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Certified by ISO 9001 : 2015 | ISO 14001 : 2015 | ISO 50001 : 2018

Kuntloor(V), Adbullapurmet(M), Near Hayathanagar, R.R. Dist. Hyd - 501505, (T.S.) India

Department of Computer Science and Engineering (AI&ML)

JAVA PROGRAMMING LAB MANUAL

Regulation PR24

Class: II B.Tech II Semester

Prepared by

G DIVYA

Assistant Professor

LAB FACULTY HOD PRINCIPAL



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VISION OF THE INSTITUTE

• To emerge as a global leader in imparting quality technical education emphasizing ethical values for the betterment of the society.

MISSION OF THE INSTITUTE

- To create an excellent teaching learning environment and inculcate the aptitude for research.
- To establish centers of excellence through collaborative initiatives.
- To empower the student community by developing creativity and innovation.

Proposed Vision and Mission of the Department

VISION OF THE DEPARTMENT

• To become a leading centre of excellence in Artificial Intelligence and Machine Learning by fostering innovation, research, and collaboration in diverse areas of computer science. We aim to address global challenges and emerging societal needs through advanced education, cutting-edge technologies, and impactful solutions in AI and ML.

MISSION OF THE DEPARTMENT

- ➤ To equip students with the knowledge and skills to solve complex, real-world problems in multidisciplinary fields using AI and ML technologies.
- ➤ To foster strong domain expertise and research capabilities, enabling students to pursue challenging careers and advanced education in AI and ML.
- To provide students with a strong sense of ethics, professionalism, and a desire for lifelong learning, enabling them to make significant contributions to both the field and society.



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PROGRAM EDUCATIONAL OBJECTIVES (PEOs)

The Computer Science and Engineering – Data Science graduate will:

DEO	St. A A.			
PEO	Statements			
PEO1	Graduates will be prepared for a successful career in Computer Science discipline and related industry to meet the needs of the nation and leading industries and also to excel in postgraduate programs.			
PEO2	Graduates will continue to learn and apply the acquired knowledge to solve Engineering problems and appreciation of the arts, humanities and social sciences.			
PEO3	Graduates will have good and broad scientific and engineering knowledgebase so as to comprehend, analyze, design and create novel products and solutions for real-time applications.			
PEO4	Graduates will understand professional and ethical responsibility, develop leadership, utilize membership opportunities, and develop effective communication skills, teamwork skills, multidisciplinary approach and life-long learning required for a successful professional career.			

PROGRAM SPECIFIC OUTCOMES (PSOs)

The Computer Science and Engineering – Data Science graduate will be able to:

PSOs	Statements			
PSO1	Expertise in different aspects and appropriate models of Data Science and use large data sets to cater for the growing demand for data scientists and engineers in industry.			
PSO2	Apply the principles and techniques of database design, administration, and implementation to enhance data collection capabilities and decision-support systems.			



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Program outcomes:

- **1. Engineering knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
- **2. Problem analysis:** Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
- **3. Design / Development of solutions:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
- **4. Conduct investigations of complex problems:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
- **5. Modern tool usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
- **6. The Engineer and Society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
- **7. Environment and Sustainability:** Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
- **8. Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
- **9. Individual and Team work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
- **10. Communication:** Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

- 11. Project Management and Finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
- **12. Life-long learning:** Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest.

DEPARTMENT OF CSE (AI&ML)

Sub. Code : Year / Sem : II-II

Sub. Name :JAVA PROGRAMMING LAB Batch: 2023-2027

Course Objectives:

The learning objectives of this course are to

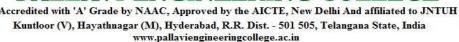
S.No	Objectives
1	To understand OOP principles.
2	To understand the Exception Handling mechanism.
3	To understand Java collection framework.
4	To understand multithreaded programming.
5	To understand swing controls in Java.

