

# LAB MANUAL

**ADVANCE JAVA** 

# (CSE-406-F)

# **V SEMESTER**

DEPARTMENT OF ELECTRONICS & COMPUTER ENGG DRONACHARYA COLLEGE OF ENGINEERING KHENTAWAS, GURGAON- 123506

#### **INTRODUCTION**

**Java** is an object-oriented programming language developed by Sun Microsystems in the early 1990s. Java applications are, in the official implementation, compiled to bytecode, which is compiled to native machine code at runtime. Sun Microsystems provides a GNU General Public License implementation of a Java compiler and Java virtual machine, in compliance with the specifications of the Java Community Process.

The language itself borrows much syntax from C and C++ but has a simpler object model and fewer low-level facilities. JavaScript, a scripting language, shares a similar name and has similar syntax, but is not related to Java

#### **Objects**

#### Classes

Java has *nested* classes that are declared within the body of another class or interface. A class that is not a nested class is called a *top level* class. An *inner class* is a non-static nested class.

Classes can be declared with the following modifiers:

abstract – cannot be instantiated. Only interfaces and abstract classes may contain abstract methods. A concrete (non-abstract) subclass that extends an abstract class must override any inherited abstract methods with non-abstract methods. Cannot be final.

final – cannot be subclassed. All methods in a final class are implicity final. Cannot be abstract.

strictfp – all floating-point operations within the class and any enclosed nested classes use strict floating-point semantics. Strict floating-point semantics guarantee that floating-point operations produce the same results on all platforms.

**Method overloading** is a feature found in various object oriented programming languages such as C++ and Java that allows the creation of several functions with the same name which differ from each other in terms of the type of the input and the type of the output of the function.

An example of this would be a square function which takes a number and returns the square of that number. In this case, it is often necessary to create different functions for integer and floating point numbers.

Method overloading is usually associated with statically-typed programming languages which enforce type checking in function calls. When overloading a method, you are really just making a number of different methods that happen to have the same name. It is resolved at compile time which of these methods are used.

Method overloading should not be confused with ad-hoc polymorphism or virtual functions. In those, the correct method is chosen at runtime.

**Method overriding**, in object oriented programming, is a language feature that allows a subclass to provide a specific implementation of a method that is already provided by one of its superclasses. The implementation in the subclass overrides (replaces) the implementation in the superclass.

A subclass can give its own definition of methods which also happen to have the same signature as the method in its superclass. This means that the subclass's method has the same name and parameter list as the superclass's overridden method. Constraints on the similarity of return type vary from language to language, as some languages support covariance on return types.

Method overriding is an important feature that facilitates polymorphism in the design of objectoriented programs.

Some languages allow the programmer to prevent a method from being overridden, or disallow method overriding in certain core classes. This may or may not involve an inability to subclass from a given class.

In many cases, abstract classes are designed — i.e. classes that exist only in order to have specialized subclasses derived from them. Such abstract classes have methods that do not perform any useful operations and are meant to be overridden by specific implementations in the subclasses. Thus, the abstract superclass defines a common interface which all the subclasses inherit.

#### Examples

This is an example in Python. First a general class ("Person") is defined. The "self" argument refers to the instance object. The Person object can be in one of three states, and can also "talk".

```
class Person:
    def __init__(self):
        self.state = 0
    def talk(self, sentence):
        print sentence
    def lie_down(self):
        self.state = 0
    def sit_still(self):
        self.state = 1
```

def stand(self):
 self.state = 2

Then a "Baby" class is defined (subclassed from Person). Objects of this class cannot talk or change state, so exceptions (error conditions) are raised by all methods except "lie\_down". This is done by overriding the methods "talk", "sit\_still" and "stand"

```
class Baby(Person):
def talk(self, sentence):
raise CannotSpeakError, 'This person cannot speak.'
```

```
def sit_still(self):
    raise CannotSitError, 'This person cannot sit still.'
```

```
def stand(self):
raise CannotStandError, 'This person cannot stand up.'
```

#### For loop

```
for (initial-expr; cond-expr; incr-expr) {
   statements;
}
```

```
J
```

#### **For-each loop**

J2SE 5.0 added a new feature called the for-each loop, which greatly simplifies the task of iterating through every element in a collection. Without the loop, iterating over a collection would require explicitly declaring an iterator:

```
public int sumLength(Set<String> stringSet) {
    int sum = 0;
    Iterator<String> itr = stringSet.iterator();
    while (itr.hasNext())
        sum += itr.next().length();
    return sum;
}
```

The for-each loop greatly simplifies this method:

```
public int sumLength(Set<String> stringSet) {
  int sum = 0;
  for (String s : stringSet)
    sum += s.length();
  return sum
}
```

#### Arrays

- 1. Java has array types for each type, including arrays of primitive types, class and interface types, as well as higher-dimensional arrays of array types.
- 2. All elements of an array must descend from the same type.
- 3. All array classes descend from the class java.lang.Object, and mirror the hierarchy of the types they contain.
- 4. Array objects have a read-only length attribute that contains the number of elements in the array.
- 5. Arrays are allocated at runtime, so the specified size in an array creation expression may be a variable (rather than a constant expression as in C).

#### **Exception handling**

**Exception handling** is a programming language construct or computer hardware mechanism designed to handle the occurrence of some condition that changes the normal flow of execution. The condition is called an **exception**. Alternative concepts are signal and event handler.

In general, current state will be saved in a predefined location and execution will switch to a predefined handler. Depending on the situation, the handler may later resume the execution at the original location, using the saved information to restore the original state. For example, an exception which will usually be resumed is a page fault, while a division by zero usually cannot be resolved transparently.

