

# GURU NANAK COLLEGE (AUTONOMOUS)

Chennai – 600 042.



BACHELOR OF COMPUTER SCIENCE

**[DEPARTMENT OF COMPUTER SCIENCE]**

2024 -2025

**Name** : \_\_\_\_\_

**Reg. No** : \_\_\_\_\_

**Year** : **II** **Semester : III**

**Subject Code** : **20UCSC306P**

**Subject** : **PROGRAMMING IN JAVA LAB**

# GURU NANAK COLLEGE

(AUTONOMOUS)

Chennai – 600 042



## DEPARTMENT OF COMPUTER SCIENCE

### BONAFIDE CERTIFICATE

NAME : \_\_\_\_\_

REG NO : \_\_\_\_\_

CLASS : \_\_\_\_\_

*This is to certify that this is the bonafide record of the practical work done in \_\_\_\_\_ at Guru Nanak College Computer Lab, during the Year 2024-2025.*

**Staff-In-Charge**

**Head of the Department**

*Submitted for the \_\_\_\_\_  
B.Sc., Computer Science Practical Examination held on \_\_\_\_\_  
at Guru Nanak College, Chennai – 42.*

**Internal Examiner**

**External Examiner**

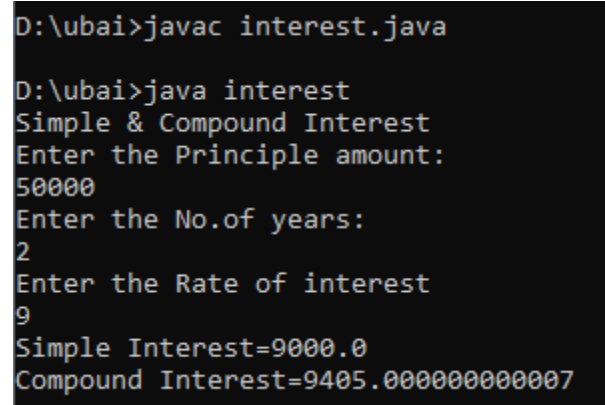
## **INDEX**

<b>S.NO</b>	<b>DATE</b>	<b>PROGRAM TITLE</b>	<b>PAGE NO</b>	<b>SIGN</b>
<b>APPLICATION PROGRAMS</b>				
1.		SIMPLE AND COMPOUND INTEREST		
2.		LARGEST OF THREE NUMBERS		
3.		ILLUSTRATION OF CLASS AND OBJECT		
4.		GENERATE RANDOM NUMBERS		
5.		CALENDAR CLASS		
6.		ILLUSTRATION OF CONSTRUCTOR		
7.		METHOD OVERLOADING		
8.		ILLUSTRATION OF INHERITANCE		
9.		METHOD OVERRIDING		
10.		PACKAGES		
11.		ILLUSTRATION OF THREAD		
12.		ILLUSTRATION OF EXCEPTIONHANDLING		
<b>APPLET &amp; AWT PROGRAMS</b>				
13.		VARIOUS SHAPES USING APPLETT		
14.		POINT CLASS MANIPULATION		
15.		HUMAN FACE		
16.		AWT CONTROLS – CHECKBOX, CHECKBOXGROUP, LABEL, TEXTFIELD, CHOICE		
17.		FONT STYLE AND DIFFERENT COLORS		
18.		PANELS AND LAYOUTS		

## 1. SIMPLE AND COMPOUND INTEREST

```
import java.io.*;
import java.util.*;
class interest
{
public static void main(String args[])
{
System.out.println("Simple & Compound Interest");
Double p,n,r,si,ci;
Scanner sc=new Scanner(System.in);
System.out.println("Enter the Principle amount:");
p=sc.nextDouble();
System.out.println("Enter the No.of years:");
n=sc.nextDouble();
System.out.println("Enter the Rate of interest");
r=sc.nextDouble();
si=(p*n*r)/100;
ci=(p*(Math.pow((1+(r/100)),n)))-p;
System.out.println("Simple Interest="+si);
System.out.println("Compound Interest="+ci);
}
}
```

