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<u>Lab Experiment – 5</u>

Aim: Implementation of Event driven programming.

Problem Statement: Write a java program to demonstrate the use of textfields, radiobuttons, and button.

Code:

```
import java.awt.Color;
import java.awt.Font;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import javax.swing.JButton;
import javax.swing.JFrame;
import javax.swing.JLabel;
import javax.swing.JPanel;
import javax.swing.JRadioButton;
import javax.swing.JTextField;
class Calculator implements ActionListener {
  // Create a JFrame to hold the calculator components
  JFrame frame = new JFrame("Calculator");
  // Create labels for input and output fields
  JLabel input1Label = new JLabel("Num 1:");
  JLabel input2Label = new JLabel("Num 2:");
  JLabel resultLabel = new JLabel("Result:");
  // Create input and output fields
  JTextField input1Field = new JTextField();
  JTextField input2Field = new JTextField();
  JTextField resultField = new JTextField();
  // Create buttons
  JButton addButton = new JButton("Add");
  // Create panel to hold the components
  JPanel panel = new JPanel();
  // Create radio buttons for background color
  JRadioButton yellowButton = new JRadioButton("Yellow");
  JRadioButton greenButton = new JRadioButton("Green");
  // Create fonts for labels, input and output fields, and buttons
  Font sansSerif = new Font("SansSerif", Font.BOLD, 20);
```

```
Font serif = new Font("Serif", Font.BOLD, 20);
Font bgFont = new Font("SansSerif", Font.BOLD, 14);
Calculator() {
  // Set the layout for the panel
  panel.setLayout(null);
  // Set the size of the JFrame
  frame.setSize(400, 450);
  // Make the JFrame exit on close
  frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
  // Make the JFrame visible
  frame.setVisible(true);
  // Set the position of the labels and input and output fields
  input1Label.setBounds(50, 50, 150, 30);
  input2Label.setBounds(50, 100, 150, 30);
  resultLabel.setBounds(50, 150, 150, 30);
  input1Field.setBounds(200, 50, 150, 30);
  input2Field.setBounds(200, 100, 150, 30);
  resultField.setBounds(200, 150, 150, 30);
  // Set the position of the buttons
  addButton.setBounds(150, 250, 80, 30);
  // Set the position of the radio buttons
  yellowButton.setBounds(50, 350, 80, 30);
  greenButton.setBounds(250, 350, 80, 30);
  // Set the font of the labels, input and output fields, and buttons
  input1Label.setFont(sansSerif);
  input2Label.setFont(sansSerif);
  resultLabel.setFont(sansSerif);
  input1Field.setFont(serif);
  input2Field.setFont(serif);
  resultField.setFont(serif);
  addButton.setFont(sansSerif);
  yellowButton.setFont(bgFont);
  greenButton.setFont(bgFont);
  // Add components to the panel
  panel.add(input1Label);
  panel.add(input2Label);
  panel.add(resultLabel);
```

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```
panel.add(input1Field);
     panel.add(input2Field);
     panel.add(resultField);
     panel.add(addButton);
     panel.add(yellowButton);
     panel.add(greenButton);
     // Add the panel to the JFrame
     frame.add(panel);
     // Register listeners for buttons and radio buttons
     addButton.addActionListener(this);
     vellowButton.addActionListener(this);
     greenButton.addActionListener(this);
  }
  // Handle button clicks
  @Override
  public void actionPerformed(ActionEvent e) {
     if (e.getSource() == addButton) {
       int x = Integer.parseInt(input1Field.getText());
       int y = Integer.parseInt(input2Field.getText());
       int sum = x + y;
       resultField.setText(Integer.toString(sum));
     } else if (e.getSource() == yellowButton) {
       panel.setBackground(Color.yellow);
       greenButton.setSelected(false);
     } else if (e.getSource() == greenButton) {
       panel.setBackground(Color.green);
       yellowButton.setSelected(false);
     }
  }
public class UI_demo {
  public static void main(String[] args) {
     new Calculator();
  }
```

Output(s):

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Calculator		_		×
Num 1:	65			
	0.5			
Num 2:	32			
Result:	97			
	Add			
Yellow		○ Gre	een	
2 11111				
				_
Calculator		_		×
<u></u> Calculator		-		×
	12	-		×
Num 1:		-		×
	12 32	-		×
Num 1:				×
Num 1: Num 2:	32			×
Num 1: Num 2:	32 44			×
Num 1: Num 2:	32			×
Num 1: Num 2:	32 44			×
Num 1: Num 2:	32 44	- ● Gre		×

CS433P - Programming Paradigm
Department of Computer Science & Engineering (AI/ML)