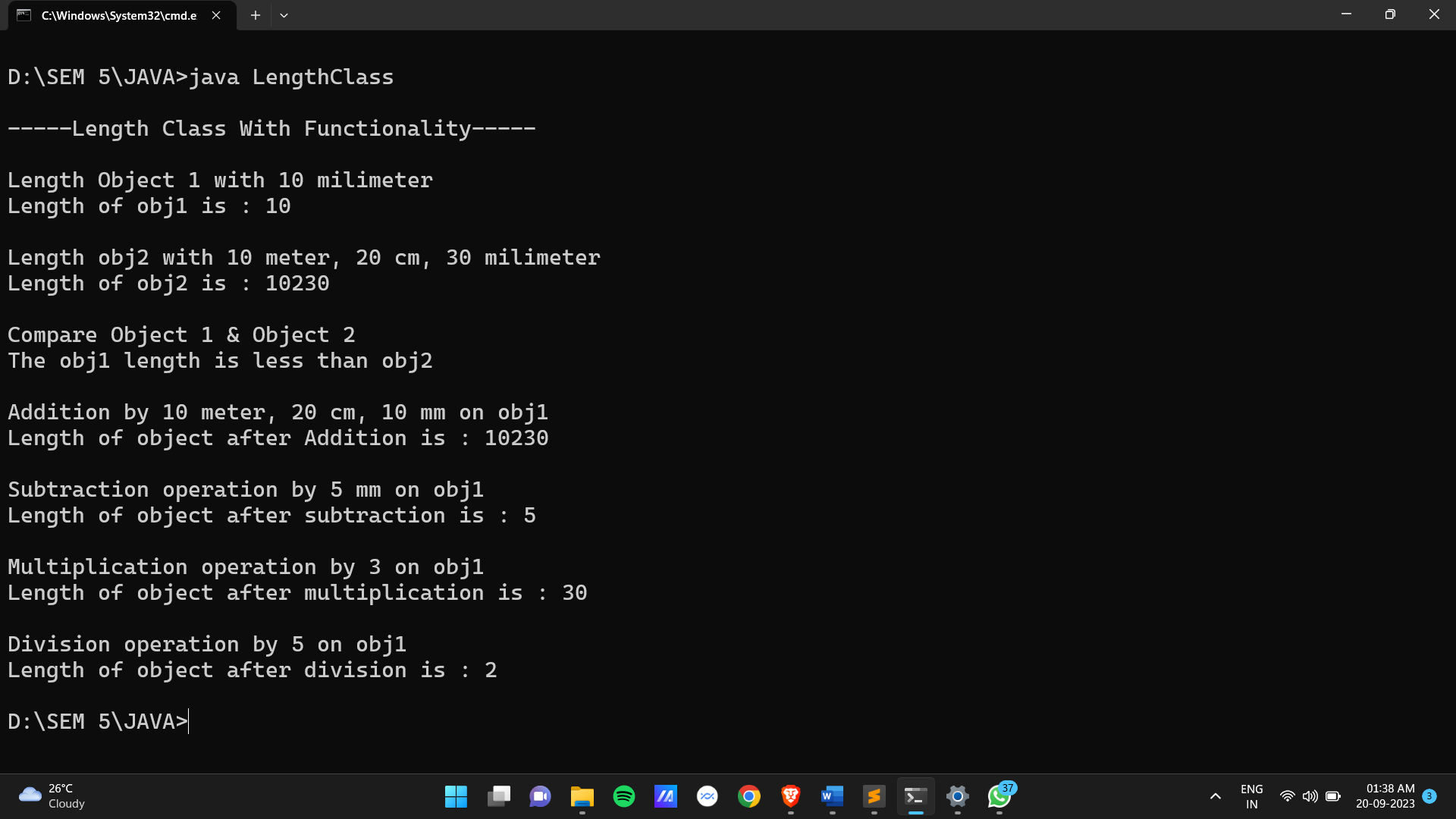
res = obj1.div(5);

System.out.println("Length of object after division is : " + res.toMilimeter());

}

}

**Output :**



**Date:**

**Practical 11:** Write a program to implement factorial of a number using recursion.

**Code :**

import java.util.Scanner;

class Factorial {

static int rec(int n) {

if(n == 1) {

return n;

} else {

return n \* rec(n - 1);

}

}

public static void main(String[] args) {

System.out.println("-----Factorial-----");

Scanner sc = new Scanner(System.in);

System.out.print("Enter Value : ");

int val = sc.nextInt();

int ans = rec(val);

System.out.println("Factorial of " + val + " is : " + ans);

}

}

**Output :**

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**Date:**

**Practical 12:** Write a program to implement G.C.D of numbers using recursion.

**Code :**

import java.util.Scanner;

class Gcd {

static int gcd(int a, int b) {

if (b == 0)

return a;

return gcd(b, a % b);

}

public static void main(String[] args) {

System.out.println("----- GCD -----");

Scanner sc = new Scanner(System.in);

System.out.print("Enter Value 1 : ");

int num1 = sc.nextInt();

System.out.print("Enter Value 2 : ");

int num2 = sc.nextInt();

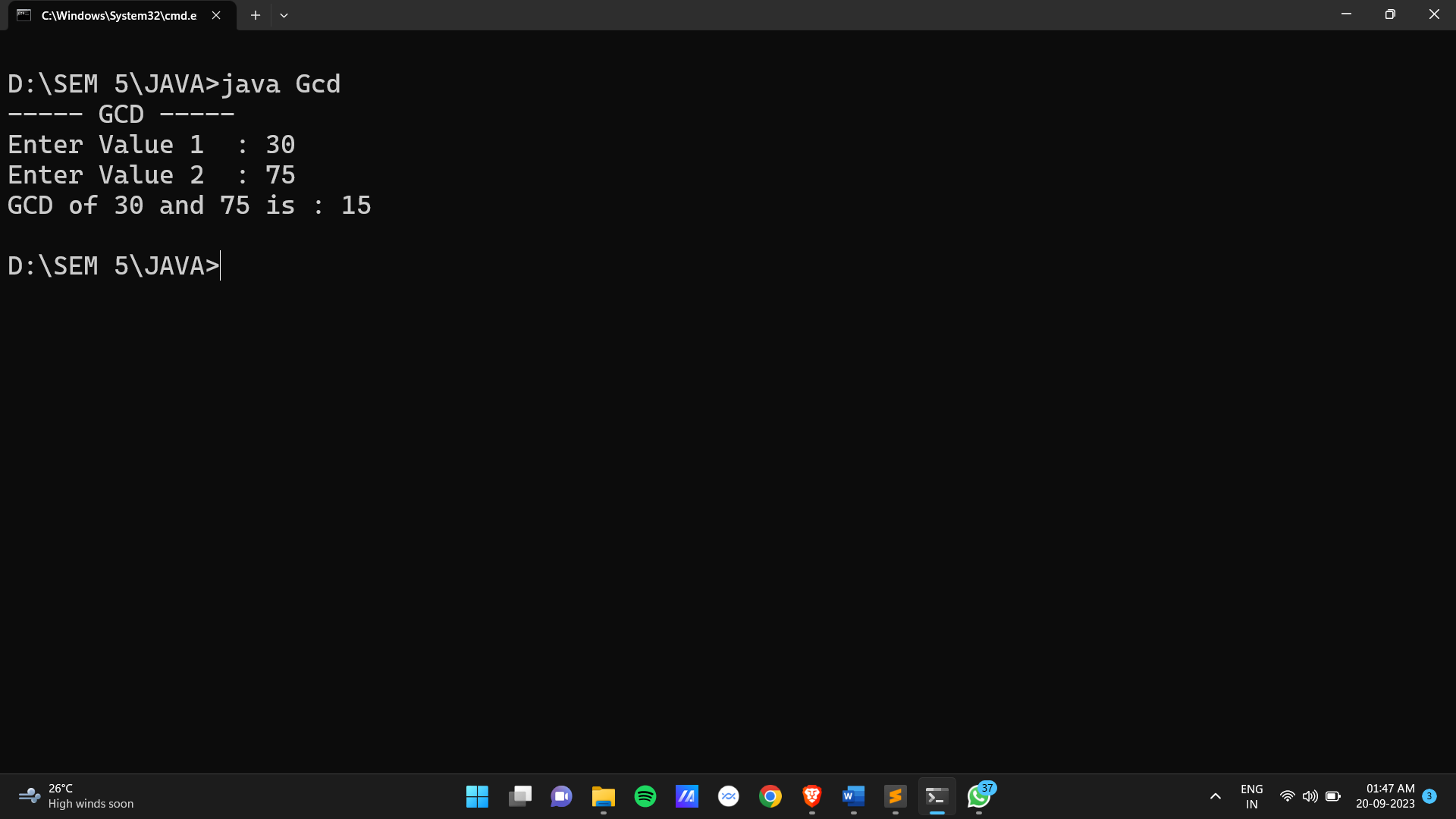
int gcd = gcd(num1, num2);

System.out.println("GCD of " + num1 + " and " + num2 + " is : " + gcd);

}

}

**Output :**



**Date:**

**Practical 13:** Write a program to check a matrix is a magic square matrix or not.

**Code :**

import java.util.\*;

class MagicMatrix {

public static void main(String[] args) {

int row, col, matrix[][], sum\_rows[], sum\_cols[];

int ind = 0, sum\_diagonal1 = 0, sum\_diagonal2 = 0;

Scanner sc = new Scanner(System.in);

System.out.println("\n.....Magic Matrix Implementation.....\n");

System.out.print("Enter no. rows of matrix : ");

row = sc.nextInt();

System.out.print("Enter no. columns of matrix : ");

col = sc.nextInt();

if(row == col) {

matrix = new int[row][col];

sum\_rows = new int[row];

sum\_cols = new int[col];

System.out.println("\nEnter data for matrix : ");

for(int i = 0; i < row; i++) {

for(int j = 0; j < col; j++) {

System.out.print("matrix[" + i + "][" + j + "] : ");

matrix[i][j] = sc.nextInt();

}

}

System.out.println("\n\nGiven Matrix is : ");

for(int i = 0; i < row; i++) {

for(int j = 0; j < col; j++) {

System.out.print(matrix[i][j] + " ");

}

System.out.println();

}

int flag = 0;

for(int i = 0; i < row; i++) {

int sum1 = 0, sum2 = 0;

for(int j = 0; j < col; j++) {

sum1 += matrix[i][j];

sum2 += matrix[j][i];

if(i == j) {

sum\_diagonal1 += matrix[i][j];

} import java.util.Scanner;

class Matrix {

int row,column,rawTotal,columnTotal,rowCount,columnCount,diagonalTotal,antiDiagonalTotal,total;

int matrix[][];

boolean falgTotal,falgRow,flagColumn,flagDiagonal,flagAntiDiagonal;

Scanner sc = new Scanner(System.in);

Matrix(){

row=column=rawTotal=columnTotal=rowCount=columnCount=diagonalTotal=antiDiagonalTotal=total=0;

falgTotal=falgRow=flagColumn=flagDiagonal=flagAntiDiagonal=false;

}

void setMatrix() {

System.out.print("Enter num of rows : ");

row = sc.nextInt();

System.out.print("Enter num of columns : ");

column = sc.nextInt();

matrix = new int[row][column];

for (int i = 0; i < row; i++) {

for (int j = 0; j < column; j++) {

System.out.print("Enter value for (" + (i + 1) + "," + (j + 1) + ") : ");

matrix[i][j] = sc.nextInt();

