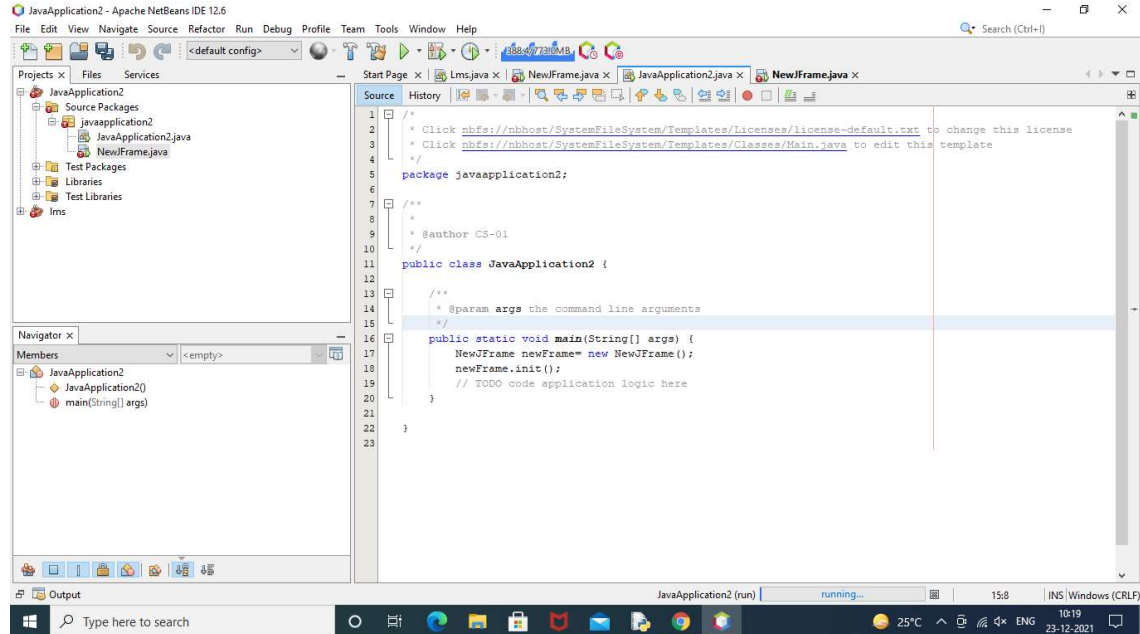


Practical 1

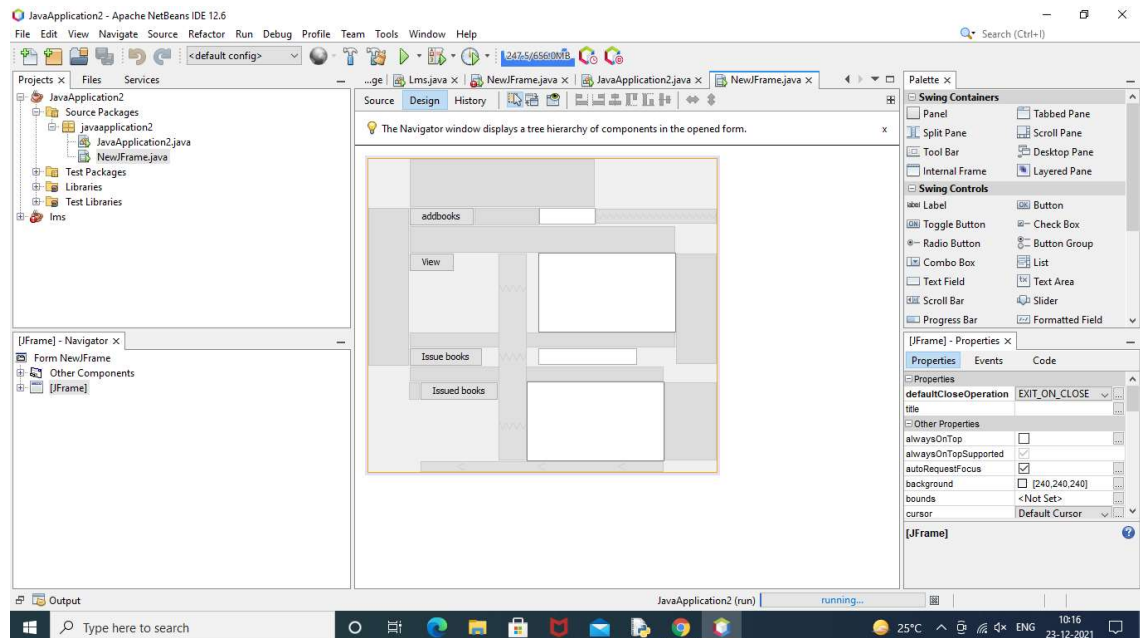
Advance Java

Aim: Develop the presentation layer of Library Management software application with suitable menus.