### Output:

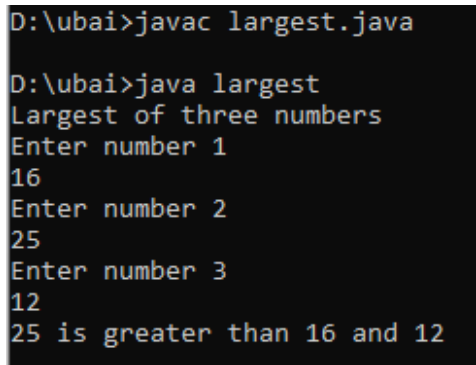


```
D:\ubai>javac interest.java
D:\ubai>java interest
Simple & Compound Interest
Enter the Principle amount:
50000
Enter the No.of years:
2
Enter the Rate of interest
9
Simple Interest=9000.0
Compound Interest=9405.0000000000007
```

## 2. LARGEST OF THREE NUMBERS

```
import java.io.*;
import java.util.*;
class largest
{
public static void main(String args[])
{
System.out.println("Largest of three numbers");
int a,b,c;
Scanner sc=new Scanner(System.in);
System.out.println("Enter number 1");
a=sc.nextInt();
System.out.println("Enter number 2");
b=sc.nextInt();
System.out.println("Enter number 3");
c=sc.nextInt();
if((a>b)&&(a>c))
{
System.out.println(a+" is greater than "+b+" and "+c);
}
else if((b>a)&&(b>c))
{
System.out.println(b+" is greater than "+a+" and "+c);
}
else
System.out.println(c+" is greater than "+a+" and "+b);
}
}
```

### Output:



```
D:\ubai>javac largest.java
D:\ubai>java largest
Largest of three numbers
Enter number 1
16
Enter number 2
25
Enter number 3
12
25 is greater than 16 and 12
```

### 3. ILLUSTRATION OF CLASS AND OBJECT

```
class rectangle
{
int length,width;
void getdata(int x,int y)
{
length=x;
width=y;
}
int rectarea()
{
int area=length*width;
return(area);
}
}
class rectarea
{
public static void main(String args[])
{
int area1,area2;
rectangle rect1=new rectangle();
rectangle rect2=new rectangle();
rect1.length=15;
rect1.width=10;
area1=rect1.length*rect1.width;
rect2.getdata(20,12);
area2=rect2.rectarea();
System.out.println("area1="+area1);
System.out.println("area2="+area2);
}
}
```

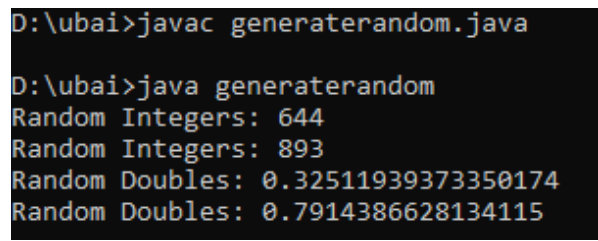
**Output:**

```
D:\ubai>javac rectarea.java
D:\ubai>java rectarea
area1=150
area2=240
```

#### **4. GENERATE RANDOM NUMBERS**

```
import java.util.Random;
public class generaterandom
{
    public static void main(String args[])
    {
        Random rand = new Random();
        int rand_int1 = rand.nextInt(1000);
        int rand_int2 = rand.nextInt(1000);
        System.out.println("Random Integers: "+rand_int1);
        System.out.println("Random Integers: "+rand_int2);
        double rand_dub1 = rand.nextDouble();
        double rand_dub2 = rand.nextDouble();
        System.out.println("Random Doubles: "+rand_dub1);
        System.out.println("Random Doubles: "+rand_dub2);
    }
}
```

#### **Output:**



```
D:\ubai>javac generaterandom.java

D:\ubai>java generaterandom
Random Integers: 644
Random Integers: 893
Random Doubles: 0.32511939373350174
Random Doubles: 0.7914386628134115
```

## 5. CALENDAR CLASS

```
import java.util.*;
public class calendar2
{
    public static void main(String[] args)
    {
        Calendar cal = Calendar.getInstance();
        System.out.println("Current Calendar's Year: " + cal.get(Calendar.YEAR));
        System.out.println("Current Calendar's Month: " + cal.get(Calendar.MONTH));
        System.out.println("Current Calendar's Day: " + cal.get(Calendar.DATE));
        System.out.println("Current HOUR: " + cal.get(Calendar.HOUR));
        System.out.println("Current MINUTE: " + cal.get(Calendar.MINUTE));
        System.out.println("Current SECOND: " + cal.get(Calendar.SECOND));
    }
}
```