Course Outcomes:

Upon completion of the course, the students will be able to

Cos	Course Outcomes (CO)				
CO.1	Able to write the programs for solving real world problems using Java OOP principles.				
CO.2	Able to write programs using Exceptional Handling approach.				
CO.3	Able to write multithreaded applications.				
CO.4	Able to write GUI programs using swing controls in Java.				
CO.5	Able to develop applets for web applications.				







PAM407PC: JAVA PROGRAMMING LAB

B.Tech. II Year II Sem.

LTPC

Course Objectives:

- To understand OOP principles.
- To understand the Exception Handling mechanism.
- To understand Java collection framework.
- To understand multithreaded programming.
- To understand swing controls in Java.

Course Outcomes:

- Able to write the programs for solving real world problems using Java OOP principles.
- Able to write programs using Exceptional Handling approach.
- Able to write multithreaded applications.
- Able to write GUI programs using swing controls in Java.

List of Experiments:

- 1. Use Eclipse or Net bean platform and acquaint yourself with the various menus. Create a test project, add a test class, and run it. See how you can use auto suggestions, auto fill. Try codeformatter and code refactoring like renaming variables, methods, and classes. Try debug step by step with a small program of about 10 to 15 lines which contains at least one if else conditionand a for loop.
- 2. Write a Java program to demonstrate the OOP principles. [i.e., Encapsulation, Inheritance, Polymorphism and Abstraction]
- 3. Write a Java program to handle checked and unchecked exceptions. Also, demonstrate the usage of custom exceptions in real time scenario.
- 4. Write a Java program to demonstrate the working of different collection classes. [Use packagestructure to store multiple classes].
- 5. Write a program to synchronize the threads acting on the same object. [Consider the example of any reservations like railway, bus, movie ticket booking, etc.
- 6. Write a Java program that works as a simple calculator. Use a grid layout to arrange buttons for the digits and for the +, -,*, % operations. Add a text field to display the result. Handle any possible exceptions like divided by zero.
- 7. Write a Java program that handles all mouse events and shows the event name at the center of the window when a mouse event is fired. [Use Adapter classes].
- 8. Write a Java program that simulates a traffic light. The program lets the user select one of three lights: red, yellow, or green with radio buttons. On selecting a button, an appropriate message with "Stop" or "Ready" or "Go" should appear above the buttons in the selected color. Initially, there is no message shown.
- 9. Develop an applet in Java that displays a simple message.





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10. Develop an applet in Java that receives an integer in one text field, and computes its factorial Value and returns it in another text field, when the button named "Compute" is clicked.

REFERENCE BOOKS:

- 1. Java for Programmers, P. J. Deitel and H. M. Deitel, 10th Edition Pearson education.
- 2. Thinking in Java, Bruce Eckel, Pearson Education.
- 3. Java Programming, D. S. Malik and P. S. Nair, Cengage Learning.
- 4. Core Java, Volume 1, 9th edition, Cay S. Horstmann and G Cornell, Pearson.





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Lab 1:

Use Eclipse or Net bean platform and acquaint yourself with the various menus. Create a test project, add a test class, and run it. See how you can use auto suggestions, auto fill. Try code formatter and code refactoring like renaming variables, methods, and classes. Try debug step by step with a small program of about 10 to 15 lines which contains at least one if else condition and a for loop.

```
import
java.lang
.*;
import
java.util.
*; class
Lab1
  public static void main(String args[]) {
     int i,count=0,n;
     Scanner sc=new
     Scanner(System.in);
     System.out.print("Enter Any
    Number : "); n=sc.nextInt();
for(i=1;i<=n;
    i++) {
if(n%i==0) {
     count++;
       }
     }
     if(count==2)
       System.out.println(n+" is prime");
       System.out.println(n+" is not prime");
}
Output: Enter
         Any
         Number
         : 4 4 is
         not
         prime
         Enter
         Any
         Number
         : 5 5 is
```

prime





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Lab 2:

