

Prg No: 1

Date: 27/7/2022

STRING EXTRACTION

Aim

To create a java program to extract a portion of a character string and print the extracted portion

ALGORITHM

- Step-1 :- Start the process
- Step-2 :- Declare the class name as extract string.
- Step 3 :- Get the String as Input
- Step 4 :- Get the Starting and ending position for the string to be extracted.
- Step 5 :- Using the method Substring(), extract the string as per the position
- Step 6 :- Display the original string and extracted string
- Step 7 :- Stop the process.

Prq No: 2

Date: 30/7/2022

MULTIPLE INHERITANCE USING INTERFACE

Aim

To create a java program to implement the concept of multiple inheritance using interface

ALGORITHM

- Step 1 :- Start the process
- Step 2 :- Create the interface as stud & create objects as roll no, mark1 & mark2 in integer, name in String type
- Step 3 :- Using Input() and display() function, assign the values of object and display the content respectively.
- Step 4 :- Create the interface as sports and initialize score=10 and declare calculate method
- Step 5 :- Create a class, which extends superclass and implements interface class
- Step 6 :- Define the method calculate()
- Step 7 :- Display the score details
- Step 8 :- Create a main class as demo, it contain main method
- Step 9 :- Create an object for subclass as result, the object can access the methods of above class
- Step 10 :- Stop the process.

Reg No: 3

Date: 10/8/2022

EXCEPTION HANDLING

Aim

To write a java program to create an exception called payout of bounds and throws the exception

ALGORITHM

- Step-1: Start the process
- Step-2: Create a class named my exception
- Step-3: Define a class constructor and it contain arguments and Super
- Step 4: Create a main class userdefined
- Step 5: Declare the variable as integer and withdraw in float.
- Step 6: Using if else stmt check the condition $\text{withdraw} > \text{bal}$
- Step 7: If the condition is true print insufficient balance otherwise print initial balance
- Step 8: Then print the account details
- Step 9: Stop the process.

Prg No: 4

Date: 23/8/2022

MULTI THREADING

Aim

To write a java program to implements the concept of multithreading with the use of any three multiplication tables and assign then different properties of them

ALGORITHM

- Step 1:- Start the process
- Step 2:- create a class as five which extends Thread
- Step 3:- Declare the integer variable in the run() method
- Step 4:- Using for loop in run method, Print the multiplication tables or values
- Step 5:- Create another two class six and seven, it is also extends Thread.
- Step 6:- Use the for loop in run method, Print the multiplication tables or values.
- Step 7:- Create another two class size, a main class multith which contain main method.
- Step 8:- create a object for above classes
- Step 9:- Using objects and set priority method and give priority for the classes
- Step 10:- Then call start() method, using the object for displaying priority threads.

Step 11: Stop the process

Prq no: 5

Date: 25/8/2022

DRAWING DIFFERENT SHAPES

AIM

To write a java program to draw several shapes in the created window

ALGORITHM

Step 1 :- Start the Process

Step 2 :- create a class as prg and extends Applet class

Step 3 :- Use paint (Graphics g) method, to display the shapes

Step 4 :- Use drawRect(), drawOval() etc.

Step 5 :- Create an applet by specifying height and width

Step 6 :- Stop the process.

Prg no: 6

Date: 3/9/2022

APPLET WITH TEXTFIELDS

Aim

To write a java program to create a frame with the four text fields namely name, Street, city and pincode with suitable tables. Also add a button

ALGORITHM

- Step-1: Start the process
- Step-2: import awt, applet, awt.event package
- Step-3: Create a class which extends Applet and implements ActionListener
- Step 4: Create objects for String, button, labels, text field
- Step 5: Using init() method to give the values of objects
- Step 6: add() method is used to assign labels to text field
- Step 7: Assign values to text field using setText
- Step 8: create an applet by specifying height and width
- Step 9: Stop the process.