### Output:

```
D:\ubai>javac calendar2.java

D:\ubai>java calendar2
Current Calendar's Year: 2022
Current Calendar's Month: 9
Current Calendar's Day: 4
Current HOUR: 9
Current MINUTE: 33
Current SECOND: 4
```



## 6. ILLUSTRATION OF CONSTRUCTOR

```
import java.io.*;
class rectangle
{
    int length,width;
    rectangle(int x,int y)
    {
        length=x;
        width=y;
    }
    int rectarea()
    {
        return(length*width);
    }
}
class rectanglearea
{
    public static void main(String args[])throws IOException
    {
        rectangle rect=new rectangle(15,10);
        int area=rect.rectarea();
        System.out.println("Area="+area);
    }
}
```

**Output:**

```
D:\ubai>javac rectanglearea.java
D:\ubai>java rectanglearea
Area=150
```

## 7. METHOD OVERLOADING

```
class overloaddemo{
void test()
{
System.out.println("No Parameters");
}
void test(int a)
{
System.out.println("a:"+a);
}
void test(int a,int b)
{
System.out.println("a and b:"+a+" "+b);
}
double test(double a)
{
System.out.println("double a:"+a);
return a*a;
}
}
class overload
{
{
public static void main(String args[])
{
overloaddemo ob=new overloaddemo();
double result;
ob.test();
ob.test(10);
ob.test(10,20);
result=ob.test(123.25);
System.out.println("Result of ob.test(123.25):"+result);
}
}
}
```

### Output:

```
D:\ubai>javac overload.java
D:\ubai>java overload
No Parameters
a:10
a and b:10 20
double a:123.25
Result of ob.test(123.25):15190.5625
```

## 8. ILLUSTRATION OF INHERITANCE

```
class room{
int length;
int breadth;
room(int x,int y)
{
length=x;
breadth=y;
}
int area()
{
return(length*breadth);
}
}
class sroom extends room
{
int height;
sroom(int x,int y,int z)
{
super(x,y);
height=z;
}
int volume()
{
return(length*breadth*height);
}
}
class inher
{
public static void main(String args[])
{
sroom room1=new sroom(14,12,10);
int area1=room1.area();
int volume1=room1.volume();
System.out.println("Area1="+area1);
System.out.println("Volume="+volume1);
}}
```

### Output:

```
D:\ubai>javac inher.java
D:\ubai>java inher
Area1=168
Volume=1680
```

## 9. METHOD OVERRIDING

```
class over
{
int i,j;
over(int a,int b)
{
i=a;
j=b;
}
void show()
{
System.out.println("i and j:"+i+" "+j);
}
}
class over1 extends over
{
int k;
over1(int a,int b,int c)
{
super(a,b);
k=c;
}
void show()
{
System.out.println("i="+i+" j="+j+" k="+k);
}
}
class override
{
public static void main(String args[])
{
over1 ob=new over1(1,2,3);
ob.show();
}
}
```

### Output:

```
D:\ubai>javac override.java
D:\ubai>java override
i=1 j=2 k=3
```

## 10. PACKAGES

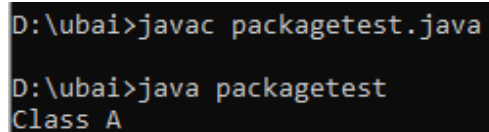
### classA.java

```
package package1;  
public class classA  
{  
    public void displayA()  
    {  
        System.out.println("Class A");  
    }  
}
```

### packagetest.java

```
import package1.*;  
class packagetest  
{  
    public static void main(String args[])  
    {  
        classA objA=new classA();  
        objA.displayA();  
    }  
}
```