Write a Java program to demonstrate the OOP principles. [i.e., Encapsulation, Inheritance, Polymorphism and Abstraction]

```
class Person {
  private String name;
  private int age;
 public Person(String name, int age) {
    this.name = name
    this.age = age;
  }
  public void setName(String name) {
    this.name = name;
 public String getName() {
     return name;
 public void setAge(int age) {
     this.age = age;
 public
  int
getAge()
return
 age;
  }
 public void displayInfo() {
    System.out.println("Name: "
    + name);
    System.out.println("Age: "
    + age);
  }
}
class Employee extends Person {
  private double salary;
  public Employee(String name, int age, double salary) {
    super(name, age);
     this.salary = salary;
  }
 public double getSalary() {
     return salary;
```





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```
public void setSalary(double salary) {
    this.salary = salary;
}

public void displayInfo() {
    super.displayInfo();
    System.out.println("Salary:
    " + salary);
    }
}

public class Lab2 {
    public static void main(String[] args) {
```





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```
Person person = new Person("Rahul",14);
System.out.println("Person Info:");
person.displayInfo();
System.out.println("=======""");
Employee employee = new Employee("Priyanka", 24, 50000);
System.out.println("Employee Info:");
employee.displayInfo();
}
```

Output:

Lab 3:

Salary: 50000.0

Write a Java program to handle checked and unchecked exceptions. Also, demonstrate the usage of custom exceptions in real time scenario.

```
import java.io.File;
import java.io.FileReader;
import java.io.FileNotFoundException;

class InvalidAgeException extends Exception {
    public InvalidAgeException(String message) {
        super(message);
    }
}

public class Lab3 {
    public static void register(String name, int age) throws InvalidAgeException {
        if (age < 18) {
            throw new InvalidAgeException("User must be at least 18 years old.");
        } else {
            System.out.println("Registration successful for user: " + name);
        }
    }

public static void main(String[] args) {</pre>
```





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```
try {
    File file = new File("myfile.txt");
    FileReader fr = new FileReader(file);
 catch (FileNotFoundException e) {
    System.out.println("File not found: " + e.getMessage());
  }
  try {
    int[] arr = \{1, 2, 3\};
     System.out.println(arr[5]);
  catch (ArrayIndexOutOfBoundsException e) {
    System.out.println("Array index out of bounds: " + e.getMessage());
  finally {
    System.out.println("Cleanup operations can be performed here.");
  System.out.println("Demonstrating Custom Exception:");
    register("Rahul", 14);
  catch (InvalidAgeException e) {
    System.out.println("Custom Exception Caught: " + e.getMessage());
}
```

Output:

}

File not found: myfile.txt (The system cannot find the file specified) Array index out of bounds: Index 5 out of bounds for length 3 Cleanup operations can be performed here.

Demonstrating Custom Exception:

Custom Exception Caught: User must be at least 18 years old.

Lab 4:

Write a Java program on Random Access File class to perform different read and write operations.

```
import java.io.*;
public class Lab4 {
  public static void main(String[] args) {
     try {
        RandomAccessFile file = new RandomAccessFile("data.txt", "rw");
```





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```
String data1 = "Hello";
       String data2 = "World";
       file.writeUTF(data1);
       file.writeUTF(data2);
       file.seek(0);
       String readData1 = file.readUTF();
       String readData2 = file.readUTF();
       System.out.println("Data read from file:");
       System.out.println(readData1);
       System.out.println(readData2);
       file.seek(file.length());
       String newData = "Java!";
       file.writeUTF(newData);
       file.seek(0);
       readData1 = file.readUTF();
       readData2 = file.readUTF();
       String readData3 = file.readUTF();
       System.out.println("Data read from file after appending:");
       System.out.println(readData1);
       System.out.println(readData2);
       System.out.println(readData3);
       file.close();
     } catch (IOException e) {
       System.out.println("An error occurred: " + e.getMessage());
       e.printStackTrace();
  }
Output:
Data read from file:
Hello
```

}

World

Data read from file after appending:

Hello

World

Java!