}

}

}

void getMatrix() {

System.out.println("\n-----Matrix-----");

for (int i = 0; i < row; i++) {

for (int j = 0; j < column; j++) {

System.out.print(matrix[i][j]+" ");

}

System.out.println();

}

}

void checkMatrix(){

if(row != column){

System.out.println("\nThis matrix is not a Magic Matrix!!!");

}else{

for (int i = 0; i < row; i++) {

for (int j = 0; j < column; j++) {

if(!falgTotal){

total += matrix[i][j];

}

rawTotal += matrix[i][j];

falgRow = true;

}

if(!falgTotal){

falgTotal = true;

}

if(falgRow){

if(total == rawTotal){

rowCount++;

}

}

rawTotal = 0;

falgRow = false;

}

if(row != rowCount){

System.out.println("\nThis matrix is not a Magic Matrix!!!");

}else{

for (int i = 0; i < row; i++) {

for (int j = 0; j < column; j++) {

columnTotal += matrix[j][i];

flagColumn = true;

}

if(flagColumn){

if(total == columnTotal){

columnCount++;

}

}

columnTotal = 0;

flagColumn = false;

}

if(rowCount != columnCount){

System.out.println("\nThis matrix is not a Magic Matrix");

}else{

int k = 0;

for (int i = 0; i < row; i++) {

for (int j = 0; j < column; j++) {

if(i == j){

diagonalTotal+=matrix[j][i];

}

if(k==i && j == (column-i-1)){

antiDiagonalTotal+=matrix[i][j];

k++;

}

}

if(total == diagonalTotal && total == antiDiagonalTotal){

flagDiagonal = true;

flagAntiDiagonal = true;

}

}

if(flagDiagonal && flagAntiDiagonal){

System.out.println("\nThis matrix is a Magic Matrix");

}else{

System.out.println("\nThis matrix is not a Magic Matrix!!!");

}

}

}

}

}

}

class MagicMatrix{

public static void main(String args[]){

Matrix m = new Matrix();

m.setMatrix();

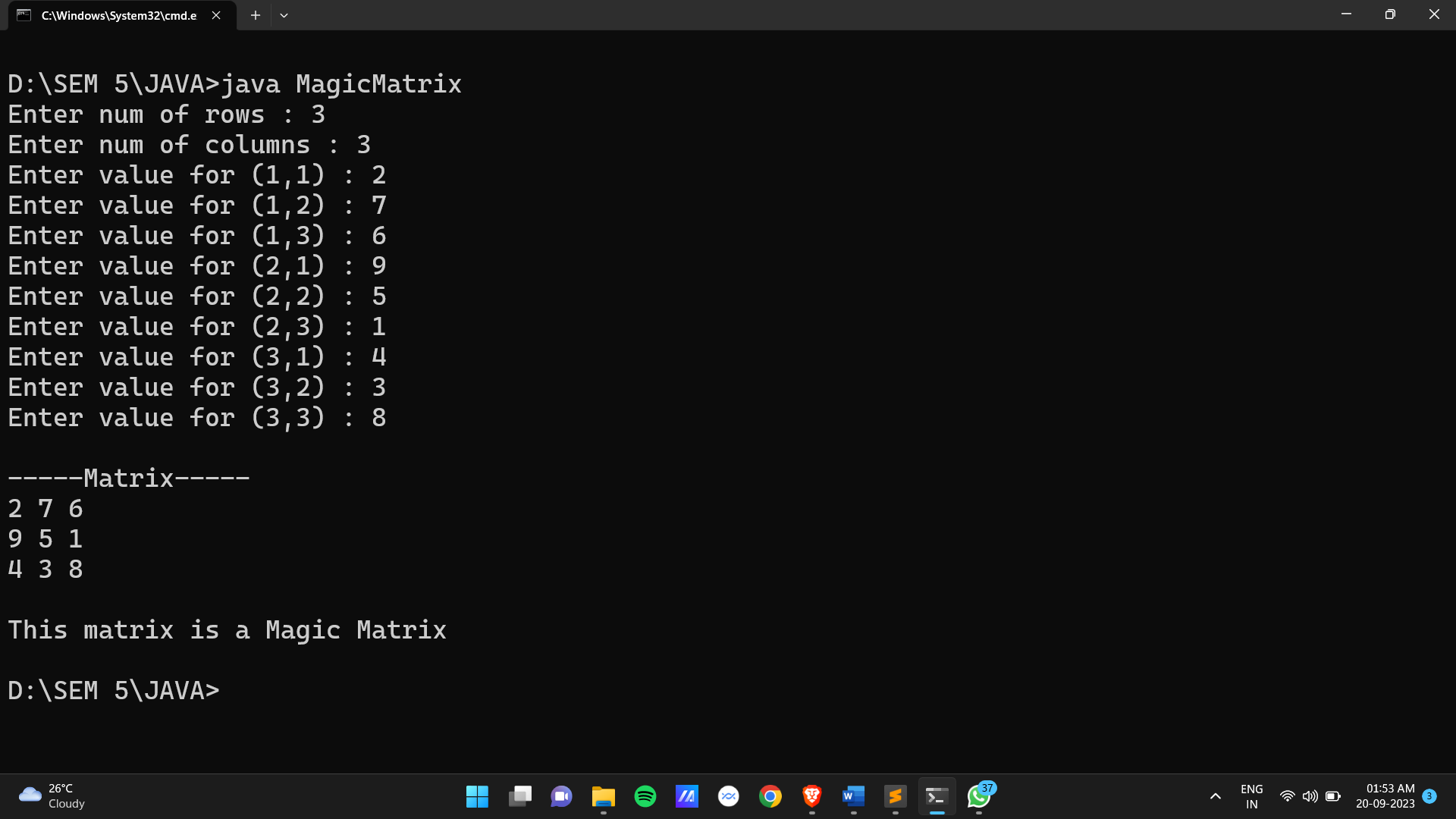
m.getMatrix();

m.checkMatrix();

}

}

**Output :**



**Date:**

**Practical 14:** Write a program which shows inheritance.

**Code :**

class Square1 {

int a;

Square1() {

a = 0;

}

Square1(int a) {

this.a = a;

}

void showSquare1() {

System.out.println("Lenght of a from class Square1 is : " + a);

}

}

class Square2 extends Square1{

int b;

Square2() {

b = 0;

}

Square2(int b) {

this.b = b;

}

void showSquare2() {

System.out.println("Length of b from class Square2 is : " + b);

}

}

class Inheritance {

public static void main(String[] args) {

System.out.println("\n----- Inheritance -----");

System.out.println("\nLength of Square1 set to 10");

Square1 objA = new Square1(10);

System.out.println("Length of Square2 set to 20");

Square2 objB = new Square2(20);

System.out.println("\nBy object of subclass B showSquare1() from class A");

objB.showSquare1();

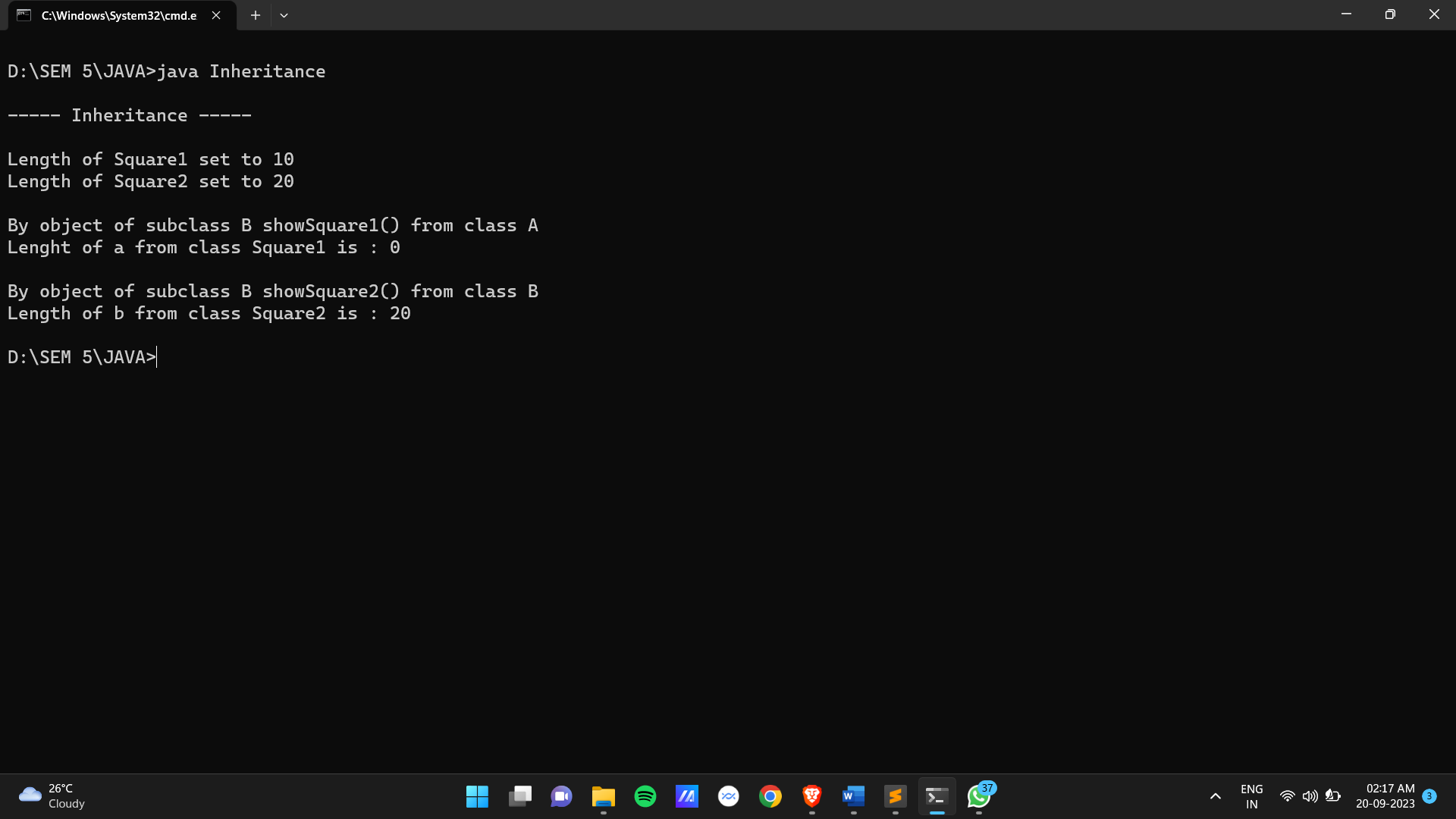
System.out.println("\nBy object of subclass B showSquare2() from class B");

objB.showSquare2();

}

}

**Output :**



**Date:**

**Practical 15:** Write a program which shows use of final and abstract keyword.

**Code :**

abstract class One {

final int charge = 10;

public abstract void printBankName();

final public void reserve() {

System.out.println("Reserve Bank has 1000 crore in reserve");

}

}

final class BankA extends One {

public void printBankName() {

System.out.println("\nThe Bank name is : Bank of Baroda");

System.out.println("Charge for transaction is : " + charge);

}

}

class BankB extends One {

public void printBankName() {

System.out.println("\nThe Bank name is : Panjab National Bank");