### **Output:**



```
D:\ubai>javac packagetest.java  
  
D:\ubai>java packagetest  
Class A
```

## **11. ILLUSTRATION OF THREAD**

```
class newthread extends Thread
{
public void run()
{
try
{
for(int i=1;i<=5;i++)
{
System.out.println("Child Thread i=" +i);
Thread.sleep(500);
}
}
catch(InterruptedException e)
{
System.out.println("Child interrupted.");
}
System.out.println("Exiting child thread.");
}
}
class mainthread
{
public static void main(String args[])
{
newthread ob=new newthread();
ob.start();
try
{
for(int j=1;j<=5;j++)
{
System.out.println("Main Thread j=" +j);
Thread.sleep(1000);
}
}
catch(InterruptedException e)
{
System.out.println("Main thread interrupted.");
}
System.out.println("Main thread exiting");
}
}
```

## Output:

```
D:\ubai>javac mainthread.java
```

```
D:\ubai>java mainthread
```

```
Child Thread i=1
```

```
Main Thread j=1
```

```
Child Thread i=2
```

```
Main Thread j=2
```

```
Child Thread i=3
```

```
Child Thread i=4
```

```
Main Thread j=3
```

```
Child Thread i=5
```

```
Exiting child thread.
```

```
Main Thread j=4
```

```
Main Thread j=5
```

```
Main thread exiting
```

## **12. ILLUSTRATION OF EXCEPTION HANDLING**

```
class exceptiontest
{
public static void main(String args[])
{
int d,a;
try{
d=0;
a=42/d;
System.out.println("This will not be printed");
}
catch(ArithmeticException e)
{
System.out.println("Division by Zero");
}
System.out.println("After catch statement");
}
}
```

### **Output:**

```
D:\ubai>javac exceptiontest.java
D:\ubai>java exceptiontest
Division by Zero
After catch statement
```



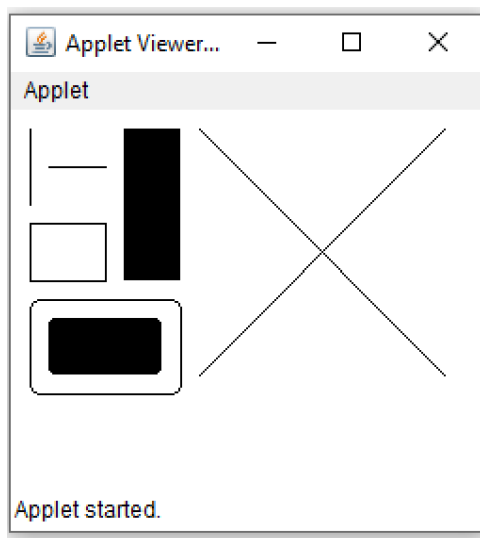
### **13. VARIOUS SHAPES USING APPLET**

```
import java.awt.*;
import java.applet.*;
/*
<applet code="linrectangle.java" width=250 height=200>
</applet>
*/
public class linrectangle extends Applet{
public void paint(Graphics g){
g.drawLine(10,10,10,50);
g.drawLine(20,30,50,30);
g.drawRect(10,60,40,30);
g.fillRect(60,10,30,80);
g.drawRoundRect(10,100,80,50,10,10);
g.fillRoundRect(20,110,60,30,5,5);
g.drawLine(100,10,230,140);
g.drawLine(100,140,230,10);
}}
```

#### **Output:**

```
D:\ubai>javac linrectangle.java
Note: linrectangle.java uses or overrides a deprecated API.
Note: Recompile with -Xlint:deprecation for details.

D:\ubai>appletviewer linrectangle.java
Warning: Applet API and AppletViewer are deprecated.
```



## **14. POINT CLASS MANIPULATION**

```
import java.awt.*;
import java.awt.event.*;
import java.applet.*;
/*<applet code="impoint.java" width=200 height=200>
</applet>*/
public class impoint extends Applet
{
    Point p;
    int w=0;
    int h=0;
    int x1=100;
    int y1=100;
    Image theImage;
    public void init()
    {
        p=new Point(10,10);
        theImage=getImage(getDocumentBase(),"flowers.jpg");
        addMouseListener(new MouseAdapter()
        {
            public void mousePressed(MouseEvent me)
            {
                p.move(me.getX(),me.getY());
                x1=p.x;
                y1=p.y;
                w+=15;
                h+=15;
                repaint();
            }});
    }
    public void paint(Graphics g)
    {
        g.drawImage(theImage,x1,y1,w,h,this);
        showStatus(getCodeBase().toString());
    }
}
```