Prg No: 7

Date: 20/9/2022

MULTIPLE SELECTION

LIST BOX

Aim

To write a java program to demonstrate the multiple selection list box

ALGORITHM

Step-1 :- Start the process

Step-2 :- import applet, awt and awt.event packages

Step-3 :- Create a class which extends Applet

Step-4 :- Create object for Lists, TextField and Button

Step-5 :- add() method is used to assign values to text field

Step-6 :- Create another class which implements ActionListener

Step-7 :- Using add() method to add the string in to the text field

Step-8 :- Create an applet by specifying height and width

Step-9 :- Stop the process

Prog No: 8

Date: 28/9/2022

APPLET WITH TEXT AREA

Aim

To write a java program to create a frame with three textfield for age, qualification and name. Text Area for multiple line in address

ALGORITHM

- Step-1: Start the process
- Step 2: import awt, applet and awt.event packages
- Step 3: Create a class which extends Applet and implements ActionListener
- Step 4: Create an object for String, TextField, TextArea, Label and Button
- Step 5:- Using init() method to give the values of objects.
- Step 6: add() method is used to assign values of labels to textfield
- Step 7: Assign values to textfield using setText
- Step 8: Create an applet by specifying height and width
- Step 9: Stop the process

Prg. No. :- 9

Date: 7/10/2022

FRAMES WITH MENUBAR

Aim

To write a java program to create menubars and pulldown menu's

ALGORITHM

- Step-1 :- Start the process
- Step-2 :- import io, awt, awt.event packages
- Step 3 :- Create a class menudemo which extends Frame and implements ActionListener.
- Step 4 :- Create objects for menu, menubar, menuItem and TextField
- Step 5 :- Define Events handles for TextField for displaying the text.
- Step 6 :- Inside if statement using setText()
- Step 7 :- Create main class and define main() method.
- Step 8 :- create an object for class menudemo
- Step 9 :- Assign arguments for setVisible() method as true and required size for setSize() method
- Step 10 :- Stop the process

Prg No: 10

Date: 13/10/2022

Mouse Events

Aim:-

To write a java program to create frame which respond to the mouse clicks for each extends with mouse such as mouse up, mouse down etc. the corresponding message to be displayed

ALGORITHM

Step 1:- Start the process

Step 2:- import io, applet, awt event packages

Step 3:- create a class which extends Applet implements Mouse Listener and mouse

Step 4:- Declare Variable x & y assign value zero

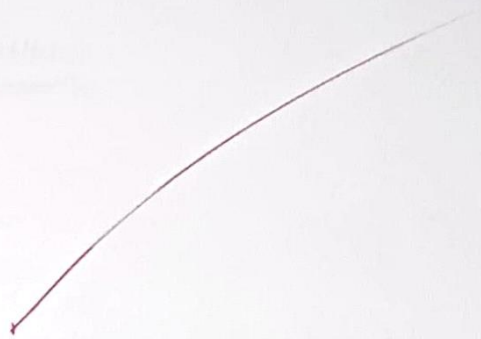
Step 5:- Define init() method & then add method is used to add Mouse Listener & Mouse Motion Listener

Step 6:- Define the various Mouse Events

Step 7:- Define paint() method and create Graphics object 'g' and then using draw string() display the output

Step 8:- create an applet by specifying height
and width

Step 9:- Stop the process



Prq = 11

Date: 21/10/22

SHAPES AND MOUSE EVENTS

Aim

To write a java program to draw circle, square, ellipse and rectangle at the mouse click positions

ALGORITHMS

- Step-1: Start the process
- Step-2: import awt, applet packages.
- Step-3:- Create a class as prg11 which extends Applet and implements Mouse Listener
- Step-4:- Declare variable x, y, x & y, as zero value
- Step-5:- Declare the desirable methods. MouseEntered
() mouse pressed(), mouseExited() etc.
- Step-6:- Define paint (m) method & create Graphics object 'g'.
- Step-7:- Use drawOval, drawRect() etc to draw shapes
- Step-8:- Create an applet by specifying height and width
- Step-9:- Stop the process

Prg No: 12

Date: 4/11/2022

FILE PROCESSING

AIM:-

To write a java program which open an existing file and append text to that file.

ALGORITHM

Step-1 :- Start the process

Step-2 :- Create a class as prg12 it is main method class

Step-3 :- Initialize file object using Random Access File class

Step-4 :- Open the file in read and write mode

Step-5 :- Calculate the length of the file

Step-6 :- Appending the contents of the file at the end using Bytes() method.

Step-7 :- Close the file

Step-8 :- Stop the process.