System.out.println("Charge for transaction is : " + charge);

}

}

class Keyword {

public static void main(String[] args) {

System.out.println("\n----- Use Of Keywords -----");

System.out.println("\nCharge set to 10 rupees which cannot be immutable by any class");

System.out.println("Class BankA is set as final, it can not be inherit");

System.out.println("Class BankA has reserve method as final, it can not be override");

System.out.println("\nThe abstract method in class One is implement by class BankA & BankB");

System.out.println("The abstract method in class One make class One abstract");

BankA obj1 = new BankA();

obj1.printBankName();

obj1.reserve();

BankB obj2 = new BankB();

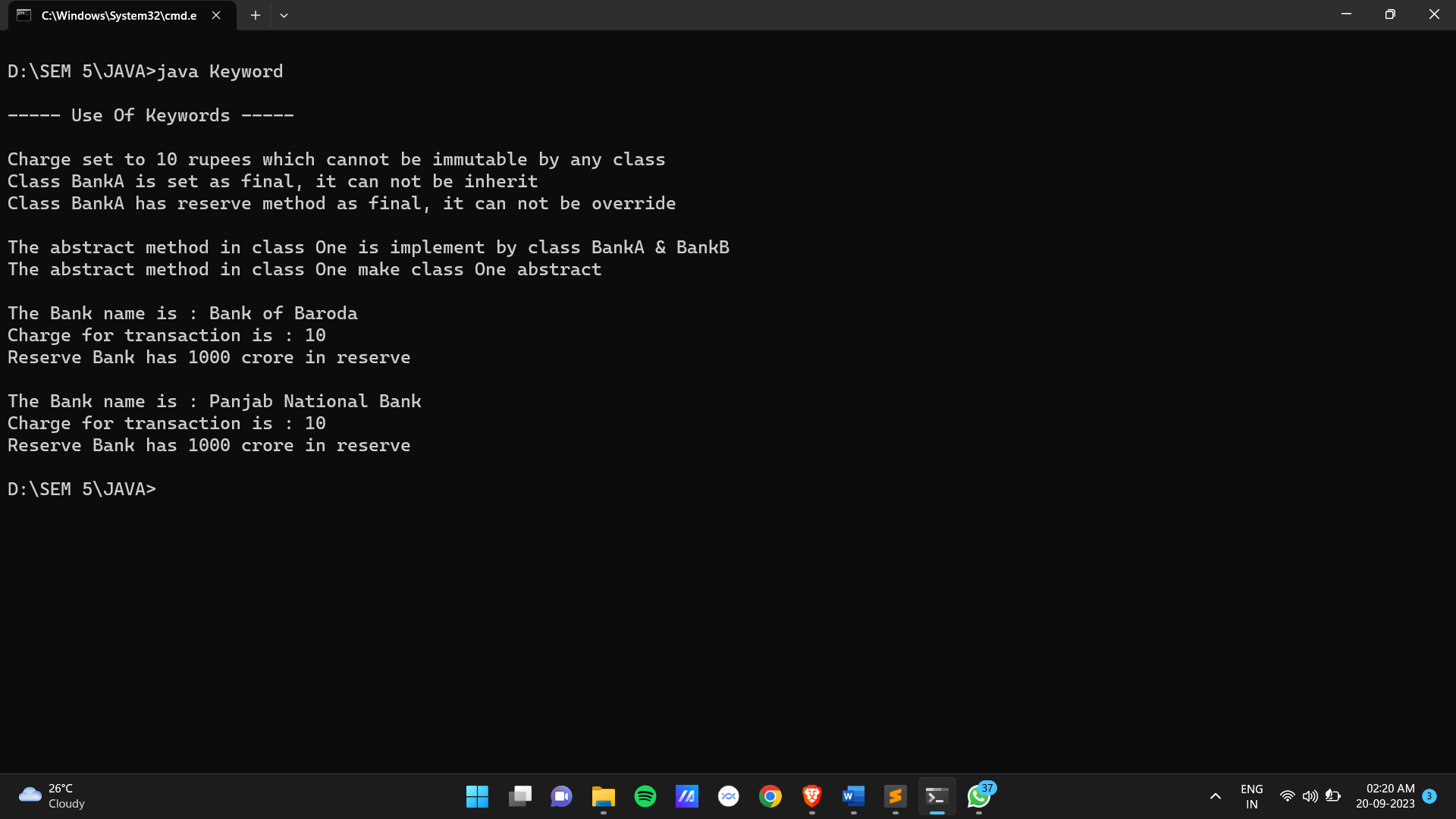
obj2.printBankName();

obj1.reserve();

}

}

**Output :**



**Date:**

**Practical 16:** Write a program which implement addition and subtraction for complex number.

**Code :**

import java.util.\*;

class ComplexNumbers {

public static void main(String[] args) {

Scanner sc = new Scanner(System.in);

System.out.println("\n----- Complex Numbers -----");

System.out.println("\n1 : Addition\n2 : Subtraction\n\nEnter your choice : ");

int choice = sc.nextInt();

if(choice >= 1 && choice <= 3) {

System.out.println("\nEnter the number 1 : ");

int num1\_real = sc.nextInt();

System.out.println("\nEnter the number 1 complex part : ");

int num1\_imagi = sc.nextInt();

System.out.println("\nEnter the number 2 : ");

int num2\_real = sc.nextInt();

System.out.println("\nEnter the number 2 complex part : ");

int num2\_imagi = sc.nextInt();

System.out.println("\nComplex Number 1 : " + num1\_real + " , " + num1\_imagi + "i");

System.out.println("Complex Number 2 : " + num2\_real + " , " + num2\_imagi + "i");

if(choice == 1) {

int sum\_real = num1\_real + num2\_real;

int sum\_imagi = num1\_imagi + num2\_imagi;

System.out.println("\nAddition : " + sum\_real + " + " + sum\_imagi + "i");

} else {

int sub\_real = num1\_real - num2\_real;

int sub\_imagi = num1\_imagi - num2\_imagi;

System.out.println("\nSubtraction : " + sub\_real + " - " + sub\_imagi + "i");

}

} else {

System.out.println("\n\nInvalid Input");

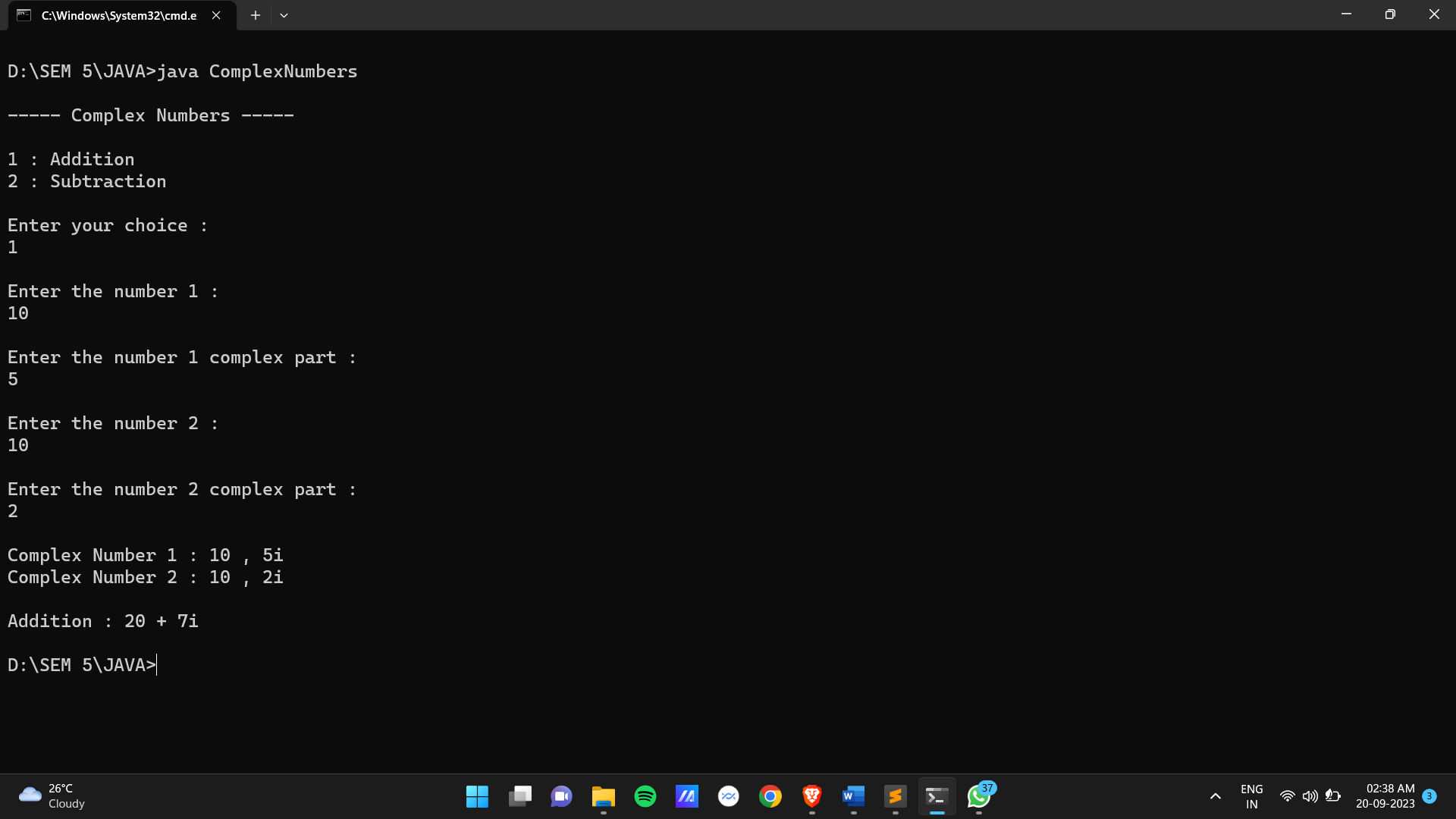
}

}

}

**Output :**

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**Date:**

**Practical 17:** Write a program to implement singly linked list.

**Code :**

import java.util.\*;

class Node {

int data;

Node next;

Node() {

data = 0;

next = null;

}

Node(int d\_data, Node d\_obj) {

this.data = d\_data;

this.next = d\_obj;

}

void append(Node obj) {

Node temp = this;

while(temp.next != null) {

temp = temp.next;

}

temp.next = obj;

}

void display() {

System.out.println("\nData of linked list is : ");

Node temp = this;

while(temp.next != null) {

System.out.print(temp.data + " ");

temp = temp.next;

}

System.out.print(temp.data + " ");

}

Node insert(int type, int data, Node obj) {

Node temp = this;

boolean flag = true;

if(type == 1) {

if(temp.data != data) {

while(temp.next.data != data) {

temp = temp.next;

if(temp.next == null) {

flag = false;

break;

}

}

if(flag == false) {

System.out.println("\nThe " + data + " is not available in linked list");

} else {

obj.next = temp.next;

temp.next = obj;

}

} else {

obj.next = temp;

return obj;

}

} else if(type == 2) {

while(temp.data != data) {

temp = temp.next;

if(temp == null) {

flag = false;

break;

}

}

if(flag == false) {

System.out.println("\nThe " + data + " is not available in linked list");

} else {

obj.next = temp.next;

temp.next = obj;

}

}

return this;