### Output:

```
D:\ubai>javac impoint.java
Note: impoint.java uses or overrides a deprecated API.
Note: Recompile with -Xlint:deprecation for details.

D:\ubai>appletviewer impoint.java
Warning: Applet API and AppletViewer are deprecated.
```



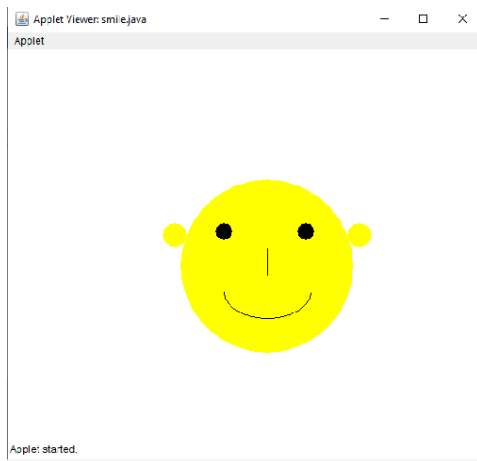
## 15. HUMAN FACE

```
import java.awt.*;
import java.applet.*;
/*
<applet code="smile.java" width=550 height=450>
</applet>
*/
public class smile extends Applet
{
public void paint(Graphics g)
{
g.setColor(Color.yellow);
g.fillOval(200,150,200,200);
g.setColor(Color.black);
g.fillOval(240,200,20,20);
g.fillOval(335,200,20,20);
g.drawLine(300,230,300,260);
g.drawArc(250,250,100,60,180,180);
g.setColor(Color.yellow);
g.fillOval(393,200,28,28);
g.fillOval(179,200,28,28);
}
}
```

### Output:

```
D:\ubai>javac smile.java
Note: smile.java uses or overrides a deprecated API.
Note: Recompile with -Xlint:deprecation for details.

D:\ubai>appletviewer smile.java
Warning: Applet API and AppletViewer are deprecated.
```



## **16. AWT CONTROLS – CHECKBOX,** **CHECKBOXGROUP, LABEL, TEXTFIELD, CHOICE**

### **CHECKBOX**

```
import java.awt.*;
public class checkboxexample
{
checkboxexample()
{
Frame f= new Frame("Checkbox Example");
Checkbox checkbox1 = new Checkbox("C++");
checkbox1.setBounds(100,100, 50,50);
Checkbox checkbox2 = new Checkbox("Java", true);
checkbox2.setBounds(100,150, 50,50);
f.add(checkbox1);
f.add(checkbox2);
f.setSize(400,400);
f.setLayout(null);
f.setVisible(true);
}
public static void main(String args[])
{
new checkboxexample();
}
}
```

### **Output:**

```
D:\ubai>javac checkboxexample.java
D:\ubai>java checkboxexample
```

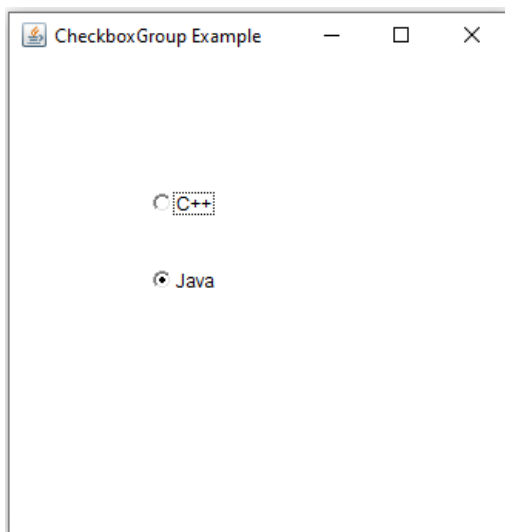


## **CHECKBOXGROUP**

```
import java.awt.*;
public class checkboxgroupexample
{
checkboxgroupexample(){
Frame f= new Frame("CheckboxGroup Example");
CheckboxGroup cbg = new CheckboxGroup();
Checkbox checkBox1 = new Checkbox("C++", cbg, false);
checkBox1.setBounds(100,100, 50,50);
Checkbox checkBox2 = new Checkbox("Java", cbg, true);
checkBox2.setBounds(100,150, 50,50);
f.add(checkBox1);
f.add(checkBox2);
f.setSize(400,400);
f.setLayout(null);
f.setVisible(true);
}
public static void main(String args[])
{
new checkboxgroupexample();
}
}
```