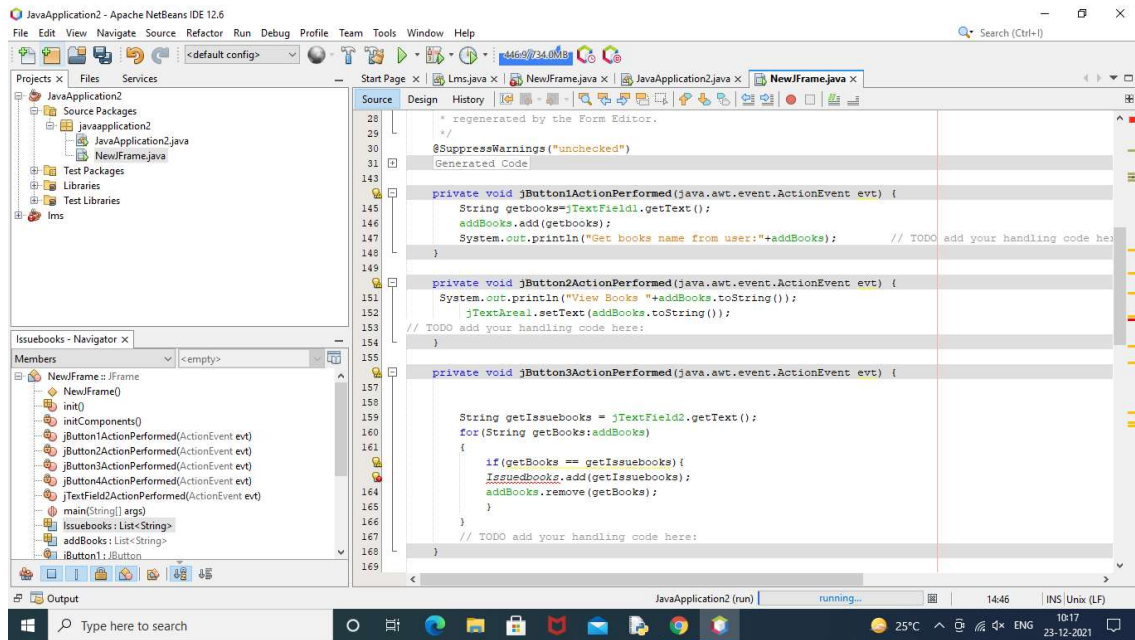
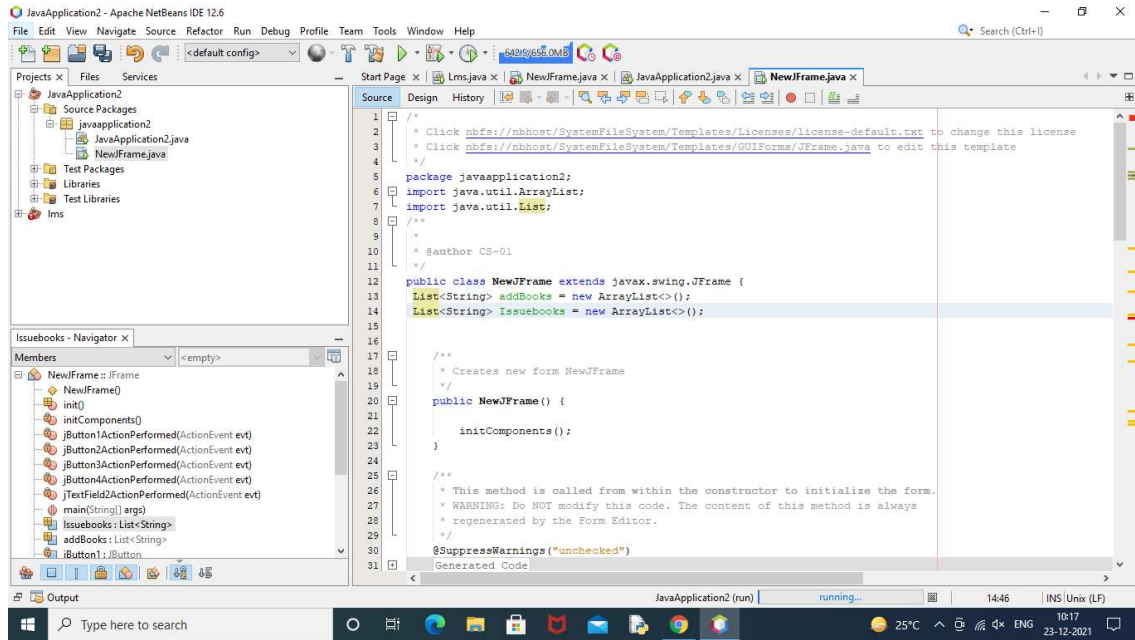
Code:



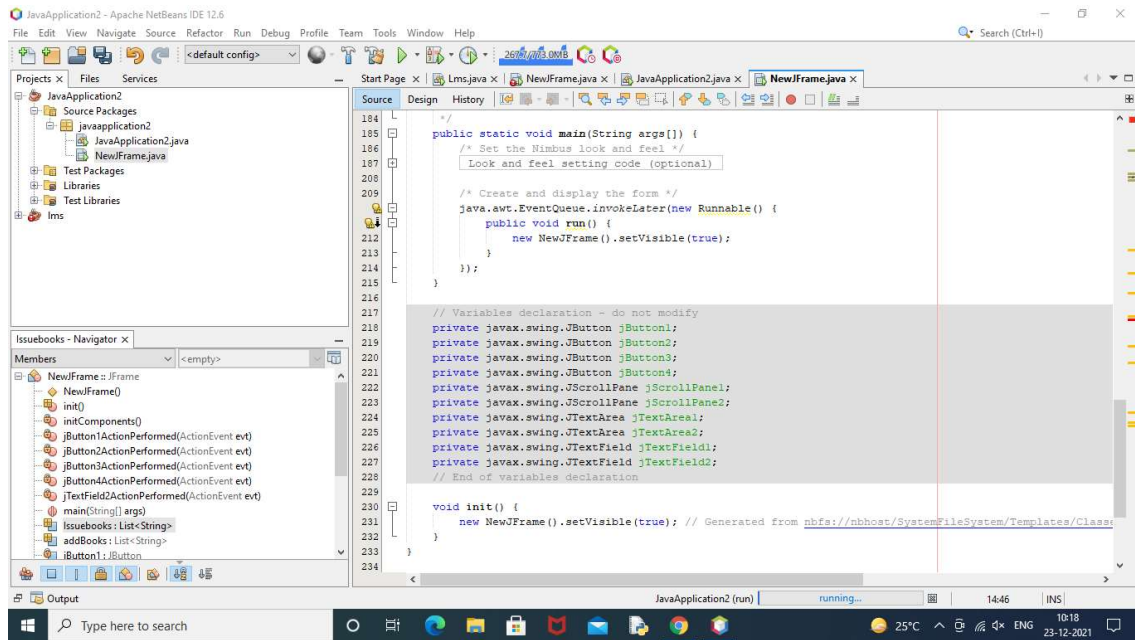
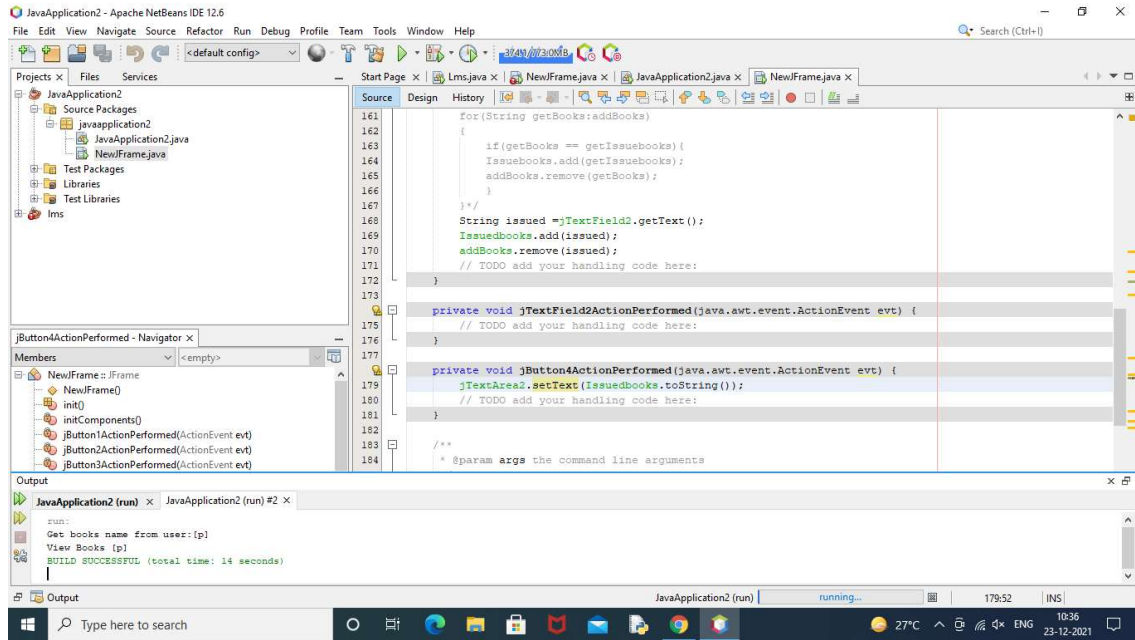
```
1  /*
2  * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license
3  * Click nbfs://nbhost/SystemFileSystem/Templates/Classes/Main.java to edit this template
4  */
5  package javaapplication2;
6
7  /**
8   *
9   * @author CS-01
10  */
11  public class JavaApplication2 {
12
13      /**
14       * @param args the command line arguments
15      */
16
17      public static void main(String[] args) {
18          NewFrame newFrame= new NewFrame();
19          newFrame.init();
20          // TODO code application logic here
21      }
22
23  }
```