}

Node delete(int data) {

Node temp = this;

boolean flag = true;

if(temp.data != data) {

while(temp.next.data != data) {

temp = temp.next;

if(temp.next == null) {

flag = false;

break;

}

}

if(flag == false) {

System.out.println("\nThe " + data + " is not available in linked list");

} else {

temp.next = temp.next.next;

}

return this;

} else {

return temp.next;

}

}

void search(int data) {

int count = 0;

Node temp = this;

boolean flag = true;

while(temp.data != data) {

temp = temp.next;

count++;

if(temp == null) {

flag = false;

break;

}

}

if(flag == false) {

System.out.println("\nThe " + data + " is not available in linked list");

} else {

System.out.println("\nThe " + data + " is founded in linked list at : " + (count + 1));

}

}

}

class SinglyLinkedList {

public static void main(String[] args) {

int n, choice, data;

boolean repe = true;

Scanner sc = new Scanner(System.in);

System.out.println("\n----- Singly LinkedList -----");

System.out.println("Enter Number of Nodes to Insert : ");

n = sc.nextInt();

Node obj[] = new Node[n];

int num = 1;

for(int i = 0; i < n; i++) {

System.out.println("\nEnter element "+ num +" : ");

data = sc.nextInt();

num++;

obj[i] = new Node(data, null);

if(i > 0) {

obj[0].append(obj[i]);

}

}

obj[0].display();

while(repe) {

System.out.print("\n\n1 : Insert \n2 : Delete \n3 : Search \n4 : Display");

choice = sc.nextInt();

if(choice == 1) {

int ele, data\_choice, data\_pos;

System.out.print("\nEnter the element to insert : ");

ele = sc.nextInt();

Node new\_node = new Node(ele, null);

System.out.print("\n1 : Before Element\n2 : After Element");

data\_choice = sc.nextInt();

if(data\_choice == 1) {

System.out.print("\nEnter the Element : ");

data\_pos = sc.nextInt();

Node first\_node = obj[0].insert(1, data\_pos, new\_node);

obj[0] = first\_node;

obj[0].display();

} else if(data\_choice == 2) {

System.out.print("\nEnter the Element : ");

data\_pos = sc.nextInt();

Node first\_node = obj[0].insert(2, data\_pos, new\_node);

obj[0] = first\_node;

obj[0].display();

} else {

System.out.println("\nInvalid Input");

}

} else if(choice == 2) {

int ele;

System.out.print("\nEnter the element to Delete : ");

ele = sc.nextInt();

Node first\_node = obj[0].delete(ele);

obj[0] = first\_node;

obj[0].display();

} else if(choice == 3) {

int ele;

System.out.print("\nEnter the element to Search : ");

ele = sc.nextInt();

obj[0].search(ele);

} else if(choice == 4) {

obj[0].display();

repe = false;

} else {

System.out.println("\nInvalid Input");

repe = false;

}

}

}

}

**Output :**

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Description automatically generated

**Date:**

**Practical 18:** Write a program to implement Circular singly linked list.

**Code :**

import java.util.\*;

class Node{

int data;

Node next;

void append(Node obj){

Node temp = this;

if(this.next==null){

temp.next=obj;

obj.next=temp;

}else{

while(temp.next.data != this.data){

temp=temp.next;

}

temp.next=obj;

obj.next=this;

}

}

void display(){

Node temp=this;

if(temp.next==null){

System.out.print(temp.data+" ");

}else{

while(temp.next.data != this.data){

System.out.print(temp.data+" ");

temp=temp.next;

}

System.out.print(temp.data+" ");

}

}

boolean search(int data){

Node temp=this;

while(temp.data != data){

temp=temp.next;

if(temp.data!=data && temp.next.data==this.data){

return false;

}

}

return true;

}

Node insert(Node obj,int data,int pos){

Node temp=this;

if(pos==1){

if(temp.next==null){

obj.next=temp;

temp.next=obj;

System.out.println("Node inserted successfully");

return obj;

}else{

while(temp.next.data!=data){

temp=temp.next;

}

obj.next=temp.next;

temp.next=obj;

System.out.println("Node inserted successfully");

}

}else if(pos==2){

if(this.next==null){

append(obj);

}else{

while(temp.data != data){

temp=temp.next;

}

if(temp.next.data==this.data){

obj.next=this;

temp.next=obj;

}else{

obj.next=temp.next;

temp.next=obj;

}

System.out.println("Node inserted successfully");

return this;

}

}

return this;

}

Node delete(int val){

Node temp = this;

Node head = this;

if(head.next==null && head.data==val){

head=null;

System.out.println("Node deleted successfully");

return head;

}else{

if(head.data == val){

while(head.next.data != this.data){

head=head.next;

}

head.next=temp.next;

System.out.println("Node deleted successfully");

return head.next;

}else{

while(temp.next.data != val){

temp=temp.next;

}

temp.next=temp.next.next;

System.out.println("Node deleted successfully");

return this;

}

}

}

}

class SinglyCircularLinkedList{

public static void main(String[] args) {

Scanner sc = new Scanner(System.in);

System.out.println("-----Singly Circular LinkedList-----\n");

System.out.print("Enter size of linked-list : ");

int size = sc.nextInt();

Node[] list = new Node[size];

int choice;

int inc=1;

for(int i=0;i<size;i++){

list[i]=new Node();

System.out.print("Enter Element "+ inc +" : ");

inc++;

if(i>0){

list[i].data=sc.nextInt();

list[0].append(list[i]);

}else{

list[0].data=sc.nextInt();

list[0].next=null;

}

}

do{

System.out.println("1 : Append\n2 : Insert\n3 : Delete\n4 : Search\n5 : Display");

System.out.print("your choice : ");

choice=sc.nextInt();

Node temp=new Node();

int pos,data;

boolean ans;

switch (choice) {

case 1:

System.out.print("\nEnter Value to append : ");

temp.data=sc.nextInt();

list[0].append(temp);

System.out.println("Node appended successfully");

break;

case 2:

System.out.print("\nEnter node data : ");

data=sc.nextInt();

ans = list[0].search(data);

if(ans){

System.out.print("\nEnter element to insert : ");

temp.data=sc.nextInt();

do{

System.out.println("\n1 : Before\n2 : After");

pos = sc.nextInt();

}while(pos>2);

if(pos==1){

list[0]=list[0].insert(temp,data,pos);

}else if(pos==2){

list[0]=list[0].insert(temp,data,pos);

}

}else{

System.out.print("\nElement not found\n");

}

break;

case 3:

System.out.print("\nEnter element to delete: ");

data=sc.nextInt();

ans = list[0].search(data);

if(ans){

list[0]=list[0].delete(data);

}else{

System.out.print("\nNode not found\n");

}

break;

case 4:

System.out.print("\nEnter element for search : ");

data = sc.nextInt();

boolean res = list[0].search(data);

if(res){

System.out.print("\nNode found in linked list\n");

}else{

System.out.print("\nNode not found in linked list\n");

}

break;

case 5:

list[0].display();

break;

default:

System.out.println("Invalid input\n");

}

}while(choice!=6);

}

}

**Output :**

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Description automatically generated

**Date:**

**Practical 19:** Write a program to implement Doubly linked list.

**Code :**

import java.util.\*;

class Node {

int data;

Node next;

Node pre;

Node() {

data = 0;

next = null;

pre = null;

}

Node(int d\_data, Node d\_obj, Node d\_pre\_obj) {

this.data = d\_data;

this.next = d\_obj;

this.pre = d\_pre\_obj;

}

void append(Node obj) {

Node temp = this;

while(temp.next != null) {

temp = temp.next;

}

temp.next = obj;

obj.pre = temp;

}

void display() {

System.out.println("\nLinked list : ");

Node temp = this;

while(temp.next != null) {

System.out.print(temp.data + " ");

temp = temp.next;

}

System.out.print(temp.data + " ");

System.out.println("\nLinked list by pre : ");

while(temp.pre != null) {

System.out.print(temp.data + " ");

temp = temp.pre;

}

System.out.print(temp.data + " ");

}

Node insert(int type, int data, Node obj) {

Node temp = this;

boolean flag = true;

if(type == 1) {

if(temp.data != data) {

while(temp.next.data != data) {

temp = temp.next;

if(temp.next == null) {

flag = false;

break;

}

}

if(flag == false) {

System.out.println("\nThe " + data + " not Found!");

} else {

temp.next.pre = obj;

obj.next = temp.next;

temp.next = obj;

obj.pre = temp;

}

} else {

obj.next = temp;

temp.pre = obj;

return obj;

}

} else if(type == 2) {

while(temp.data != data) {

if(temp.next == null) {

flag = false;

break;

}

temp = temp.next;

}

if(flag == false) {

System.out.println("\nThe " + data + " not Found!");

} else {

obj.next = temp.next;

obj.pre = temp;

temp.next = obj;

}

}

return this;

}

Node delete(int data) {

Node temp = this;

boolean flag = true, flag2 = true;

if(temp.data != data) {

while(temp.next.data != data) {

temp = temp.next;

if(temp.next == null) {

flag = false;

break;

}

if(temp.next.next == null) {

flag2 = false;

break;

}

}

if(flag == false) {

System.out.println("\nThe " + data + " not Found!");

} else if(flag2 == false) {

temp.next = null;

} else {

temp.next.next.pre = temp;

temp.next = temp.next.next;

}

return this;

} else {

temp.next.pre = null;

return temp.next;

}

}

void search(int data) {

int count = 0;

Node temp = this;

boolean flag = true;

while(temp.data != data) {

temp = temp.next;

count++;

if(temp == null) {

flag = false;

break;

}

}

if(flag == false) {

System.out.println("\nThe " + data + " not Found!");

} else {

System.out.println("\nThe " + data + "found at : " + (count + 1));

}

}

}

class DoublyLinkedList {

public static void main(String[] args) {

int n, choice, data;

boolean repe = true;

Scanner sc = new Scanner(System.in);

System.out.println("\n-----Doubly Linked List-----");

System.out.println("Enter size of List : ");

n = sc.nextInt();

Node obj[] = new Node[n];

int inc=1;

for(int i = 0; i < n; i++) {

System.out.println("\nEnter Element "+ inc +" : ");

data = sc.nextInt();

inc++;

obj[i] = new Node(data, null, null);

if(i > 0) {

obj[0].append(obj[i]);

}

}

obj[0].display();

while(repe) {

System.out.print("\n\n1 : Insert\n2 : Delete \n3 : Search\n4 : Display\n");

choice = sc.nextInt();

if(choice == 1) {

int ele, data\_choice, data\_pos;

System.out.print("\nEnter Element to insert : ");

ele = sc.nextInt();

Node new\_node = new Node(ele, null, null);

System.out.print("\n1 : Before data\n2 : After data\n");

data\_choice = sc.nextInt();

if(data\_choice == 1) {

System.out.print("\nEnter Element : ");

data\_pos = sc.nextInt();

Node first\_node = obj[0].insert(1, data\_pos, new\_node);

obj[0] = first\_node;

obj[0].display();

} else if(data\_choice == 2) {

System.out.print("\nEnter Element : ");

data\_pos = sc.nextInt();

Node first\_node = obj[0].insert(2, data\_pos, new\_node);

obj[0] = first\_node;

obj[0].display();

} else {

System.out.println("\nInvalid Input");

}

} else if(choice == 2) {

int ele;

System.out.print("\nEnter the element to delete : ");

ele = sc.nextInt();