### **Output:**

```
D:\ubai>javac checkboxgroupexample.java
D:\ubai>java checkboxgroupexample
```

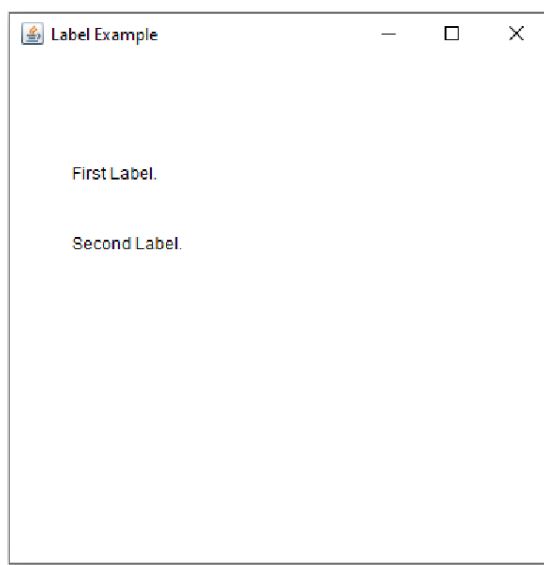


## **LABEL**

```
import java.awt.*;
class labelexample{
public static void main(String args[]){
Frame f= new Frame("Label Example");
Label l1,l2;
l1=new Label("First Label.");
l1.setBounds(50,100, 100,30);
l2=new Label("Second Label.");
l2.setBounds(50,150, 100,30);
f.add(l1);
f.add(l2);
f.setSize(400,400);
f.setLayout(null);
f.setVisible(true);
}
}
```

### **Output:**

```
D:\ubai>javac labelexample.java
D:\ubai>java labelexample
```

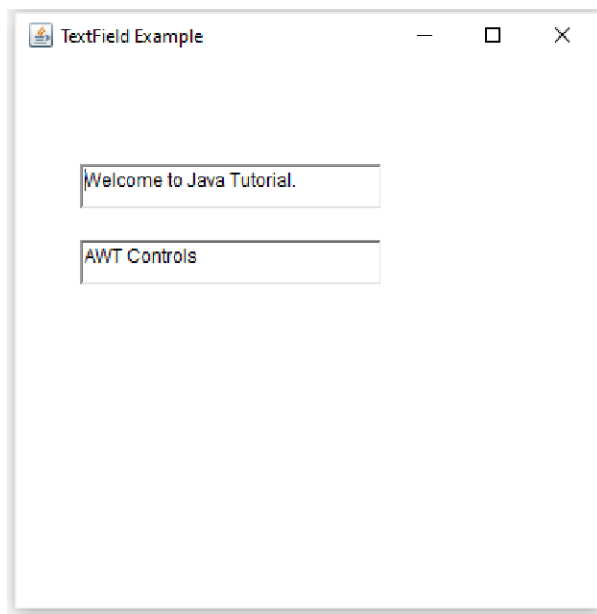


## **TEXTFIELD**

```
import java.awt.*;
class textfieldexample
{
public static void main(String args[])
{
Frame f= new Frame("TextField Example");
TextField t1,t2;
t1=new TextField("Welcome to Java Tutorial.");
t1.setBounds(50,100, 200,30);
t2=new TextField("AWT Controls");
t2.setBounds(50,150, 200,30);
f.add(t1);
f.add(t2);
f.setSize(400,400);
f.setLayout(null);
f.setVisible(true);
}
}
```