From the processing point of view, hardware interrupts are similar to resumable exceptions, except they are usually not related to the current program flow.

## INDEX

# List of Practical's (Advance Java)

S.No	List of Experiments
1.	WAP on Network Programming i.e. Client-Server
	Programming.
2.	WAP on Multithreading using runnable interface.
3.	WAP to Create a New Data Source for Ms. Access
4.	WAP to show connectivity with database using
	JDBC/ODBC driver.
5.	WAP to get Information about database using Database
	Meta Data
6.	WAP to get Information about particular table using Result
	Set Meta Data
7.	WAP to implement the concept of swings.
8.	WAP to develop an RMI application.
9	WAP in Servlets to get and display value from an HTML
	page.
10	WAP in JSP to get and display value from an HTML page.

#### PROGRAM - 1

# Write A Program Related To Network Programming i.e. Client-Server Programming.

#### Client.java

import java.io.\*; import java.net.\*; public class client public static void main(String s[] )throws Exception { try { Socket server; String str=""; DataInputStream d=new DataInputStream(System.in); PrintStream toserver; BufferedReader fromserver; server=new Socket("117.198.209.28",1096); InputStreamReader isr=new InputStreamReader (server.getInputStream()); fromserver= new BufferedReader(isr); toserver=new PrintStream(server.getOutputStream()); while(true) { **DEPARTMENT OF ELECTRONICS & COMPUTER ENGINEERING** 

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### Serve.java

import java.io.\*;

import java.net.\*;

public class serve

{

public static void main(String s[])throws Exception

{

ServerSocket sc;

Socket client;

DataInputStream d;

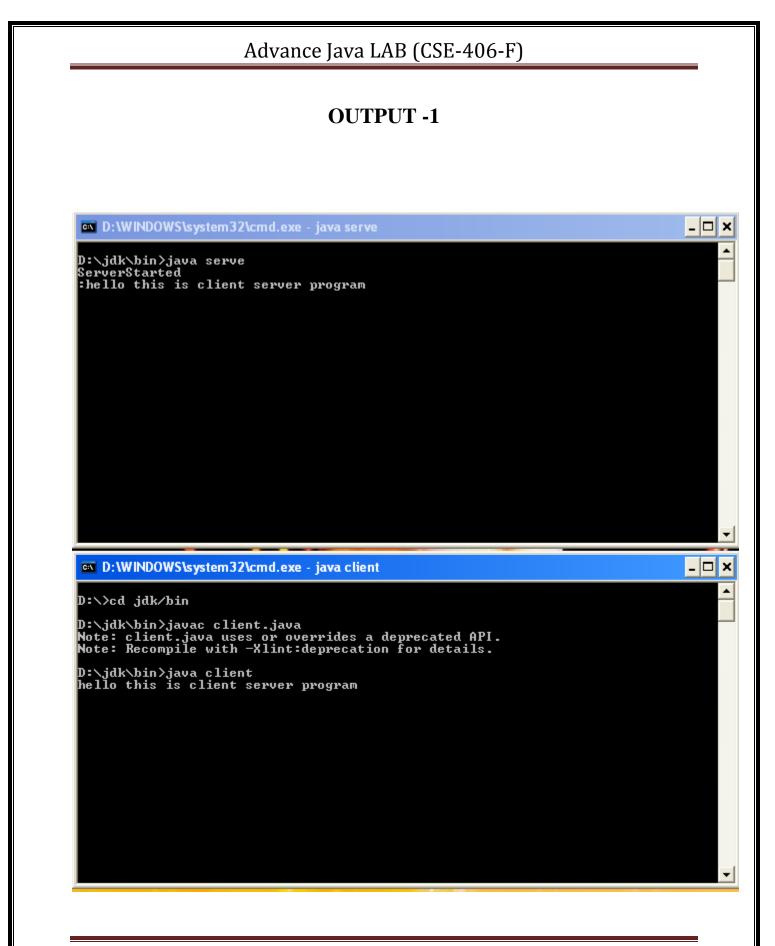
PrintStream toClient;

```
BufferedReader fromClient;
String str="";
try
{
    d=new DataInputStream(System.in);
     sc=new ServerSocket(1096);
    System.out.println("ServerStarted");
    client=sc.accept();
     InputStreamReader isr=new InputStreamReader(client.getInputStream());
    fromClient=new BufferedReader(isr);
     toClient=new PrintStream(client.getOutputStream());
     while(true)
     {
         str=fromClient.readLine();
         System.out.println(str);
         str=":"+d.readLine();
         toClient.println(str);
     }
}
catch(Exception e)
{
    System.out.println(e);
}
```

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}

}



### **PROGRAM - 2**

### Write A Program To Perform Multithreading Operation

import java.io.\*;

import java.net.\*;

#### class NewThread implements Runnable

```
ł
```

String name;

Thread t;

NewThread(String threadname)

```
{
```

}

{

```
name=threadname;
        t=new Thread(this,name);
        System.out.println("new thread:"+t);
        t.start();
public void run()
{
try
        for(int i=5;i>0;i--)
        {
                System.out.println(name +":"+i);
                Thread.sleep(1000);
        }
}
```