Node first\_node = obj[0].delete(ele);

obj[0] = first\_node;

obj[0].display();

} else if(choice == 3) {

int ele;

System.out.print("\nEnter Element : ");

ele = sc.nextInt();

obj[0].search(ele);

} else if(choice == 4) {

obj[0].display();

} else if(choice == 5) {

repe = false;

} else {

System.out.println("\nInvalid Input");

repe = false;

}

}

}

}

**Output :**

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**Date:**

**Practical 20:** Write a program to implement Circular Doubly linked list.

**Code :**

import java.util.\*;

class Node {

int data;

Node next;

Node pre;

Node() {

data = 0;

next = null;

pre = null;

}

Node(int d\_data, Node d\_obj, Node d\_pre\_obj) {

this.data = d\_data;

this.next = d\_obj;

this.pre = d\_pre\_obj;

}

void append(Node obj) {

Node temp = this;

if(temp.next != null) {

while(temp.next != this) {

temp = temp.next;

}

}

temp.next = obj;

obj.pre = temp;

obj.next = this;

this.pre = obj;

}

void display() {

System.out.println("\nLinked list : ");

Node temp = this;

while(temp.next != this) {

System.out.print(temp.data + " ");

temp = temp.next;

}

System.out.print(temp.data + " ");

Node end = temp;

System.out.println("\nLinked list by pre : ");

while(temp.pre != end) {

System.out.print(temp.data + " ");

temp = temp.pre;

}

System.out.print(temp.data + " ");

}

Node insert(int type, int data, Node obj) {

Node temp = this;

boolean flag = true;

if(type == 1) {

if(temp.data != data) {

while(temp.next.data != data) {

temp = temp.next;

if(temp == this) {

flag = false;

break;

}

}

if(flag == false) {

System.out.println("\n" + data + " not Found! ");

} else {

obj.next = temp.next;

obj.pre = temp;

temp.next = obj;

temp.next.pre = obj;

}

} else {

while(temp.next != this) {

temp = temp.next;

}

temp.next = obj;

obj.pre = temp;

obj.next = this;

this.pre = obj;

return obj;

}

} else if(type == 2) {

while(temp.data != data) {

temp = temp.next;

if(temp == this) {

flag = false;

break;

}

}

if(flag == false) {

System.out.println("\n" + data + " not Found! ");

} else {

temp.next.pre = obj;

obj.next = temp.next;

obj.pre = temp;

temp.next = obj;

}

}

return this;

}

Node delete(int data) {

Node temp = this;

boolean flag = true;

if(temp.data != data) {

while(temp.next.data != data) {

temp = temp.next;

if(temp.next == this) {

flag = false;

break;

}

}

if(flag == false) {

System.out.println("\n" + data + " not Found! ");

} else {

temp.next.next.pre = temp;

temp.next = temp.next.next;

}

return this;

} else {

while(temp.next != this) {

temp = temp.next;

}

temp.next = this.next;

this.next.pre = temp;

return this.next;

}

}

void search(int data) {

int count = 0;

Node temp = this;

boolean flag = true;

while(temp.data != data) {

temp = temp.next;

count++;

if(temp == this) {

flag = false;

break;

}

}

if(flag == false) {

System.out.println("\n" + data + " not Found! ");

} else {

System.out.println("\n " + data + " is found at : " + (count + 1));

}

}

}

class DoublyCircularLinkedList {

public static void main(String[] args) {

int n, choice, data;

boolean repe = true;

Scanner sc = new Scanner(System.in);

System.out.println("\n----- Doubly Circular Linked List -----");

System.out.println("Enter size of List : ");

n = sc.nextInt();

Node obj[] = new Node[n];

int inc=1;

for(int i = 0; i < n; i++) {

System.out.println("\nEnter Ellement " + inc + " : ");

data = sc.nextInt();

inc++;

obj[i] = new Node(data, null, null);

if(i > 0) {

obj[0].append(obj[i]);

}

}

obj[0].display();

while(repe) {

System.out.print("\n\n1 : Insert\n2 : Delete\n3 : Search\n4 : Display");

choice = sc.nextInt();

if(choice == 1) {

int ele, data\_choice, data\_pos;

System.out.print("\nEnter element to insert : ");

ele = sc.nextInt();

Node new\_node = new Node(ele, null, null);

System.out.print("\n1 : Before data\n2 : After data\n");

data\_choice = sc.nextInt();

if(data\_choice == 1) {

System.out.print("\nEnter Element : ");

data\_pos = sc.nextInt();

Node first\_node = obj[0].insert(1, data\_pos, new\_node);

obj[0] = first\_node;

obj[0].display();

} else if(data\_choice == 2) {

System.out.print("\nEnter Element : ");

data\_pos = sc.nextInt();

Node first\_node = obj[0].insert(2, data\_pos, new\_node);

obj[0] = first\_node;

obj[0].display();

} else {

System.out.println("\nInvalid Input");

}

} else if(choice == 2) {

int ele;

System.out.print("\nEnter element to delete : ");

ele = sc.nextInt();

Node first\_node = obj[0].delete(ele);

obj[0] = first\_node;

obj[0].display();

} else if(choice == 3) {

int ele;

System.out.print("\nEnter element to search : ");

ele = sc.nextInt();

obj[0].search(ele);

} else if(choice == 4) {

obj[0].display();

} else {

System.out.println("\nInvalid Input");

repe = false;

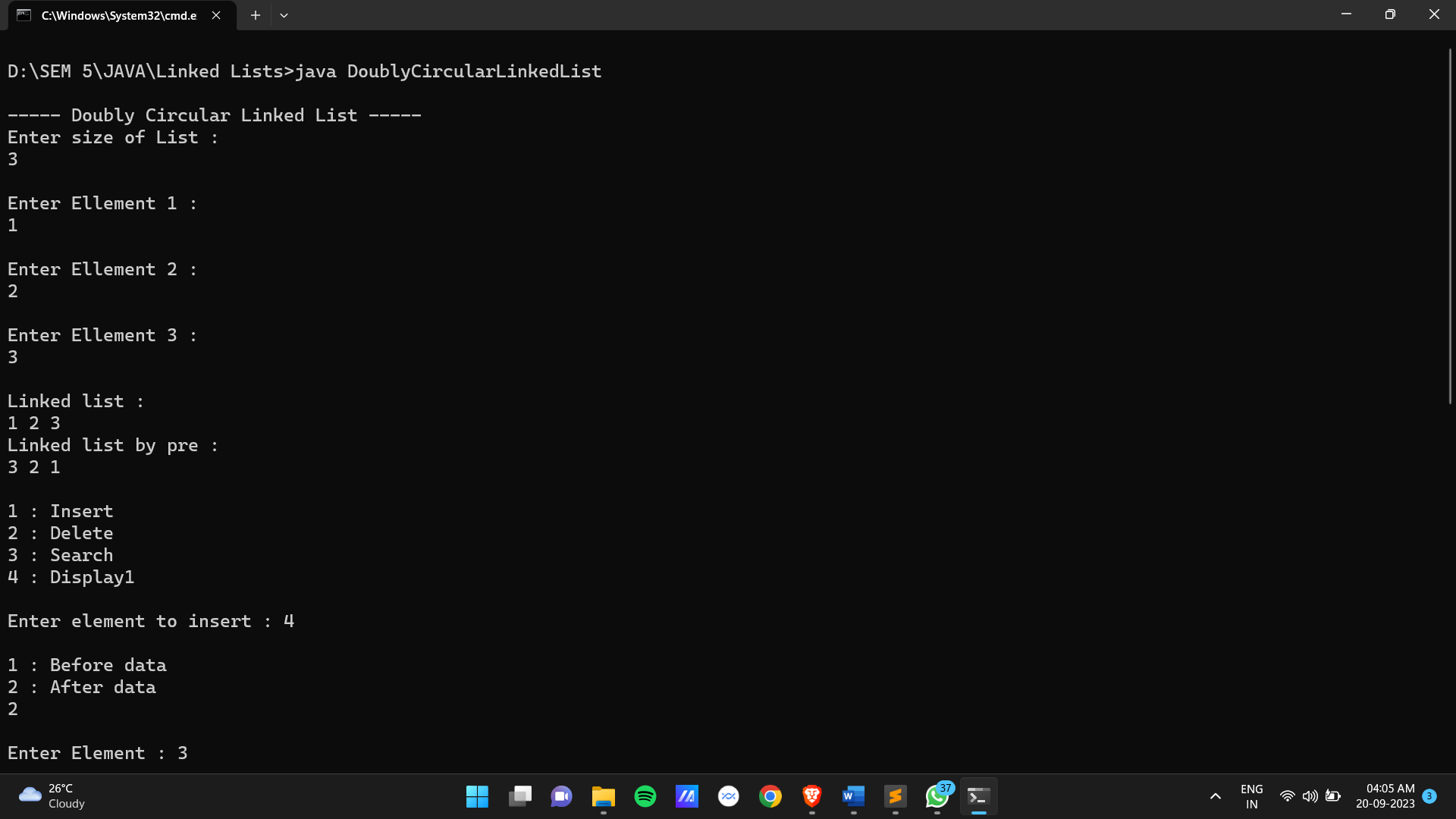
}

}

}

}

**Output :**

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**Date:**

**Practical 21:** Write a program to implement access specification using package.

**Code :**

* **AccessSpecifier**

package mypackage;

public class AccessSpecifier {

public static void main(String[] args) {

ClassA obj1 = new ClassA();

ClassB obj2 = new ClassB();

System.out.println("showPublic() from same package public method of ClassA from AccessSpecifier class.");

obj1.showPublic();

System.out.println("useClassAMethod() from same package ClassB method.");

obj2.useClassAMethod();

}}

* **Class A**

package mypackage;

public class ClassA {

public void showPublic() {

System.out.println("Public method in ClassA.\n");

}

protected void showProtected() {

System.out.println("Protected method in ClassA.\n");

}

void show() {

System.out.println("ClassA no specifier method.\n");

}

private void showPrivate() {

System.out.println("Private method in ClassA.\n");

}

}

* **Class B**

package mypackage;

public class ClassB {

public void useClassAMethod() {

ClassA obj = new ClassA();

System.out.println("showPublic() from same package public method of ClassA from ClassB.");

obj.showPublic();

System.out.println("showProtected() from same package protected method of ClassA from ClassB.");

obj.showProtected();

System.out.println("show() from same package no specifier method of ClassA from ClassB.");

obj.show();

}

}

* **Class C (newpackage)**

package newpackage;

import mypackage.ClassA;

public class ClassC {

public void useClassAFromPackage() {

ClassA obj = new ClassA();

System.out.println("showPublic() from diff. package public method of ClassA.");

obj.showPublic();

}

}

* **NewAccessspecifier (newpackage)**

package newpackage;

public class NewAccessSpecifier {

public static void main(String[] args) {

ClassC obj = new ClassC();

System.out.println("useClassAFromPackage() from same package method of ClassC.");

obj.useClassAFromPackage();

}

}

**Output :**

A screenshot of a computer

Description automatically generated

**Date:**

**Practical 22:** Write a program to implement user (Custom) exception subclass.

**Code :**

import java.util.\*;

class InvalidAgeException extends Exception {

String msg;

InvalidAgeException(String d\_msg) {

msg = d\_msg;

}

public String toString() {

return msg;

}

}

class Person {

String name;

int age;