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Lab 5:

Write a Java program to demonstrate the working of different collection classes. [Use package structure to store multiple classes].

ListExample.java

```
import java.util.ArrayList;
public class ListExample {
  public static void main(String[] args) {
     ArrayList<String> list = new ArrayList<>();
     list.add("Apple");
     list.add("Banana");
     list.add("Orange");
     System.out.println("List Example:");
     for (String fruit : list) {
       System.out.println(fruit);
  }
}
SetExample.java
import java.util.HashSet;
public class SetExample {
  public static void main(String[] args) {
     HashSet<String> set = new HashSet<>();
     set.add("Apple");
     set.add("Banana");
     set.add("Orange");
     set.add("Apple"); // This won't be added since sets don't allow duplicates
     System.out.println("Set Example:");
     for (String fruit : set) {
       System.out.println(fruit);
  }
}
MapExample.java
import java.util.*;
public class MapExample {
  public static void main(String[] args) {
     HashMap<Integer, String> map = new HashMap<>();
     map.put(1,"Apple");
     map.put(2,"Banana");
     map.put(3,"Orange");
```

System.out.println("Map Example:");

for (Map.Entry<Integer, String> entry : map.entrySet()) {





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```
System.out.println(entry.getKey()+ ":"+ entry.getValue());
  }
}
Lab5.java
public class Lab5
  public static void main(String[] args) {
    ListExample.main(args);
    SetExample.main(args);
    MapExample.main(args);
}
Output:
List Example:
Apple
Banana
Orange
Set Example:
Apple
Orange
Banana
Map Example:
1:Apple
2:Banana
3:Orange
```

Lab 6:

Write a program to synchronize the threads acting on the same object. [Consider the example of any reservations like railway, bus, movie ticket booking, etc.]

```
class Reserve extends Thread{
    //Available berths are
    int available = 1;
    int wanted;
    //accept wanted berths at run time
    public Reserve(int i){
        wanted = i;
    }
    public void run(){
        //Display available berths
```





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```
System.out.println("Available berths= "+available);
      //available berths are more than wanted berths
      if(available>=wanted){
         //get the name of the person
         String name = Thread.currentThread().getName();
         //Allot the berth to him
         System.out.println(wanted +" Berth(s) reserved for "+name);
         try{
            Thread.sleep(1500);//wait for printing the ticket
            available = available-wanted;
            //update the no. of available berths
         }catch (InterruptedException ie) {
            ie.printStackTrace();
         }
      }else{
         //if available berths are less, display sorry
         System.out.println("Sorry! No berths available");
      }
   }
public class Lab6 {
   public static void main(String[] args) {
      //Tell that one berth is needed
      Reserve obj = new Reserve(2);
      //Attach first thread to the object
      Thread t1 = new Thread(obj);
      //Attach second thread to the same object
      Thread t2 = new Thread(obj);
      //take the thread names as persons names
      t1.setName("First Person");
      t2.setName("Second Person");
      //Send the request for berths
      t1.start();
      t2.start();
   }
}
Output:
Available berths= 1
Sorry! No berths available
```

Available berths= 1 Sorry! No berths available

Lab 7:

Write a program to perform CRUD operations on the student table in a database using JDBC. MySQL 8.0

InsertData.java

```
import java.sql.*;
import java.util.Scanner;
public class InsertData {
  public static void main(String[] args) {
    try {
       Class.forName("com.mysql.cj.jdbc.Driver");
       Connection con = DriverManager.getConnection("jdbc:mysql://localhost:3306/jdbcdb", "root", "password");
       Scanner sc = new Scanner(System.in);
       System.out.println("Inserting Data into student table: ");
       System.out.println("_____
                                                                            ");
       System.out.print("Enter student id : ");
       int sid = sc.nextInt();
       System.out.print("Enter student name : ");
       String sname = sc.next();
       String sql="insert into student values("+sid+",""+sname+"')";
       PreparedStatement ps=con.prepareStatement(sql);
       int r=ps.executeUpdate();
       if(r>0)
       System.out.println("Data inserted successfully into student table");
       sc.close();
       con.close();
     } catch (SQLException err) {
       System.out.println("ERROR: " + err);
     } catch (Exception err) {
```