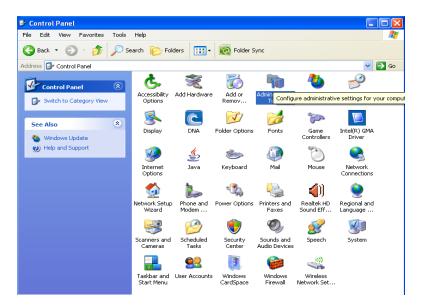
```
catch(InterruptedException e)
        {
               System.out.println(name+"Intrrupted");
        }
               System.out.println(name+"existing");
        }
}
class MultithreadDemo
{
public static void main(String args[]) throws Exception
Ł
new NewThread("one");
new NewThread("two");
new NewThread("three");
try
ł
Thread.sleep(1000);
}
catch(InterruptedException e)
{
System.out.println("mainthread interrupted");
}
System.out.println("mainthread Exiting");
}
```

# OUTPUT - 2

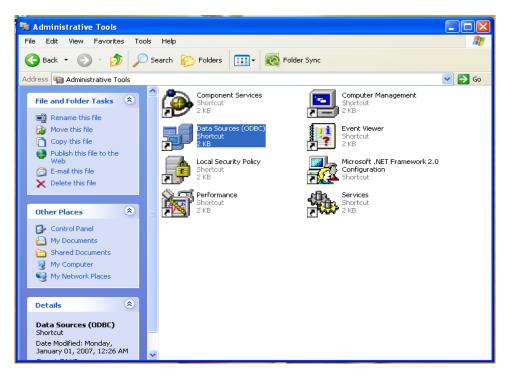
D:\WINDOWS\system32\CMD.exe	_ 🗆 ×
D:\jdk\bin>edit NewThread.java	
D:\jdk\bin>javac NewThread.java	
D:\jdk\bin>java MultithreadDemo new thread:Thread[one,5,main] new thread:Thread[two,5,main] one:5	
new thread:Thread[three,5,main] two:5 three:5	
one:4 two:4	
mainthread Exiting three:4 one:3	
two:3 three:3 one:2	
two:2 three:2	
one:1 two:1 three:1	
oneexisting twoexisting	
threeexisting D:\jdk\bin>	
	•

	Advance Java LAB (CSE-406-F)	
	PROGRAM - 3	
Writ	e A Program To Create a New Data Source In SQL Serve 2005	r
• Cre	ate A New Database in Microsoft SQL Server Management Studio 2005	
File Edit View (	ver Management Studio juery Project Tools Window Community Help Project Tools Window	
	LQuery1.sql* Summary base student	
<		
-	leted successfully.	
		_

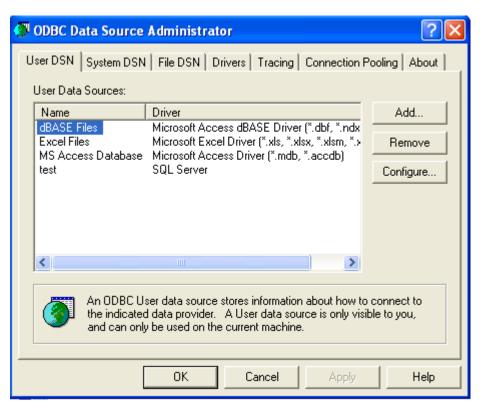
Click On Administrative Tool In Control Panel



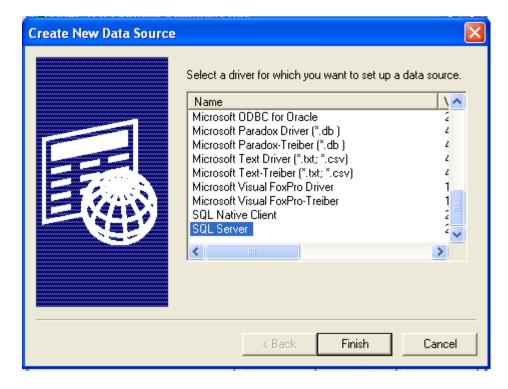
Click On Data Source (ODBC) to Create A New Data Source



• Click On Add To Create A New User DSN



• Click On SQL Server (Database to which connect Data Source



• Filled the Name of Data Source & Server Name Of PC

Create a New Data Source	e to SQL Server 🗙
Selact a diviet in me soft Access I of dB ase I soft Excel resolt For soft Excel resolt For soft Excel resolt For soft Excel resolt For soft Excel resolt Soft soft Excel resolt Soft soft soft Soft soft	This wizard will help you create an ODBC data source that you can use to connect to SQL Server. What name do you want to use to refer to the data source? Name: test How do you want to describe the data source? Description: Which SQL Server do you want to connect to? Server: ARABSWELL
	Finish Next > Cancel Help

• Choose the Authentication Id for SQL server Verification

Create a New Data Source	e to SQL Server	×
Select a driver run me off Access T off A	How should SQL Server verify the authenticity of the login ID?   With Windows NT authentication using the network login ID.  With SQL Server authentication using a login ID and password entered by the user.  To change the network library used to communicate with SQL Server, click Client Configuration.	cation using the network login ID. ation using a login ID and password
SQL Serv		Client Configuration
	Connect to SQL Server to obta additional configuration options	
••••••••••••••••••••••••••••••••••••••	Login (D; Free User	
	Password:	
	< Back Next >	Cancel Help

• Choose the Database to which Connect

Selact a driver to	
off Access off Access off Base	
Mistosoft Fom	Create temporary stored procedures for prepared SQL statements
SIL Serve	<ul> <li>When you disconnect and as appropriate while you are</li> </ul>
	Connected. ▼ Use ANSI quoted identifiers.
eren eren eren eren eren eren eren eren	Use ANSI nulls, paddings and warnings. Use the failover SQL Server if the primary SQL Server is not
	available.