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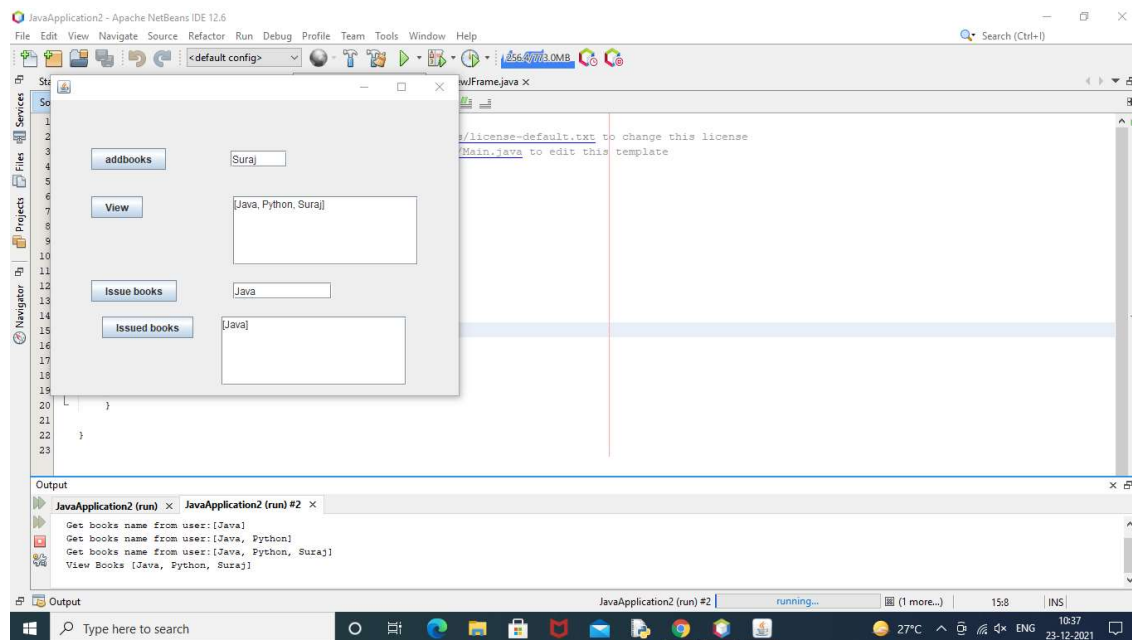
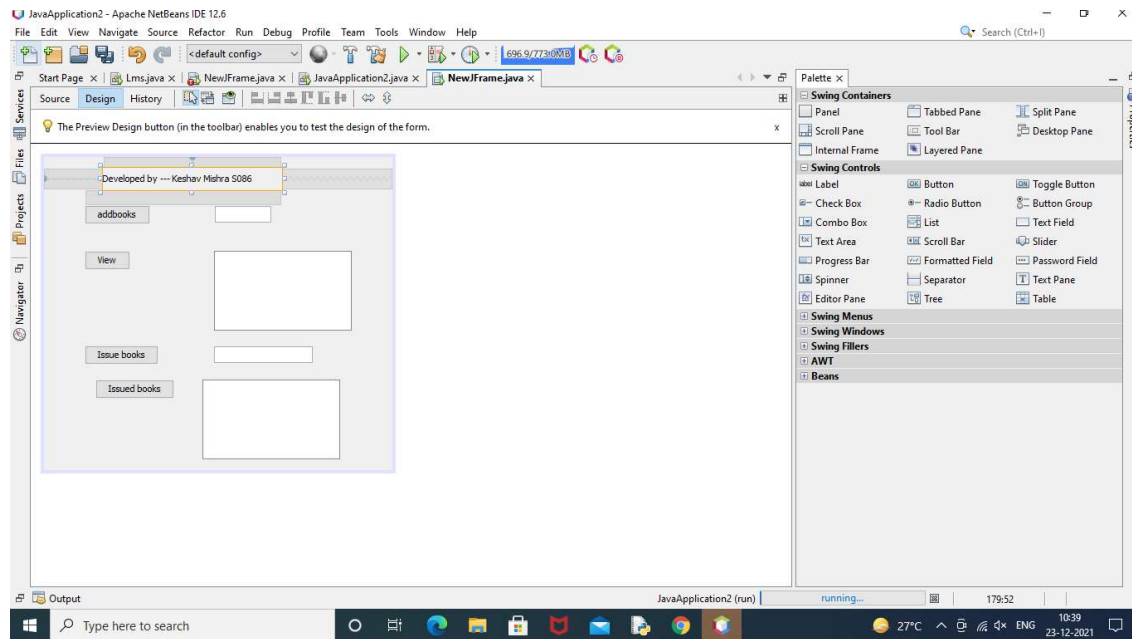


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Output:



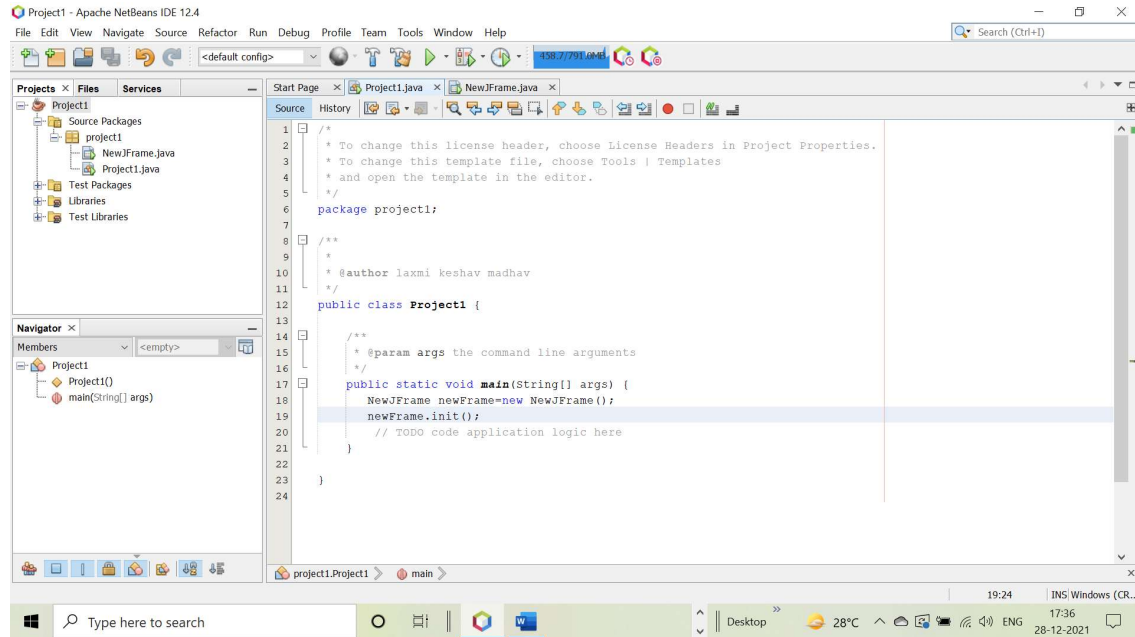
BY KESHAV MISHRA 5086

Practical 1(B)