System.out.println("ERROR: " + err);

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}			
}			
}			
Output:			
Inserting Data i	nto student table :		
Enton student id	1.2		
Enter student id			
Enter student na			
Data inserted su	accessfully into student table		
Inserting Data i	nto student table :		
Enter student id	1:3		
Enter student na	ame : rahul		
Data inserted su	accessfully into student table		
UpdateData.ja	va		
import java.sql.	*;		
import java.util	.Scanner;		
public class Up	dateData {		
public static	<pre>void main(String[] args) {</pre>		
try {			
// to crea	ate connection with database		
Class.fo	rName("com.mysql.cj.jdbc.Driver");	
Connec	tion con = DriverManager.getConn	ection("jdbc:mysql://local	host/jdbcdb", "root", "password");
Stateme	s = con.createStatement();		
Scanner	sc = new Scanner(System.in);		
System.	out.println("Update Data in studen	t table : ");	
System.	out.println("		_");





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```
System.out.print("Enter student Rno to Update: ");
       int sid = sc.nextInt();
       System.out.print("Enter student name : ");
       String sname = sc.next();
       s.execute("update student set name=""+sname+""where rno = "+sid);
       System.out.println("Data updated successfully");
       s.close();
       sc.close();
       con.close();
     } catch (SQLException err) {
       System.out.println("ERROR: " + err);
     } catch (Exception err) {
       System.out.println("ERROR: " + err);
}
Output:
Update Data in student table:
Enter student Rno to Update: 3
Enter student name: priyanka
Data updated successfully
DeleteData.java
import java.sql.*;
import java.util.Scanner;
public class DeleteData {
  public static void main(String[] args) {
     try {
       Class.forName("com.mysql.cj.jdbc.Driver");
```





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Connection con = DriverManager.getConnection("jdbc:mysql://localhost:3306/jdbcdb", "root", "password"); Statement s = con.createStatement(); Scanner sc = new Scanner(System.in); System.out.println("Delete Data from student table: "); System.out.println(" "); System.out.print("Enter student Rno To Delete: "); int sid = sc.nextInt(); // to execute delete query s.execute("delete from student where rno = "+sid); System.out.println("Data deleted successfully"); s.close(); sc.close(); con.close(); } catch (SQLException err) { System.out.println("ERROR: " + err); } catch (Exception err) { System.out.println("ERROR: " + err); } } **Output:** Delete Data from student table: Enter student Rno To Delete: 2 Data deleted successfully

DisplayData.java

import java.sql.*;





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```
public class DisplayData {
  public static void main(String[] args) {
    try {
       Class.forName("com.mysql.cj.jdbc.Driver");
       Connection con = DriverManager.getConnection("jdbc:mysql://localhost/jdbcdb", "root", "password");
       Statement s = con.createStatement();
      ResultSet rs = s.executeQuery("select * from student");
       if (rs != null) {
       System.out.println("SID \t STU_NAME ");
       System.out.println("_____");
       while (rs.next())
       {
         System.out.println(rs.getInt("rno") +" \t "+ rs.getString("name"));
         System.out.println("_____");
       }
       s.close();
       con.close();
       }
    } catch (SQLException err) {
       System.out.println("ERROR: " + err);
    } catch (Exception err) {
       System.out.println("ERROR: " + err);
Output:
       STU_NAME
SID
3
       priyanka
```





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Lab 8:

Write a Java program that works as a simple calculator. Use a grid layout to arrange buttons for the digits and for the +, -,*, % operations. Add a text field to display the result. Handle any possible exceptions like divided by zero.

```
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
class Lab8 implements ActionListener
{
int c,n;
String s1,s2,s3,s4,s5;
JFrame f;
JButton b1,b2,b3,b4,b5,b6,b7,b8,b9,b10,b11,b12,b13,b14,b15,b16,b17;
JPanel p;
JTextField tf;
GridLayout g;
Lab8()
{
       f = new JFrame("My calculator");
       p = new JPanel();
       tf = new JTextField(20);
       b1 = new JButton("0");
       b2 = new JButton("1");
       b3 = new JButton("2");
       b4 = new JButton("3");
       b5 = new JButton("4");
       b6 = new JButton("5");
       b7 = new JButton("6");
       b8 = new JButton("7");
       b9 = new JButton("8");
       b10 = new JButton("9");
       b11 = new JButton("+");
       b12 = new JButton("-");
       b13 = new JButton("*");
       b14 = new JButton("/");
       b15 = new JButton("%");
       b16 = new JButton("=");
       b17 = new JButton("C");
       b1.addActionListener(this);
       b2.addActionListener(this);
       b3.addActionListener(this);
       b4.addActionListener(this);
       b5.addActionListener(this);
       b6.addActionListener(this);
```





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```
b7.addActionListener(this);
       b8.addActionListener(this);
       b9.addActionListener(this);
       b10.addActionListener(this);
       b11.addActionListener(this);
       b12.addActionListener(this);
       b13.addActionListener(this);
       b14.addActionListener(this);
       b15.addActionListener(this);
       b16.addActionListener(this);
       b17.addActionListener(this);
       g = new GridLayout(4,4,10,20);
       p.setLayout(g);
       p.add(b1);p.add(b2);p.add(b3);p.add(b4);p.add(b5);p.add(b6);p.add(b7);p.add(b8);p.add(b9);
       p.add(b10);p.add(b11);p.add(b12);p.add(b13);p.add(b14);p.add(b15);p.add(b16);p.add(b17);
       f.add(tf);
       f.add(p);
       f.setSize(300,300);
       f.setVisible(true);
       f.setLayout(new FlowLayout());
       f.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
public void actionPerformed(ActionEvent e)
       if(e.getSource()==b1)
               s3 = tf.getText();
               s4 = "0";
               s5 = s3 + s4;
               tf.setText(s5);
       if(e.getSource()==b2)
               s3 = tf.getText();
               s4 = "1";
               s5 = s3 + s4;
               tf.setText(s5);
       if(e.getSource()==b3)
               s3 = tf.getText();
               s4 = "2";
               s5 = s3 + s4;
               tf.setText(s5);
       }
```





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```
if(e.getSource()==b4)
       s3 = tf.getText();
       s4 = "3";
       s5 = s3 + s4;
       tf.setText(s5);
if(e.getSource()==b5)
       s3 = tf.getText();
       s4 = "4";
       s5 = s3 + s4;
       tf.setText(s5);
if(e.getSource()==b6)
       s3 = tf.getText();
       s4 = "5";
       s5 = s3 + s4;
       tf.setText(s5);
if(e.getSource()==b7)
       s3 = tf.getText();
       s4 = "6";
       s5 = s3 + s4;
       tf.setText(s5);
if(e.getSource()==b8)
       s3 = tf.getText();
       s4 = "7";
       s5 = s3 + s4;
       tf.setText(s5);
if(e.getSource()==b9)
       s3 = tf.getText();
       s4 = "8";
       s5 = s3 + s4;
       tf.setText(s5);
if(e.getSource()==b10)
       s3 = tf.getText();
       s4 = "9";
       s5 = s3 + s4;
       tf.setText(s5);
}
```