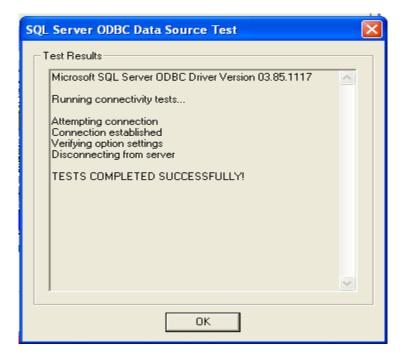
• Click On Finish Button

e to SQL Server	×
times. Save long running queries to the log file:	
	a
< Back Finish Cancel Help	,
	<ul> <li>Change the language of SQL Server system messages to:</li> <li>English</li> <li>Use strong encryption for data</li> <li>Perform translation for character data</li> <li>Use regional settings when outputting currency, numbers, dates a times.</li> <li>Save long running queries to the log file:</li> <li>D:\DOCUME~1\FREEUS~1\LOCALS~1\Temp\Q Browse</li> <li>Long query time (milliseconds): 30000</li> <li>Log ODBC driver statistics to the log file:</li> <li>D:\DOCUME~1\FREEUS~1\LOCALS~1\Temp\S Browse</li> </ul>

• Test the New ODBC Data Source

DBC Microsoft SQL Server Setup	×
A new ODBC data source will be created with the following configuration:	
Microsoft SQL Server ODBC Driver Version 03.85.1117	-
Data Source Name: test Data Source Description: Server: ARABSWELL Database: (Default) Language: (Default) Translate Character Data: Yes Log Long Running Queries: No Log Driver Statistics: No Use Integrated Security: Yes Use Regional Settings: No Prepared Statements Option: Drop temporary procedures on disconnect Use Failover Server: No Use ANSI Quoted Identifiers: Yes Use ANSI Quoted Identifiers: Yes Use ANSI Null, Paddings and Warnings: Yes Data Encryption: No	
J	~
Test Data Source OK Cance	:

• Check if Successful Then OK otherwise Reconfigure the datasource



### PROGRAM - 4

### Write A Program To Perform Connectivity in JDBC (Java Database Connectivity) And ODBC (Object Database Connectivity)

```
import java.lang.*;
import java.io.*;
import java.sql.*;
public class connectivity
public static void main(String args[])
        try
        {
                String str0="Drop table student";
                String str1="create table student"+" (c_id integer ,"+ "c_name varchar(20))";
                String str2="insert into student(c_id,c_name)values (1,'aaa')";
                String str3="insert into student(c_id,c_name)values (2,'bbb')";
                String str4="insert into student(c_id,c_name)values (3,'ccc')";
                String str5="select * from student";
                String str6="update student set c_id=5 where c_name='bbb"';
                String str7="delete from student where c_id=5";
                Class.forName("sun.jdbc.odbc.JdbcOdbcDriver");
                Connection con=DriverManager.getConnection("jdbc:odbc:test","hb","");
```

Statement stmt=con.createStatement();

Stmt.execute(str0);

stmt.execute(str1);

System.out.println("table is created");

int count1=stmt.executeUpdate(str2);

System.out.println("value 1 is inserted");

int count2=stmt.executeUpdate(str3);

System.out.println("value 2 is inserted");

int count3=stmt.executeUpdate(str4);

System.out.println("value 3 is inserted");

ResultSet rs=stmt.executeQuery(str5); System.out.println("id \t name"); while(rs.next())

{

}

String id=rs.getString("c\_id");
String name=rs.getString("c\_name");
System.out.print(id+"\t");
System.out.print(name+"\n");

System.out.print();

//

int count4=stmt.executeUpdate(str6);

System.out.println("tableis updated");

```
int count5=stmt.executeUpdate(str7);
        System.out.println("tableis deleted");
        con.close();
}
catch(Exception ex)
{
        System.out.println("error occured"+ ex);
}
```

}

}

### OUTPUT - 4

D:\WINDOWS\system32\cmd.exe

D:\jdk\bin>javac connectivity.java

D:\jdk\bin>java connectivity table is created value 1 is inserted value 2 is inserted value 3 is inserted id name 1 aaa 2 bbb 3 ccc tableis updated tableis deleted

D:\jdk\bin>\_

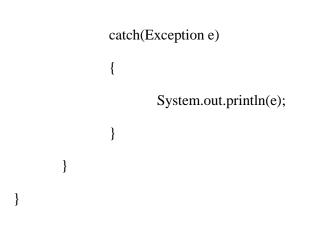
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### PROGRAM - 5

# Write A program To Get Information About Database Using Database Meta Data

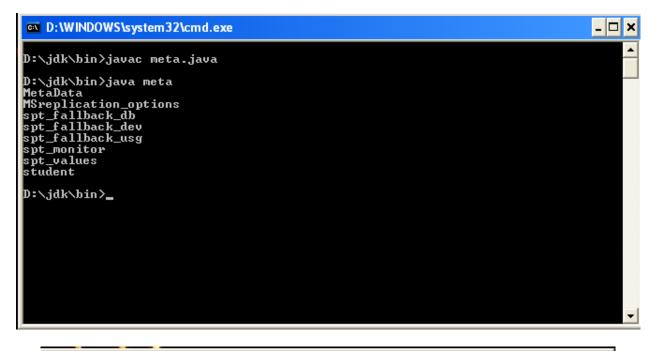
```
import java.lang.*;
import java.sql.*;
public class meta
ł
        public static void main(String args[])
        {
                try
                {
                        Class.forName("sun.jdbc.odbc.JdbcOdbcDriver");
                        Connection con=DriverManager.getConnection("jdbc:odbc:test","JA","");
                        String []bytes={"table"};
                        DatabaseMetaData dbmd=con.getMetaData();
                        ResultSet rs=dbmd.getTables(null,null,null,bytes);
                        System.out.println("MetaData");
                        while(rs.next())
                        {
                                System.out.println(rs.getString("Table_Name"));
                        }
                        con.close();
                }
```



