ASSIGNMENT – 04

PROBLEM STATEMENT: –

Transform the above assignments from command line systems to GUI based systems.

OBJECTIVE

To understand swing class and GUI based classes in JAVA.

OUTCOME: –

One will be able to create well formed GUI using the Java swing framework

THEORY:

→ Swing is a part of JAVA foundation classes (JFC)

→ The swing framework if used to build GUI.

→ If it contains a large set of components under it

→ Each subclass provides large flexibility & rich functionality.

Swing consists of two types of containers.

1. Windows
2. J Components.

Window – These containers create separate windows for themselves

eg – frames, dialogue box

JComponents :- These containers are part of window containers.

eg: JText, Jbutton, JList, etc.

Syntax.

Some of the most commonly used methods of swing are as follows.

1. public void add (component () } –
adds component c to the active component.

2. public void setSize (int width, int height):
used to seted the size of the component.

3. public void setLayout (LayoutManager) –
used to select the type of layout flow, box for the given component.

4. public mid setVisible (boolean b)
used to toggle the visibility of the active component.

Data Structures.

1. JFrame   4. JButton

JLabel   5. JRadioButton

JTextfield   6. JCombo Box

Test Cases :-

	Input	Expect Output	Actual Output	Result
1.	Register New User	User Registered	User Registered	PASS
2	Add new Destination	Destination Added	Destination Added	PASS.

CONCLUSION

Thus we were able to transform our program to a GUI based program using swing.