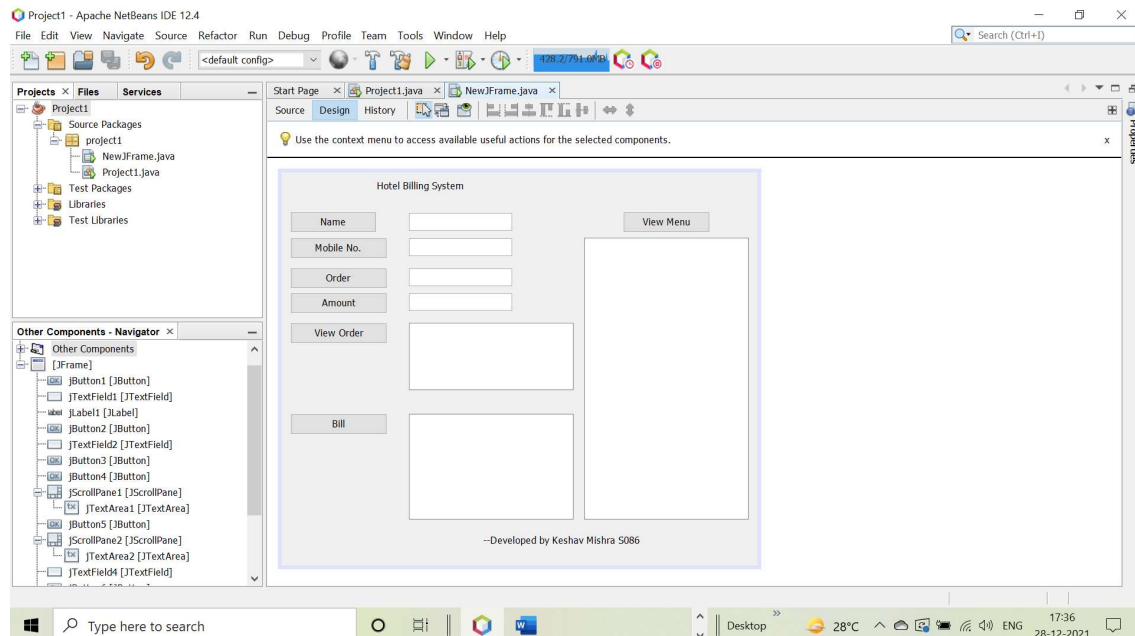
Advance Java

Aim: Billing System using Swing Components

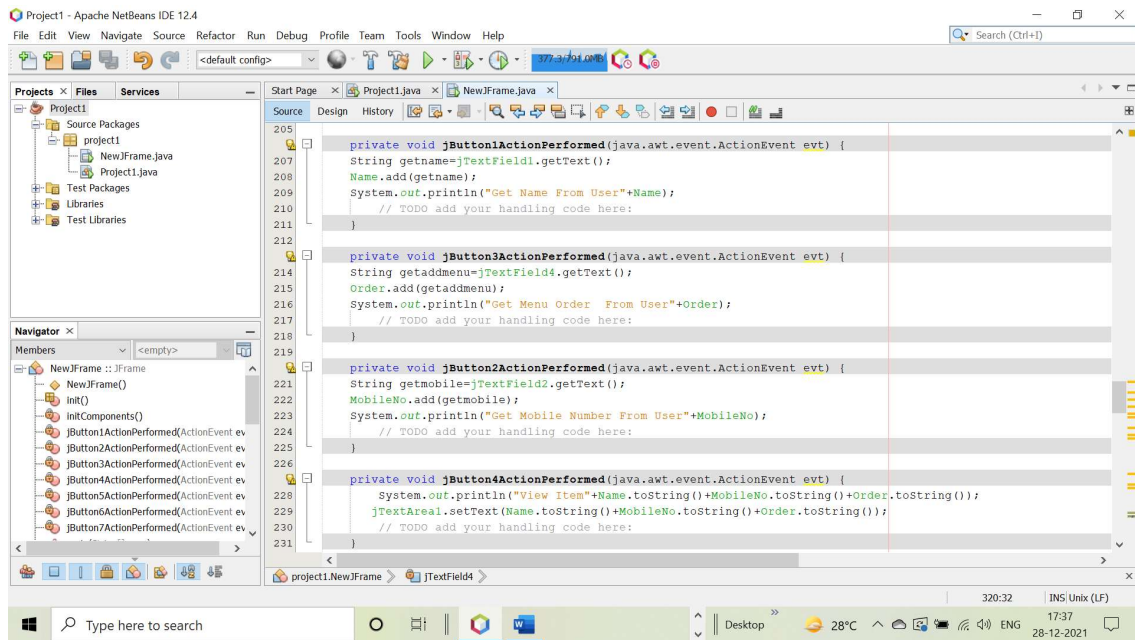
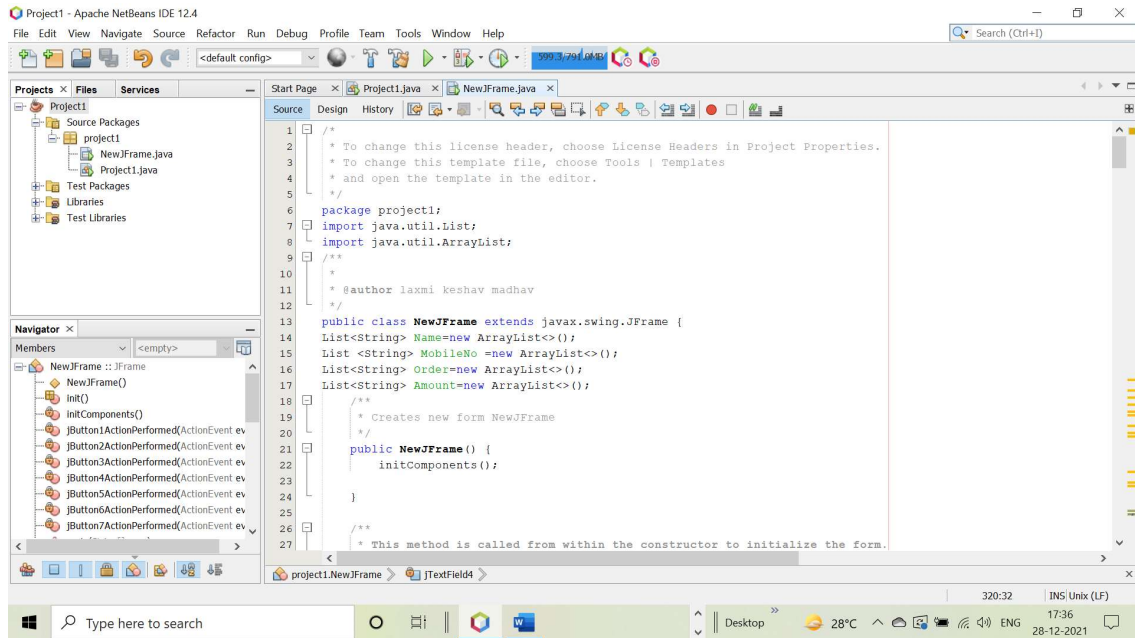
Code:



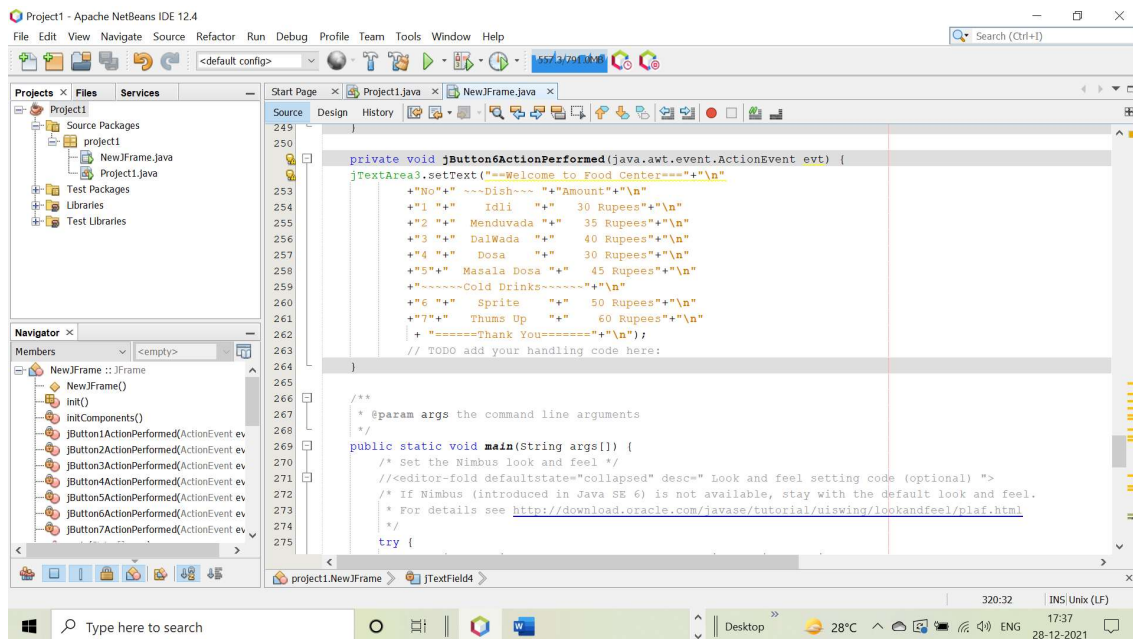
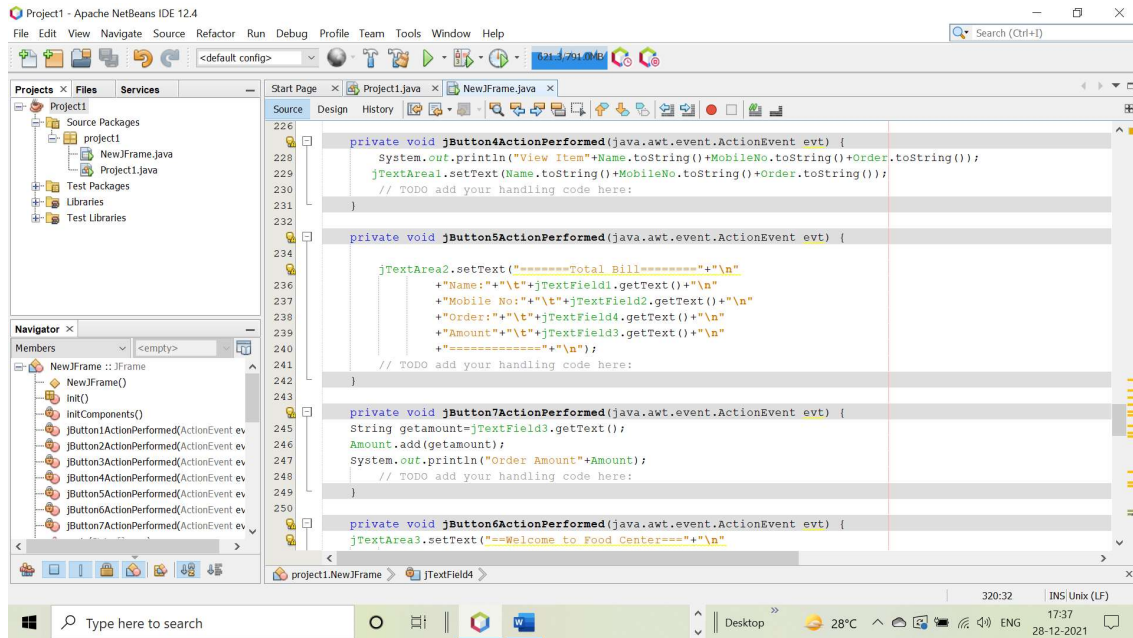
```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package project1;
7
8  /**
9   *
10  * @author laxmi keshav madhav
11  */
12  public class Project1 {
13
14      /**
15       * @param args the command line arguments
16       */
17      public static void main(String[] args) {
18          NewFrame newFrame=new NewFrame();
19          newFrame.init();
20          // TODO code application logic here
21      }
22
23  }
24
```