### To Get All System Defined Tables

ResultSet rs=dbmd.getTables(null,null,null,null);

### OUTPUT - 5



D:\WINDOWS\system32\cmd.exe	<u> </u>
D:\jdk\bin>javac meta.java	
D:\jdk\bin>java meta	
MetaData	
MSreplication_options	
ent fallback db	
spt_fallback_db spt_fallback_dev	
spt_fallback_usg	
spt_nonitor	
spt_values	
spi_values student	
CUECV CONCEDAINTO	
CHECK_CONSTRAINTS Column_domain_Usage	
COLUMN_DOMHIN_CSHGE	
COLUMN_PRIVILĒGES	
COLUMNS	
CONSTRAINT_COLUMN_USAGE CONSTRAINT_TABLE_USAGE	
DOMAIN_CONSTRAINTS	
DOMAINS	
KEY_COLUMN_USAGE	
PARAMETERS	
REFERENTIAL_CONSTRAINTS	
ROUT I NE_COLUMNS	
ROUTINES	
SCHEMATA	
TABLE_CONSTRAINTS	
TABLE_PRIVILEGES	
TABLES	
UIEW_COLUMN_USAGE	
UIEW_TABLE_USAGE	
UIEWS	
all_columns	
all_objects	
all_parameters	
all_sql_modules	
all_views	

### PROGRAM - 6

# Write A program To Get Information About Particular Table Using Result Set Meta Data

```
import java.lang.*;
import java.sql.*;
import java.io.*;
public class result
{
       public static void main(String args[])
       {
               try
               {
                       Class.forName("sun.jdbc.odbc.JdbcOdbcDriver");
                       Connection con=DriverManager.getConnection("jdbc:odbc:test","JA","");
                       String str=new String();
                       DataInputStream d=new DataInputStream(System.in);
                       System.out.println("enter tablename");
                       str=d.readLine();
                       PreparedStatement ps=con.prepareStatement("select * from "+str);
                       ResultSet rs=ps.executeQuery();
                       ResultSetMetaData rsmd=rs.getMetaData();
                       int col=rsmd.getColumnCount();
                       System.out.println("Result set metadata column count"+col);
                       System.out.println("column MetaData:");
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```

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```
for(int i=1;i<=col;i++)
{
    System.out.print("column no."+i+"\t");
    System.out.print(rsmd.getColumnName(i)+"\n");
    }
    con.close();
}
catch(Exception e)
{
    System.out.println(e);
}</pre>
```

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}

}

### OUTPUT - 6

D:\WINDOWS\system32\cmd.exe

D:\>cd jdk/bin

D:∖jdk\bin>javac result.java Note: result.java uses or overrides a deprecated API. Note: Recompile with -Xlint:deprecation for details.

D:\jdk\bin>java result enter tablename student Result set metadata column count2 column MetaData: column no.1 c\_id column no.2 c\_name

D:\jdk\bin}\_

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### PROGRAM - 7

#### WAP TO IMPLEMENT THE CONCEPT OF SWINGS

import javax.swing.\*;

import java.awt.\*;

import java.awt.event.\*;

/\*<applet code="swing.class" height=500 width=500></applet>\*/

public class swing extends JApplet implements ActionListener

{

JTextField tf;

JLabel 11,12,13,14,15;

JButton b;

JComboBox cb;

JComboBox cb1;

JList jl;

JRadioButton m,f;

ButtonGroup bg;

JPanel p;

public void init()

{

Color c=new Color(215,248,90);

p=new JPanel();

p.setBackground(c);

11=new JLabel("Enter Your Name:");

l2=new JLabel("Gender:");

13=new JLabel("Qualification:");

l4=new JLabel("Hobbies:");

15=new JLabel("Year:");

tf=new JTextField(20);

b=new JButton("Show");

String str[]={"BA","BBA","BCA","B.TECH","MBA","MA","MCA"};

String str1[]={"Watching TV","Reading BOOKS","Watching MOVIES",

"Playing VIDEO GAMES","Surfing INTERNET"};

String str2[]={"1st Year","IInd Year","IIIrd Year","IVth Year"};

GridBagLayout gl=new GridBagLayout();

GridBagConstraints gbc=new GridBagConstraints();

p.setLayout(gl);

cb=new JComboBox(str);

jl=new JList(str1);

cb1=new JComboBox(str2);

m=new JRadioButton("Male");

f=new JRadioButton("Female");

gbc.gridx=0;

gbc.gridy=0;

gbc.anchor=GridBagConstraints.CENTER;

gbc.fill=GridBagConstraints.HORIZONTAL; gl.setConstraints(l1,gbc); p.add(l1); gbc.gridx=1; gbc.gridy=0; gbc.gridwidth=2; gbc.anchor=GridBagConstraints.CENTER;

gl.setConstraints(tf,gbc);

p.add(tf);

gbc.gridx=0;

gbc.gridy=2;

gbc.gridwidth=1;

gbc.anchor=GridBagConstraints.CENTER;

gl.setConstraints(l2,gbc);

p.add(12);

bg=new ButtonGroup();

gbc.gridx=1;

gbc.gridy=2;

gbc.anchor=GridBagConstraints.CENTER;