Person(String name, int age) {

this.name = name;

this.age = age;

}

public void validAge() throws InvalidAgeException {

InvalidAgeException obj = new InvalidAgeException("");

int flag = 1;

if(!(age > 1 && age < 120)) {

if(!(name.startsWith("RAM"))) {

obj = new InvalidAgeException("The age and name both are invalid");

flag = 0;

} else {

obj = new InvalidAgeException("The age is invalid");

flag = 0;

}

} else {

if(!(name.startsWith("RAM"))) {

obj = new InvalidAgeException("The name is invalid");

flag = 0;

}

}

if(flag == 0) {

throw obj;

} else {

System.out.println("\n----- Entered Details -----");

System.out.println("Name : " + name);

System.out.println("Age : " + age);

System.out.println("\nBoth are valid details");

}

}

}

class CustomException {

public static void main(String[] args) {

Scanner sc = new Scanner(System.in);

System.out.println("\n----- Custom Exception -----");

System.out.println("\nEnter name for the person : ");

String name = sc.nextLine();

System.out.println("Enter age for the person : ");

int age = sc.nextInt();

try {

Person object = new Person(name, age);

object.validAge();

} catch(InvalidAgeException e) {

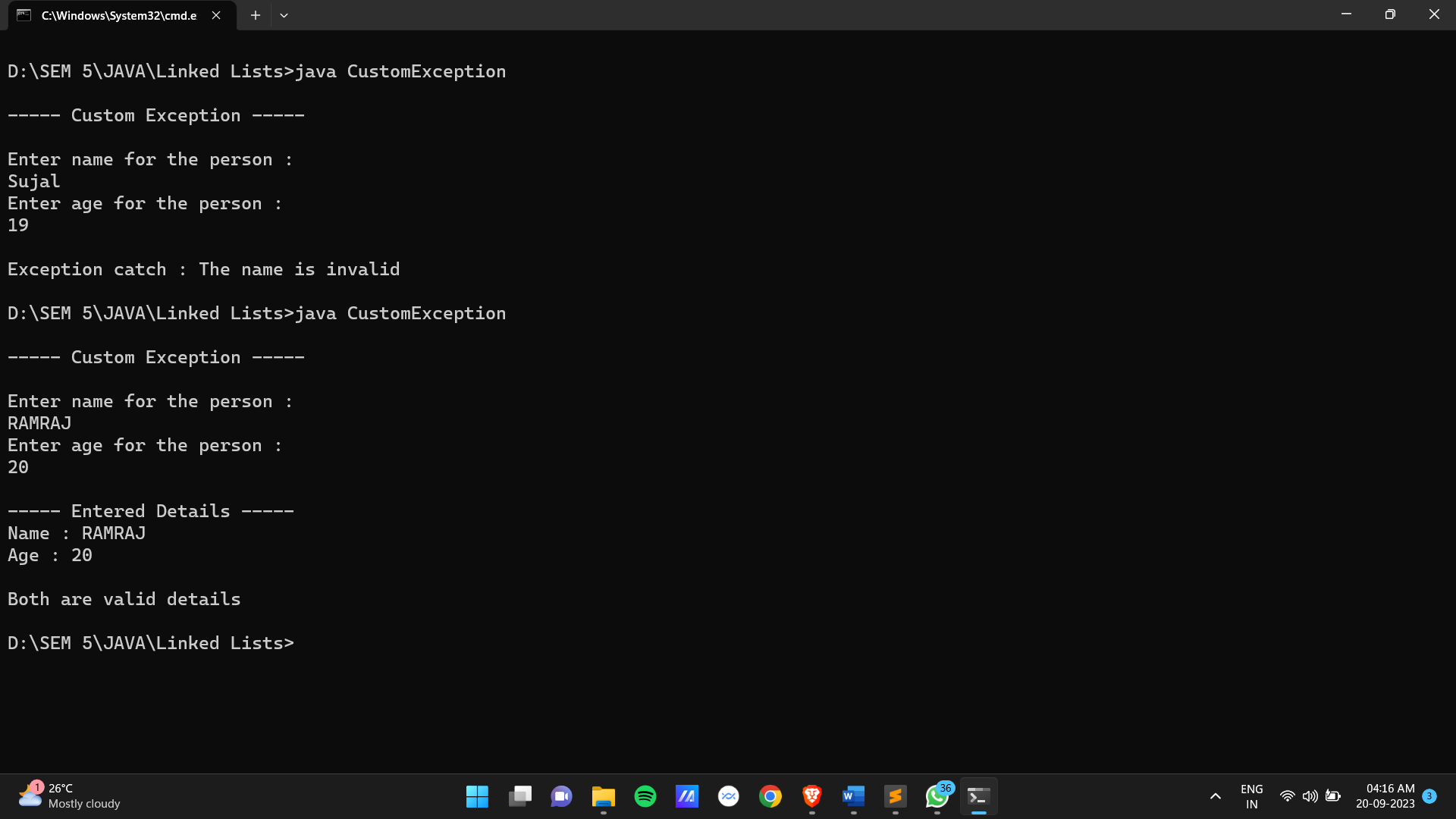
System.out.println("\nException catch : " + e);

}

}

}

**Output :**



**Date:**

**Practical 23:** Write a program to implement threads by implementing Runnable class and by extending Thread class.

**Code :**

**Using Runnable Interface :-**

class NewThread implements Runnable{

Thread t1;

NewThread(){

t1 = new Thread(this,"Child Thred");

t1.start();

}

public void run(){

try{

for(int i=0;i<15;i++){

System.out.println(t1.getName()+" : "+i);

t1.sleep(500);

}

}catch(InterruptedException e){

System.out.println("Exception caught : "+e);

}

}

}

class Threads{

public static void main(String[] args) {

System.out.println("------Thread with Run------");

new NewThread();

Thread t = Thread.currentThread();

try{

for(int i=15;i<16;i++){

System.out.println(t.getName()+" : "+i);

t.sleep(1000);

}

}catch(InterruptedException e){

System.out.println("Exception caught : "+e);

}

}

}

**Using extends Thread :-**

import java.util.\*;

class NewThread extends Thread {

int from, to;

NewThread(int from, int to) {

this.from = from;

this.to = to;

setName("Prime/ArmStrong Thread");

start();

}

public void run() {

try {

for(int i = from; i < to; i++) {

int len = (int)Math.log10(i) + 1;

int sum = 0;

int temp = i;

while(temp > 0) {

int rem = temp % 10;

sum += Math.pow(rem, len);

temp = temp / 10;

}

if(sum == i) {

System.out.println(getName() + " => " + i + " : is Armstrong number");

} else {

System.out.println(getName() + " => " + i + " : is Not Armstrong number");

}

sleep(100);

}

} catch(InterruptedException e) {

System.out.println("Exception Occured : " + e);

}

}

}

class MultipleThread2 {

public static void main(String[] args) {

System.out.println(".....Multiple Thread for Prime & Armstrong.....\n\n");

Scanner sc = new Scanner(System.in);

System.out.println("Enter the range for find Prime & Armstrong : ");

System.out.print("From : ");

int from = sc.nextInt();

System.out.print("To : ");

int to = sc.nextInt();

NewThread obj = new NewThread(from, to);

Thread t1 = Thread.currentThread();

t1.setName("Main Thread");

try {

for(int i = from; i < to; i++) {

int flag = 1;

for(int j = 2; j < i / 2; j++) {

if(i % j == 0) {

flag = 0;

}

}

if(flag == 0) {

System.out.println(t1.getName() + " => " + i + " : is Not Prime Number");

} else {

System.out.println(t1.getName() + " => " + i + " : is Prime Number");

}

t1.sleep(100);

}

} catch(InterruptedException e) {

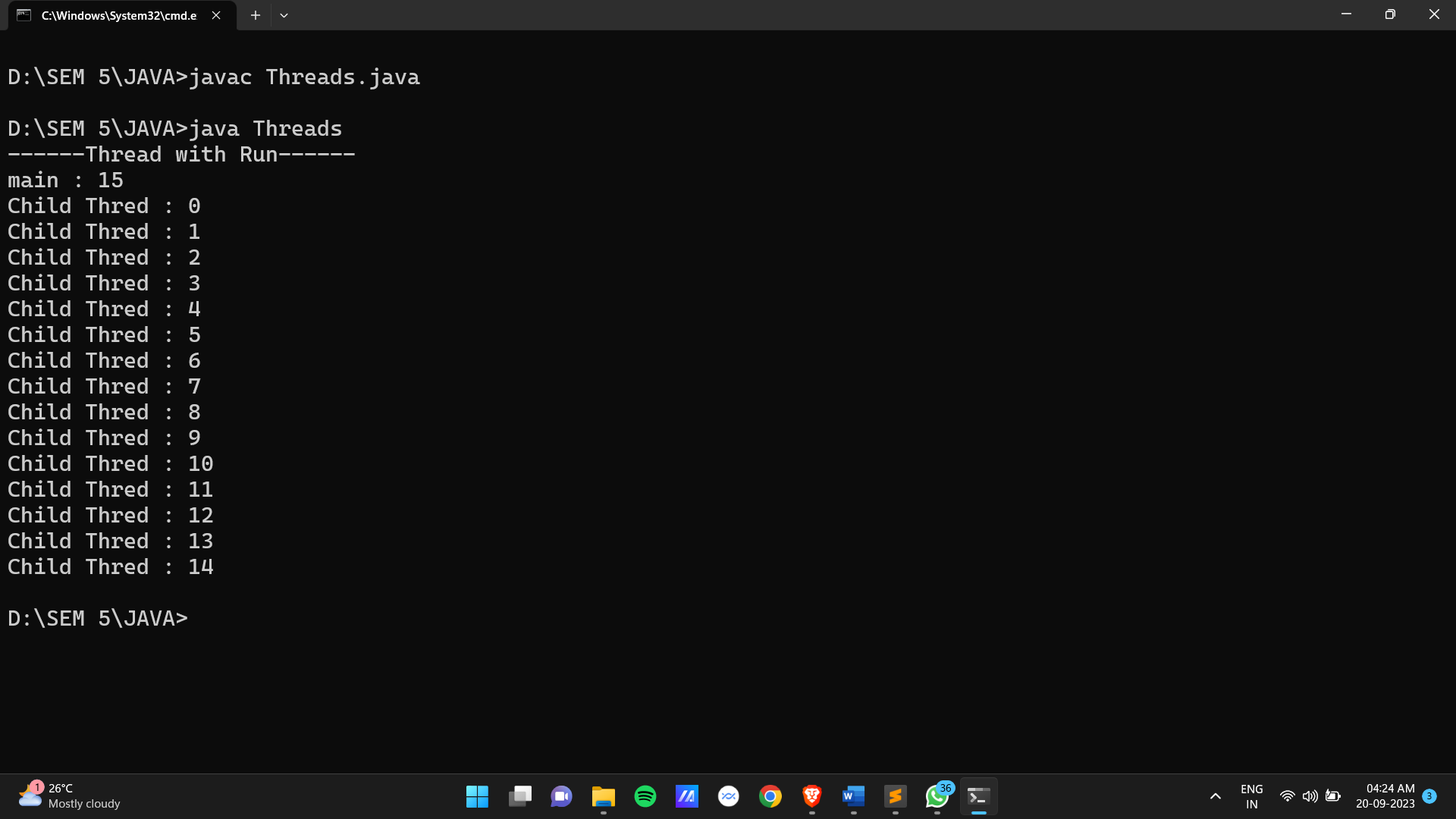
System.out.println("Exception Occured : " + e);