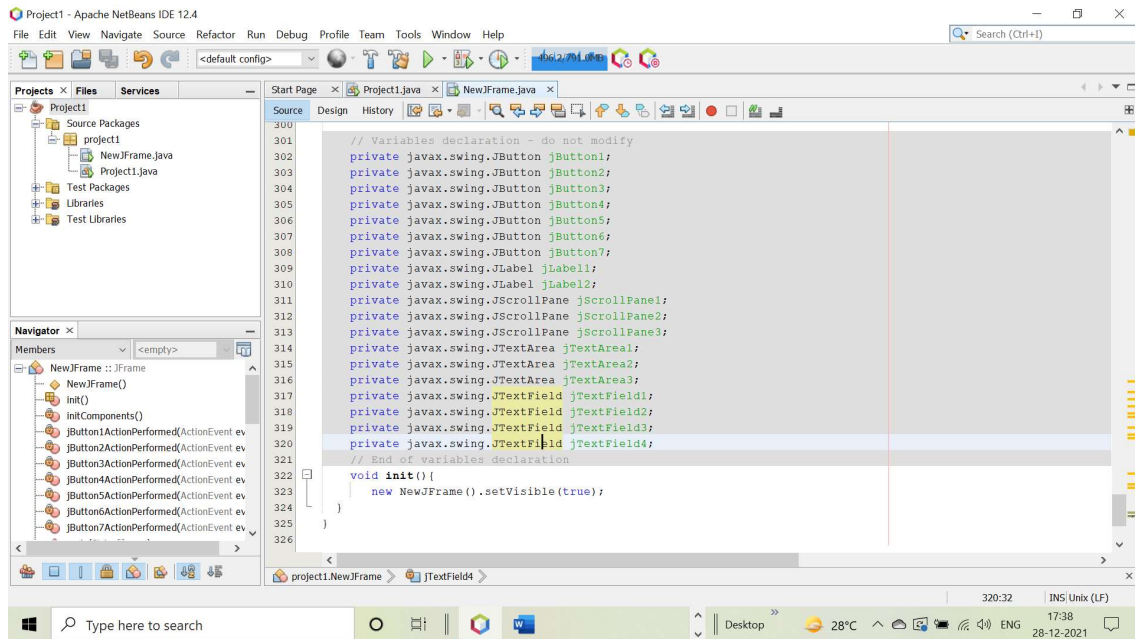
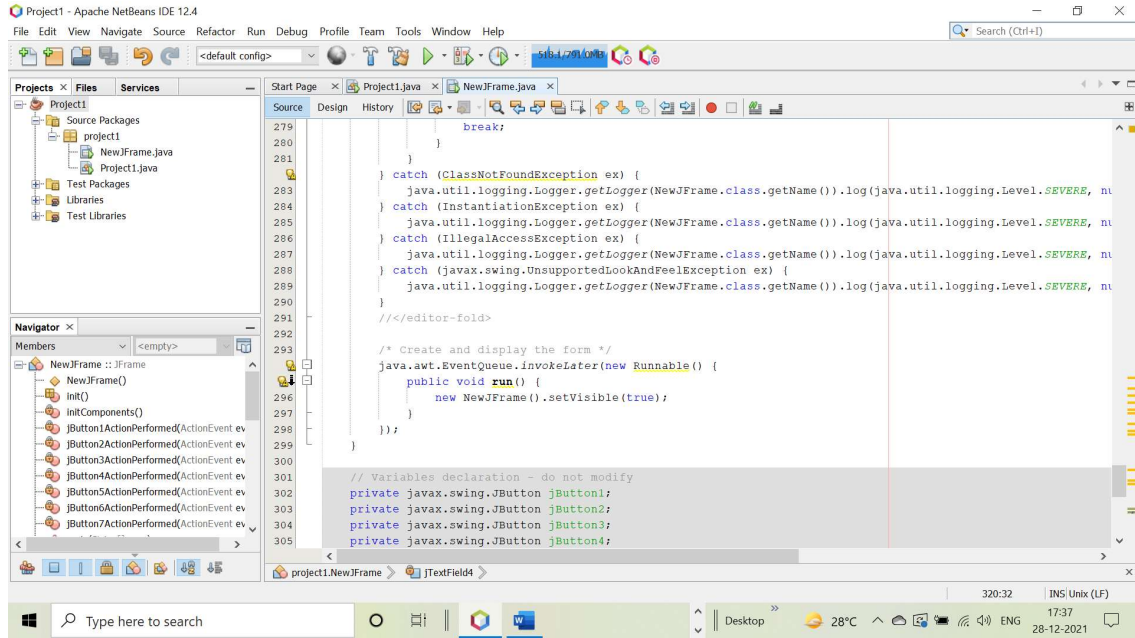
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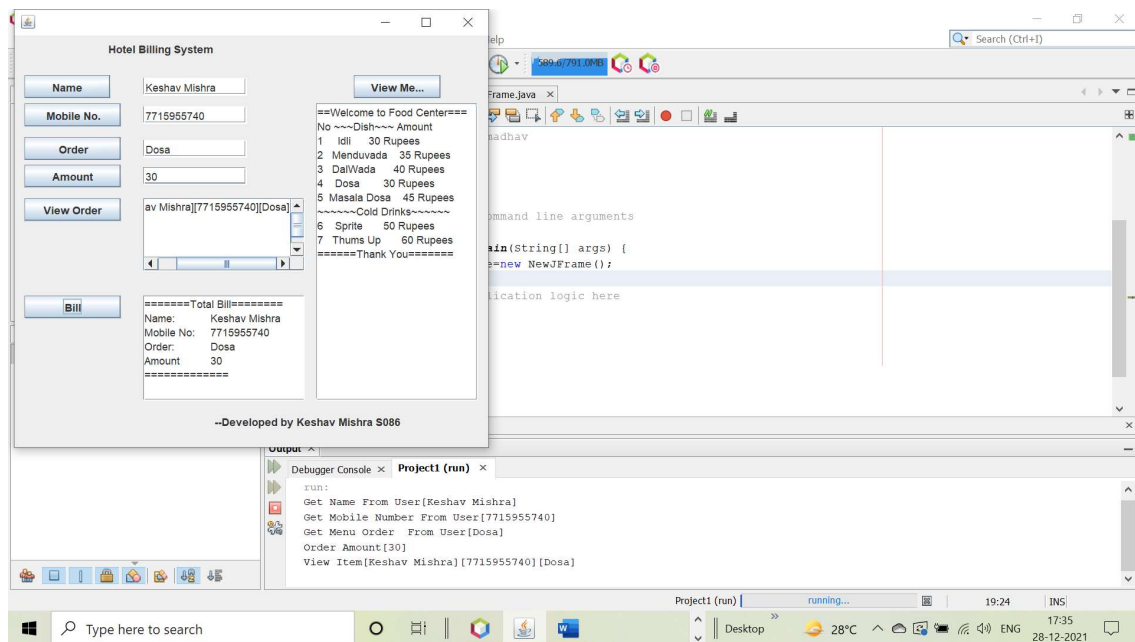