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```
if(e.getSource()==b11)
       s1 = tf.getText();
       tf.setText("");
       c=1;
if(e.getSource()==b12)
       s1 = tf.getText();
       tf.setText("");
       c=2:
if(e.getSource()==b13)
       s1 = tf.getText();
       tf.setText("");
       c=3;
if(e.getSource()==b14)
       s1 = tf.getText();
       tf.setText("");
       c=4;
if(e.getSource()==b15)
       s1 = tf.getText();
       tf.setText("");
       c=5;
if(e.getSource()==b16)
       s2 = tf.getText();
       if(c==1)
       {
               n = Integer.parseInt(s1) + Integer.parseInt(s2);
               tf.setText(String.valueOf(n));
       else if(c==2)
               n = Integer.parseInt(s1)-Integer.parseInt(s2);
               tf.setText(String.valueOf(n));
       else if(c==3)
               n = Integer.parseInt(s1)*Integer.parseInt(s2);
               tf.setText(String.valueOf(n));
       if(c==4)
```





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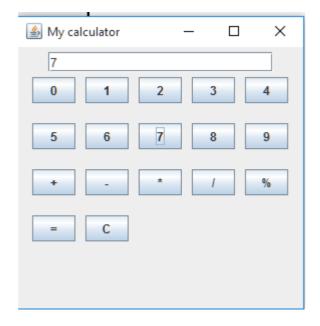
Output:

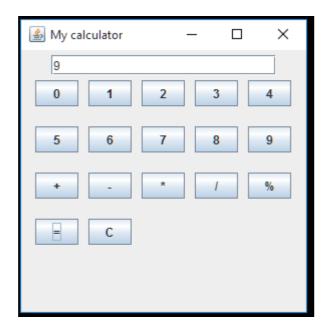






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Lab 9

Write a Java program that handles all mouse events and shows the event name at the centre of the window when a mouse event is fired. [Use Adapter classes]

import javax.swing.*;

import java.awt.*;

import javax.swing.event.*;

import java.awt.event.*;

class Lab9 extends JFrame implements MouseListener





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```
JLabel 11;
public Lab9()
  setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
  setSize(300,300);
  setLayout(new FlowLayout(FlowLayout.CENTER));
  11 = new JLabel();
  Font f = new Font("Verdana", Font.BOLD, 20);
  11.setFont(f);
  11.setForeground(Color.BLUE);
  add(11);
  addMouseListener(this);
  setVisible(true);
public void mouseExited(MouseEvent m)
  11.setText("Mouse Exited");
public void mouseEntered(MouseEvent m)
  11.setText("Mouse Entered");
public void mouseReleased(MouseEvent m)
  11.setText("Mouse Released");
}
public void mousePressed(MouseEvent m)
  11.setText("Mouse Pressed");
```





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Output:

}



10. Develop an applet in Java that receives an integer in one text field, and computes its factorial Value and returns it in another text field, when the button named "Compute" is clicked.

```
Develop applet to find factorial of the given number */
import java.awt.*;
import java.applet.*;
import java.awt.event.*;
/*<applet code="FactorialApplet" width=500 height=250>
</applet>*/
public class FactorialApplet extends Applet implements ActionListener {
    Label L1,L2;
    TextField T1,T2;
    Button B1;
    public void init() {
        L1=new Label("Enter any Number : ");
        add(L1);
        T1=new TextField(10);
        add(T1);
        L2=new Label("Factorial of Num : ");
```





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```
add(L2);
        T2=new TextField(10);
        add(T2);
        B1=new Button("Compute");
        add(B1);
        B1.addActionListener(this);
    public void actionPerformed(ActionEvent e) {
        if(e.getSource()==B1)
        {
        int value=Integer.parseInt(T1.getText());
        int fact=factorial(value);
        T2.setText(String.valueOf(fact));
        }
    int factorial(int n) {
        if(n==0)
            return 1;
        else
            return n*factorial(n-1);
    }
}
```

Output:

C:\StudyGlance\Java_Lab_Programs\W3>javac FactorialApplet.java
C:\StudyGlance\Java_Lab_Programs\W3>appletviewer FactorialApple



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💪 Applet Viewer: Fa	_		×	
Applet				
Enter any Number :	5 Factorial of Nu Compute	m :	120	
Applet started.				