bg.add(m);

gl.setConstraints(m,gbc);

p.add(m);

gbc.gridx=2;

gbc.gridy=2;

gbc.anchor=GridBagConstraints.CENTER;

bg.add(f);

gl.setConstraints(f,gbc);

p.add(f);

gbc.gridx=0;

gbc.gridy=4;

gbc.anchor=GridBagConstraints.CENTER;

gl.setConstraints(l3,gbc);

p.add(13);

gbc.gridx=1;

gbc.gridy=4;

gbc.anchor=GridBagConstraints.CENTER;

gl.setConstraints(cb,gbc);

p.add(cb);

gbc.gridx=0;

gbc.gridy=6;

gbc.anchor=GridBagConstraints.CENTER;

gl.setConstraints(15,gbc);

p.add(15);

gbc.gridx=1;

gbc.gridy=6;

gbc.anchor=GridBagConstraints.CENTER;

gl.setConstraints(cb1,gbc);

p.add(cb1);

gbc.gridx=0;

gbc.gridy=8;

gbc.anchor=GridBagConstraints.CENTER;

gl.setConstraints(l4,gbc);

p.add(14);

gbc.gridx=1;

gbc.gridy=8;

gbc.anchor=GridBagConstraints.NORTH;

gl.setConstraints(jl,gbc);

p.add(jl);

gbc.gridx=1;

```
gbc.gridy=10;
```

gbc.gridwidth=1;

gbc.fill=GridBagConstraints.HORIZONTAL;

```
gbc.anchor=GridBagConstraints.CENTER;
```

gl.setConstraints(b,gbc);

p.add(b);

getContentPane().add(p);

b.addActionListener(this);

}

public void actionPerformed(ActionEvent a)

```
{
```

String s;

s=tf.getText();

```
if(m.isSelected())
{
    s="Mr." +s+", ";
}
else
{
    s="Ms." +s+", ";
```

```
}
```

s=s+" pursuing "+String.valueOf(cb.getSelectedItem());

s=s+" " +String.valueOf(cb1.getSelectedItem());

s=s+" likes "+String.valueOf(jl.getSelectedValue());

JOptionPane.showMessageDialog(this,s);

}

}

### OUTPUT - 7

😤 Applet Viewer: swing.class		<b>-</b> 7 ×
Applet		
	enter ur name	
	Gender 🖲 male 🔿 female	
	qualification <b>B.E.</b>	
	TV	
	BOOKS	
	hobbies MOVIES GAMES	
	INTERNET	
	show	
	🕅 Message 🛛 🗙	
	Divipul MANGLA , male pursuing B.E. likes INTERNET	
	ОК	
	Java Applet Window	
Applet started.		
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### PROGRAM - 8

### WAP TO DEVELOP AN RMI SYSTEM

### Step 1: Make an Interface "Hello.java":

import java.rmi.\*;

public interface Hello extends Remote

{

public String sayHello() throws RemoteException;

}

### Step 2: Implementation "HelloImpl.java":

```
import java.rmi.*;
import java.rmi.server.*;
public class HelloImpl extends UnicastRemoteObject implements Hello
{
    public HelloImpl() throws RemoteException
    {
        super();
    }
    public String sayHello() throws RemoteException
    {
        return "Hello!peter smith";
    }
DEPARTMENT OF ELECTRONICS & COMPUTER ENGINEERING
```

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# }

### Step 3: Rebind the Server "HelloServer.java":

```
import java.rmi.*;
import java.rmi.server.*;
public class HelloServer
{
 public static void main(String args[])
 {
   try
   {
     System.setSecurityManager( new RMISecurityManager());
     Hello h=new HelloImpl();
     Naming.rebind("server",h);
     System.out.println("object is registered");
     System.out.println("now servaer is waiting");
     }
          catch(Exception e)
     {
     System.out.println("error:"+e);
     }
     ł
     }
```

### Step 4: LookUp the Client "HelloClient.java":

```
import java.rmi.*;
public class HelloClient
{
public static void main(String args[])
{
try
Hello h=(Hello)Naming.lookup("rmi://192.168.0.66/server");
System.out.println("client: Hello!");
System.out.println("server:" +h.sayHello());
}
catch(Exception e)
{
System.out.println("Error:"+e);
}
}
}
```

### **Step 5: Compile the four source files**

### **Step 6: Generate the Stub & Skelton using:**

## rmic HelloImpl

**Step 7: Start the RMI registry** 

start rmiregistry

**Step 8: start the server** 

java HelloServer

**Step 9: Start the client** 

java HelloClient

# OUTPUT - 8

🔤 C:\WINDOWS\system32\cmd.exe - policytool Microsoft Windows XP [Version 5.1.2600]	
(C) Copyright 1985-2001 Microsoft Corp.	
C:\Documents and Settings\Aitm>cd\	
C:\>cd jdk	
C:\jdk>cd bin	
C:\jdk\bin>rmic HelloImpl	
C:∖jdk\bin>policytool -	
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Policy Entry	×
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Add Permission Edit Permission Remove Permission	
Done Cancel	

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Save as type: All Files (*.*)	el

🔤 C:\WINDOWS\system32\cmd.exe

Microsoft Windows XP [Version 5.1.2600] (C) Copyright 1985-2001 Microsoft Corp.