### **Output:**

```
D:\ubai>javac textfieldexample.java
D:\ubai>java textfieldexample
```



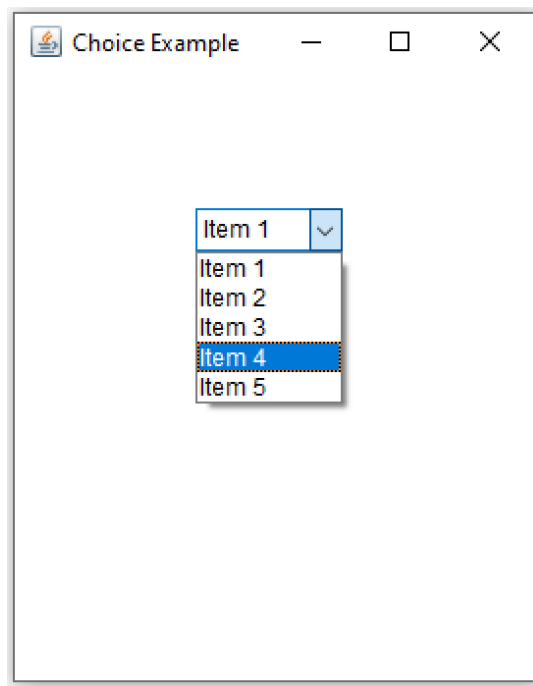


## **CHOICE**

```
import java.awt.*;
public class choiceexample
{
public static void main(String args[])
{
Frame f= new Frame("Choice Example");
Choice c=new Choice();
c.setBounds(100,100, 75,75);
c.add("Item 1");
c.add("Item 2");
c.add("Item 3");
c.add("Item 4");
c.add("Item 5");
f.add(c);
f.setSize(400,400);
f.setLayout(null);
f.setVisible(true);
}
}
```

### **Output:**

```
D:\ubai>javac choiceexample.java
D:\ubai>java choiceexample
```



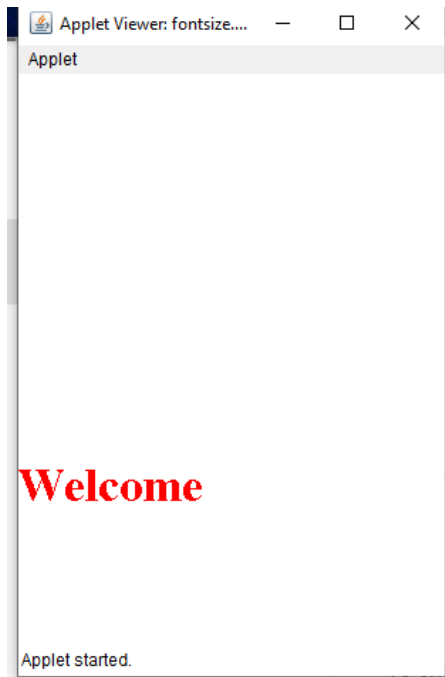
## **17.FONT STYLE AND DIFFERENT COLORS**

```
import java.awt.*;
import java.applet.*;
/*
<applet code="fontsize.java" width=500 height=450>
</applet>
*/
public class fontsize extends Applet
{
    Font f;
    int size=8;
    int flag=0;
    public void paint(Graphics g)
    {
        if(flag==0)
        {
            g.setColor(Color.green);
            f=new Font("Courier New",Font.BOLD,size);
            g.setFont(f);
        }
        else
        {
            g.setColor(Color.red);
            f=new Font("Times New Roman",Font.BOLD,size);
            g.setFont(f);
        }
        g.drawString("Welcome",0,300);
        flag=1-flag;
        size++;
        try
        {
            Thread.sleep(400);
        }
        catch(Exception e)
        {
        }
        repaint();
    }
}
```

## Output:

```
D:\ubai>javac fontsize.java
Note: fontsize.java uses or overrides a deprecated API.
Note: Recompile with -Xlint:deprecation for details.

D:\ubai>appletviewer fontsize.java
Warning: Applet API and AppletViewer are deprecated.
```



## 18. PANELS AND LAYOUTS

```
import java.awt.*;

class layoutexample extends Frame
{
    layoutexample()
    {
        setLayout(new BorderLayout());
        add(new Button("NORTH"),BorderLayout.NORTH);
        add(new Button("SOUTH"),BorderLayout.SOUTH);
        add(new Button("EAST"),BorderLayout.EAST);
        add(new Button("WEST"),BorderLayout.WEST);
        add(new Button("CENTER"),BorderLayout.CENTER);
    }
}

class borderexample
{
    public static void main(String args[])
    {
        layoutexample f = new layoutexample();
        f.setTitle("BorderLayout in Java Example");
        f.setSize(400,150);
        f.setVisible(true);
    }
}
```

### Output:

```
D:\ubai>javac borderexample.java
D:\ubai>java borderexample
```