}

}

}

**Output :**

 A screenshot of a computer

Description automatically generated

**Date:**

**Practical 24:** Write a programme to implement producer and consumer problem.

**Code :**

class Object

{

int n;

boolean isvalueset = false;

synchronized int put(int n)

{

if (isvalueset == false)

{

this.n = n;

System.out.println("Put : " + n);

isvalueset = true;

notify();

}

else

{

try

{

wait();

}

catch(InterruptedException IE)

{

System.out.println("Exception : " + IE);

}

}

return 0;

}

synchronized void get()

{

if (isvalueset == true)

{

System.out.println("Get : " + n);

isvalueset = false;

notify();

}

else

{

try

{

wait();

}

catch(InterruptedException IE)

{

System.out.println("Exception : " + IE);

}

}

}

}

class Producer implements Runnable

{

Object obj;

Producer(Object obj)

{

this.obj = obj;

new Thread(this, "Producer").start();

}

public void run()

{

int i = 0;

while(true)

{

obj.put(i);

i++;

}

}

}

class Consumer implements Runnable

{

Object obj;

Consumer(Object obj)

{

this.obj = obj;

new Thread(this, "Consumer").start();

}

public void run()

{

while(true)

{

obj.get();

}

}

}

class SyncProducerConsumer

{

public static void main(String[] args)

{

Object obj = new Object();

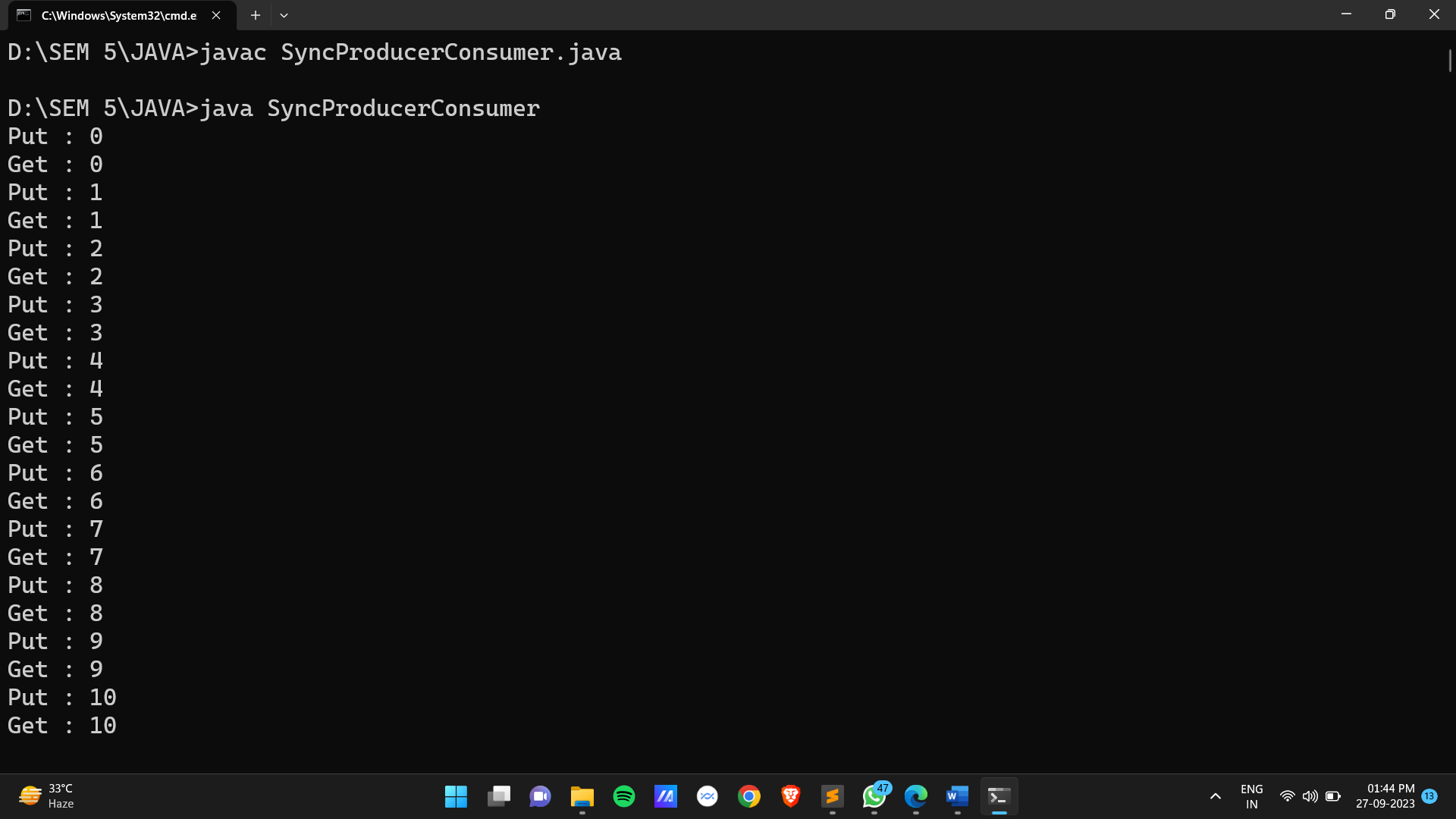
Producer p1 = new Producer(obj);

Consumer c1 = new Consumer(obj);

}

}

**Output :**



**Date:**

**Practical 25:** Write a program to create file using ByteStream class

**Code:**

import java.io.\*;

class FileIOByteStreamClass {

public static void main(String[] args) {

try {

FileOutputStream fo = new FileOutputStream("NewFile.txt");

System.out.println("NewFile.txt Created Successfully\n");

fo.close();

} catch(FileNotFoundException e) {

System.out.println("Exception : " + e);

} catch(IOException e) {

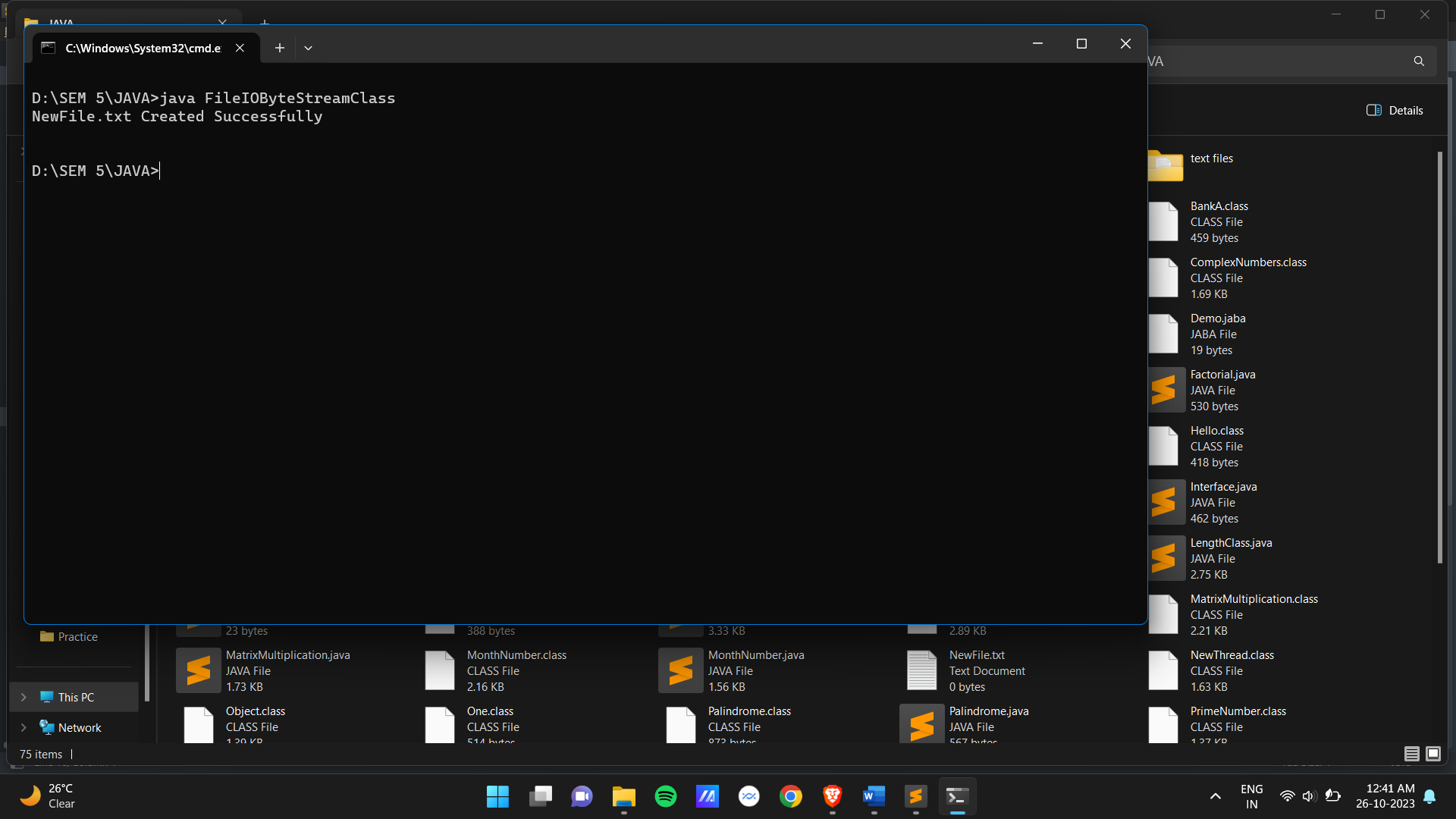
System.out.println("Exception : " + e);

}

}

}

**Output :**



**Date:**

**Practical 26:** Write a program to copy one file to another.

**Code :**

import java.io.\*;

class FileIOWrite {

public static void main(String[] args) {

try {

FileInputStream fi = new FileInputStream("Input\_File.txt");

FileOutputStream fo = new FileOutputStream("Output\_File.txt");

int res;

System.out.println("Read Data from Input\_File.txt\n");

do {

res = fi.read();

if(res != -1) {

System.out.print((char)res);

fo.write(res);

}

} while(res != -1);

System.out.println("\nWrote data into Output\_File.txt file Successfully.\n");

fi.close();

fo.close();

} catch(FileNotFoundException e) {

System.out.println("Exception : " + e);