C:\Documents and Settings\Aitm>cd\

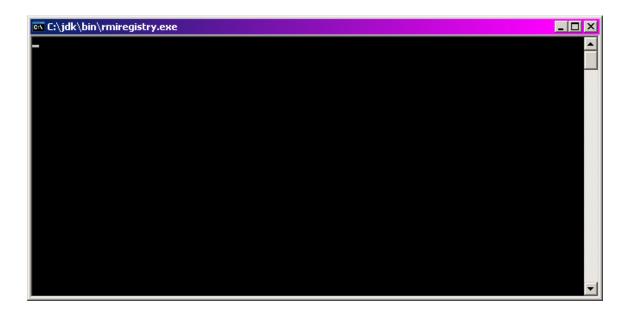
C:∖>cd jdk

C:∖jdk>cd bin

C:\jdk\bin>startr rmiregistry 'startr' is not recognized as an internal or external command, operable program or batch file.

C:\jdk\bin>start rmiregistry

C:\jdk\bin>



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■ C:\WINDOW5\system32\cmd.exe - java HelloServer

 Microsoft Windows XP [Uersion 5.1.2600]

 (C) Copyright 1985-2001 Microsoft Corp.

 C:\Documents and Settings\Aitm>cd\

 C:\Jcd jdk

 C:\jdk\bin>startr rmiregistry

 'startr' is not recognized as an internal or external command,

 operable program or batch file.

 C:\jdk\bin>start rmiregistry

 C:\jdk\bin>start rmiregistry

 'startr' is not recognized as an internal or external command,

 operable program or batch file.

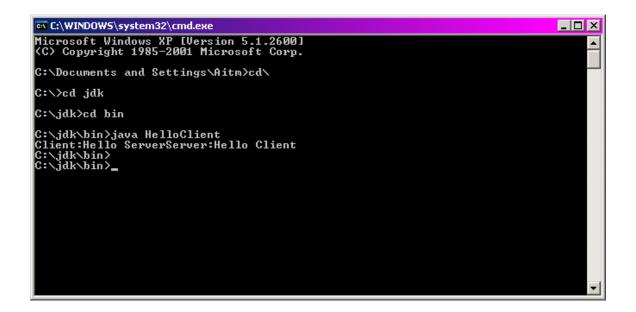
 C:\jdk\bin>start rmiregistry

 C:\jdk\bin>start rmiregistry

 C:\jdk\bin>start rmiregistry

 C:\jdk\bin>gram or batch file.

 Sow server is waiting for Client object

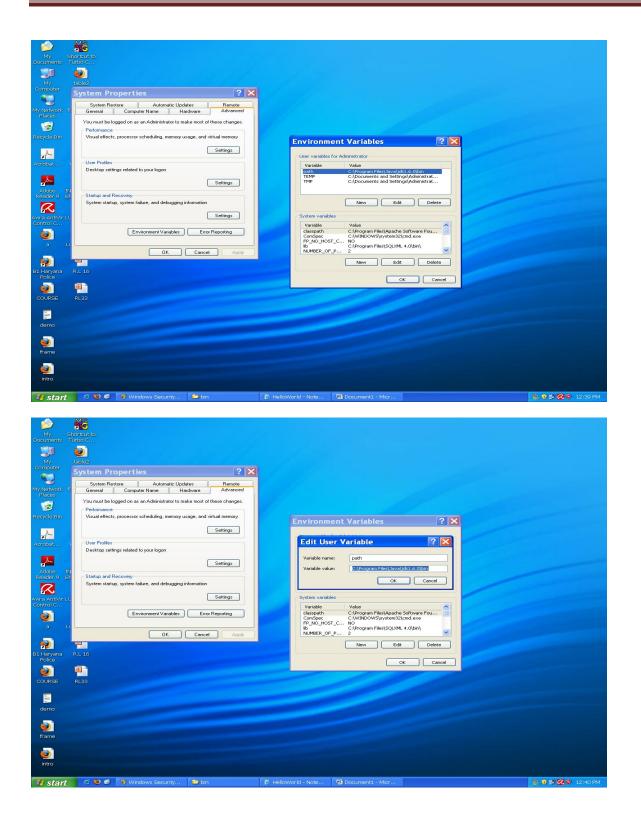


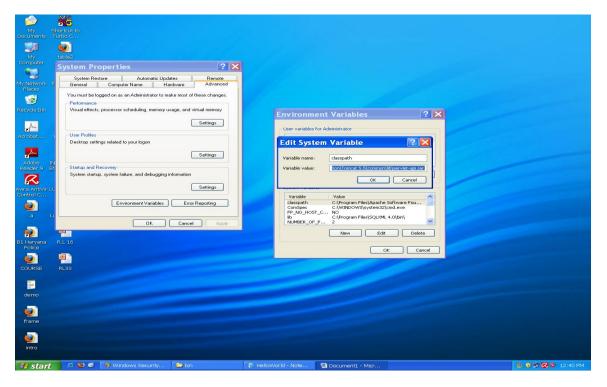
# PROGRAM - 9

### WAP TO IMPLEMENT SERVLETS

Step 1) Create a folder in Tomcat's webapps folder, say examples.

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My Computer			
	System Properties		
My Network 1	System Restore Automatic Updates Remote General Computer Name Hardware Advanced		
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Step 2) Create folders as examples -> WEB-INF -> classes

😂 classes					
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#### Step 3) Write the following program in a file "HelloWorld.java" and save in classes folder

import java.io.\*;

import java.util.\*;

```
import javax.servlet.*;
```

import javax.servlet.http.\*;

public class HelloWorld extends HttpServlet {

public HelloWorld() {

super();

}

protected void doGet(HttpServletRequest request, HttpServletResponse response) throws

ServletException, IOException {
// TODO Auto-generated method stub
response.setContentType("text/html");

PrintWriter pw = response.getWriter();

pw.println("<html>");

pw.println("<head><title>Hello World</title>");

pw.println("<body>");

pw.println("<h1>Hello World</h1>");

pw.println("</body></html>");

response.addHeader("Refresh", "1");

pw.println(new Date().toString());

}

protected void doPost(HttpServletRequest request, HttpServletResponse response) throws

ServletException, IOException {

// TODO Auto-generated method stub

- }
- }

Step 4) open the command prompt using cmd and set the drive location as:

C:\Program Files\Apache Software Foundation\Tomcat 6.0\webapps\examples\WEB-INF\classes.