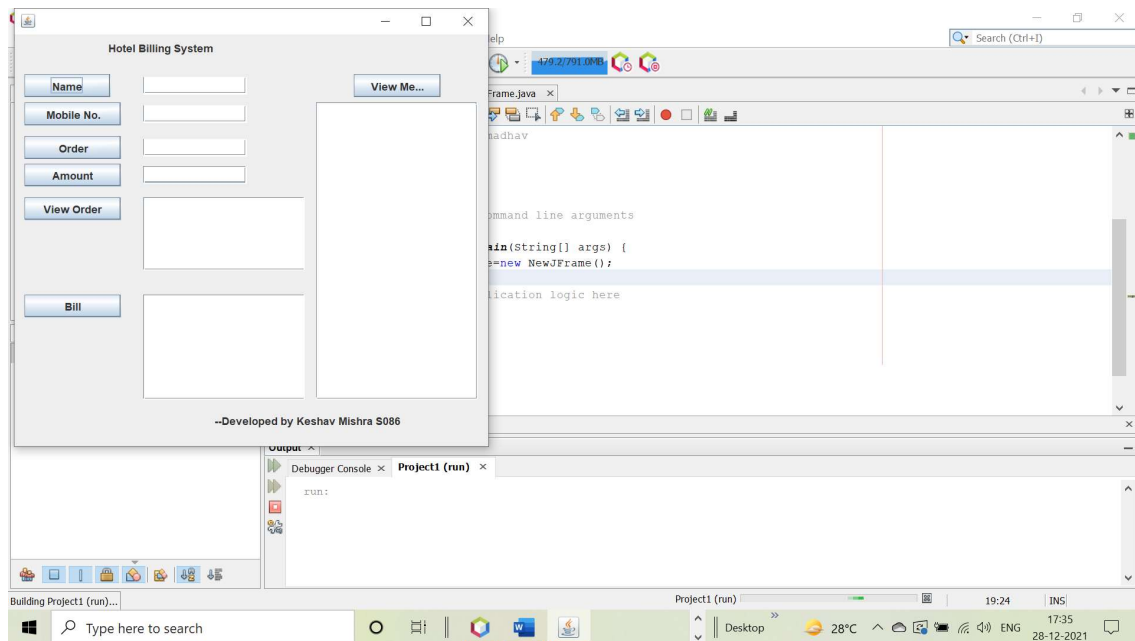


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Output:



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