} catch(IOException e) {

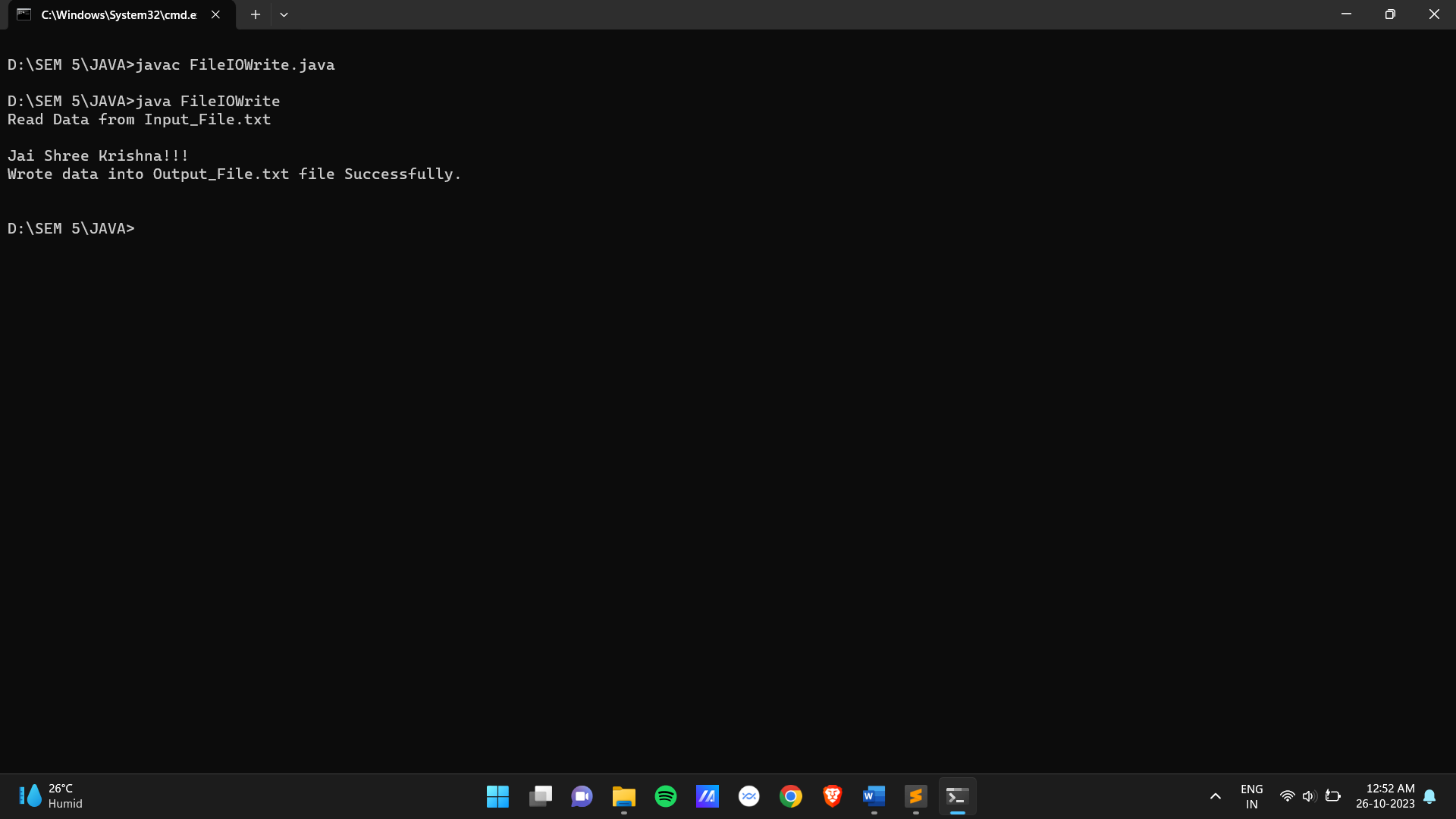
System.out.println("Exception : " + e);

}

}

}

**Output :**



**Date:**

**Practical 27:** Write an applet program to change the color of rectangle using to change the value of red, green and blue.

**Code :**

import java.awt.\*;

import java.awt.event.\*;

import java.applet.\*;

/\*

<applet code="RectangleColorChange" width=500 height=300>

</applet>

\*/

public class RectangleColorChange extends Applet implements ActionListener {

private TextField redField, greenField, blueField;

private int redValue = 0, greenValue = 0, blueValue = 0;

public void init() {

redField = new TextField(3);

greenField = new TextField(3);

blueField = new TextField(3);

Button submitButton = new Button("Submit");

submitButton.addActionListener(this);

add(new Label("Red:"));

add(redField);

add(new Label("Green:"));

add(greenField);

add(new Label("Blue:"));

add(blueField);

add(submitButton);

}

public void paint(Graphics g) {

Color color = new Color(redValue, greenValue, blueValue);

g.setColor(color);

g.fillRect(80, 50, 200, 100);

}

public void actionPerformed(ActionEvent e) {

try {

redValue = Integer.parseInt(redField.getText());

greenValue = Integer.parseInt(greenField.getText());

blueValue = Integer.parseInt(blueField.getText());

if((redValue <= 255 && redValue >= 0) && (greenValue <= 255 && greenValue >= 0) && (blueValue <= 255 && blueValue >= 0)) {

repaint();

} else {

showStatus("Value must in range ( 0 - 255)");

}

} catch (NumberFormatException ex) {

System.out.println("Invalid input. Please enter integers.");

}

}

}

**Output :**

A computer screen shot of a computer

Description automatically generated

**Date:**

**Practical 28:** Write an applet program to implement moving banner.

**Code :**

import java.awt.\*;

import java.applet.\*;

/\*

<applet code="AppletBanner" width="500" height="500">

<param name=fontSize value=20>

</applet>

\*/

public class AppletBanner extends Applet implements Runnable {

Thread t1 = null;

boolean flag = true;

String str = "";

String msg = "Jai Shree Krishna !!!";

Font f;

public void init() {

setBackground(Color.black);

setForeground(Color.yellow);

f = new Font("Times New Roman", Font.PLAIN, 50);

}

public void start() {

t1 = new Thread(this);

flag = true;

t1.start();

}

public void run() {

try {

char ch;

while(flag) {

repaint();

Thread.sleep(300);

ch = msg.charAt(0);

msg = msg.substring(1, msg.length());

msg += ch;

str = msg;

}

} catch(InterruptedException e) {

System.out.println("Exception : " + e);

}

}

public void stop() {

flag = false;

t1 = null;

}

public void paint(Graphics g) {

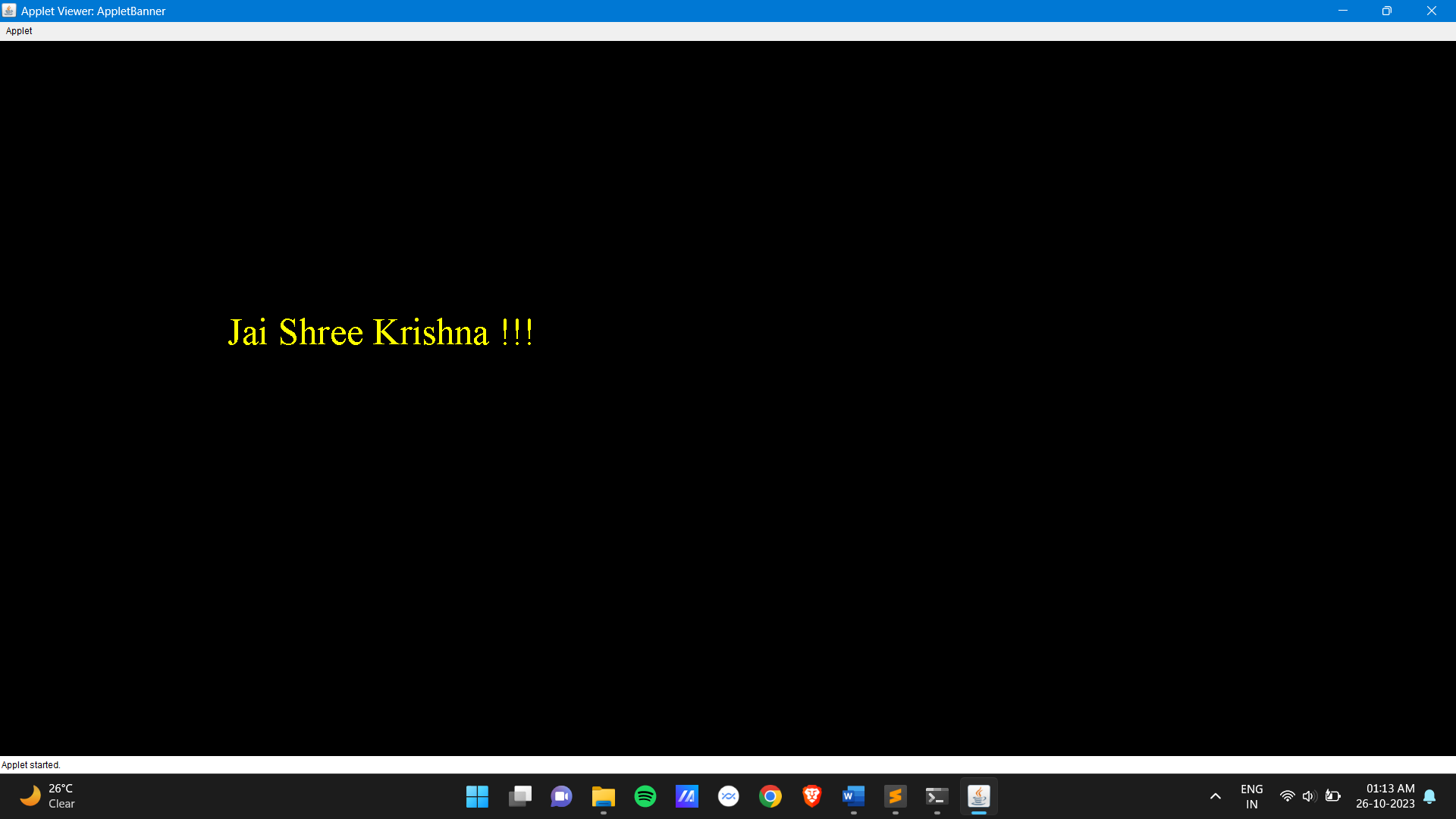
g.setFont(f);

g.drawString(str, 300, 400);

}

}

**Output :**



**Date:**

**Practical 29:** Write a program to handle mouse and Keyboard events in Frame.

**Code :**

import java.awt.\*;

import java.applet.\*;

import java.awt.event.\*;

class MyWindowAdapter extends WindowAdapter {

public void windowClosing(WindowEvent we) {

System.exit(0);

}

}

class MyKeyAdapter extends KeyAdapter {

FrameMouseKeyEvent frame;

public MyKeyAdapter(FrameMouseKeyEvent frame) {

this.frame = frame;

}

public void keyTyped(KeyEvent ke) {

frame.keymsg += ke.getKeyChar();

frame.repaint();

};

}

class MyMouseAdapter extends MouseAdapter {

FrameMouseKeyEvent frame;

public MyMouseAdapter(FrameMouseKeyEvent frame) {

this.frame = frame;

}

public void mousePressed(MouseEvent me) {

frame.mouseX = me.getX();

frame.mouseY = me.getY();

frame.mousemsg = "Mouse Down at " + frame.mouseX + ", " + frame.mouseY;

frame.repaint();

}

}

public class FrameMouseKeyEvent extends Frame {

String keymsg = "";

String mousemsg = "";

int mouseX = 30, mouseY = 30;

public FrameMouseKeyEvent() {

addKeyListener(new MyKeyAdapter(this));

addMouseListener(new MyMouseAdapter(this));

addWindowListener(new MyWindowAdapter());

}

public void paint(Graphics g) {

g.drawString(keymsg, 100, 100);

g.drawString(mousemsg, mouseX, mouseY);

}

public static void main(String args[]) {

FrameMouseKeyEvent frame = new FrameMouseKeyEvent();

frame.setSize(new Dimension(300, 200));

frame.setTitle("Frame");

frame.setVisible(true);

}

}

**Output :**

A screenshot of a computer

Description automatically generated