Step 5) Compile the above program using "javac HelloWorld.java".

Step 6) Copy paste the web.xml file from webapps -> ROOT -> WEB-INF

To webapps -> examples -> WEB-INF

Step 7) Edit the web.xml file to set the servlet name and servlet-mappings according to your servlet.

bin			
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ddress 🗁 C:\Program Files\Apache Software Foundation\Tomcat 5.5\b			💌 🄁 Go
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Step 8) Start the Tomcat Service Runner in "C:\Program Files\Apache Software Foundation\Tomcat 6.0\bin"

Step 9) Open the web browser and type the following URL to run the servlet from any client system:

http://localhost:8080/examples/HelloWorld

or

http:// <IP address of server> /examples/HelloWorld

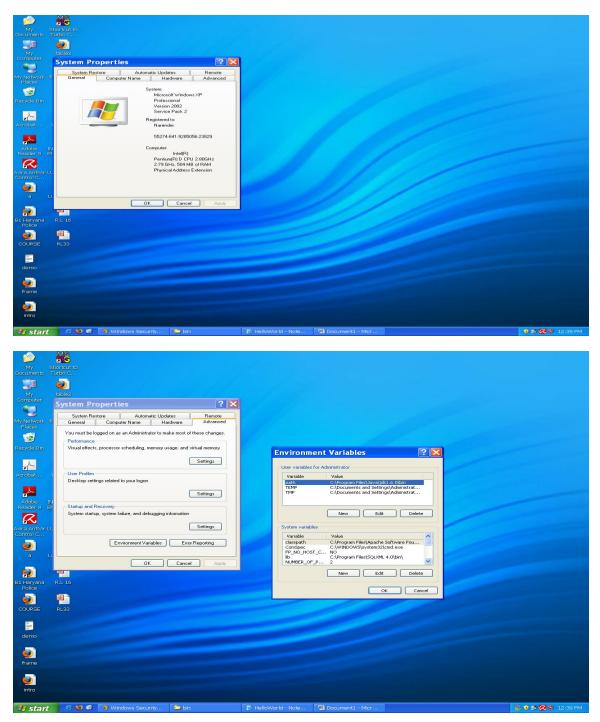
and press enter.

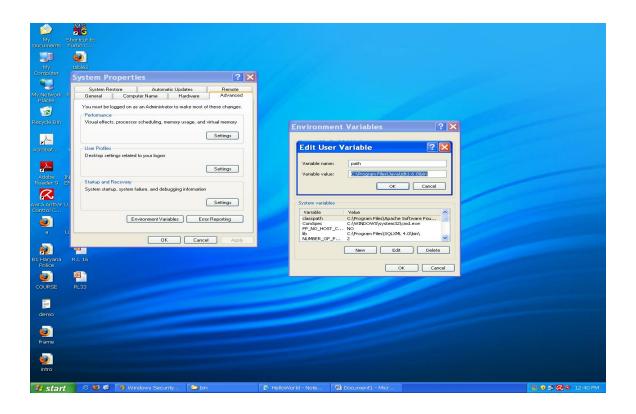
OUTPUT - 9	
I Cannot find server - Microsoft Internet Explorer	
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HelloWorld	
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	7

### PROGRAM - 10

### WAP TO IMPLEMENT JSP

Step 1) Create a folder in Tomcat's webapps folder, say examples.





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	<b>.</b>		
	System Properties ? 🔀		
My Notwork 1 Places	System Restore Automatic Updates Remote General Computer Name Hardware Advanced		
1	You must be logged on as an Administrator to make most of these changes.		
Recycle Bin	Performance Visual effects, processor scheduling, memory usage, and virtual memory Settings	Environment Variables	
<u>e</u>		User variables for Administrator	
	User Profiles Desktop settings related to your logon	Edit System Variable	
<u>_</u>	Settings	Variable name: classpath	
Adobe II Reader 9 E	Startup and Recovery	Variable value: Ron\Tomcat 5.5\common\lib\servlet-apl.iar	
	System startup, system failure, and debugging information	OK Cancel	
	L		
Control C	Environment Variables Error Reporting	Variable Value classpath C:\Program Files\Apache Software FoL ConSpec C:\WINDOWS\system32\cnd.exe FP_NO_HOST_C NO	
	OK Cancel Apply	lib C:\Program Files\SQLXML 4.0\bin\ NUMBER_OF_P 2	
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Step 2) Write the following program and save like an html file, with extension jsp, say "time.jsp" in the above created folder

<html>

<head>

<title>

Current TIme

</title>

</head>

<body>

<b>Current Date and Time</b>

<%=new java.util.Date()%>

</body>

</html>

Step 3) Start the Tomcat Service Runner in "C:\Program Files\Apache Software Foundation\Tomcat 6.0\bin"

Step 4) Open the web browser and type the following URL to run the servlet from any client system:

http://localhost:8080/examples/time.jsp

or

http:// <IP address of server> /examples/time.jsp

and press enter.

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	001101	10	
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