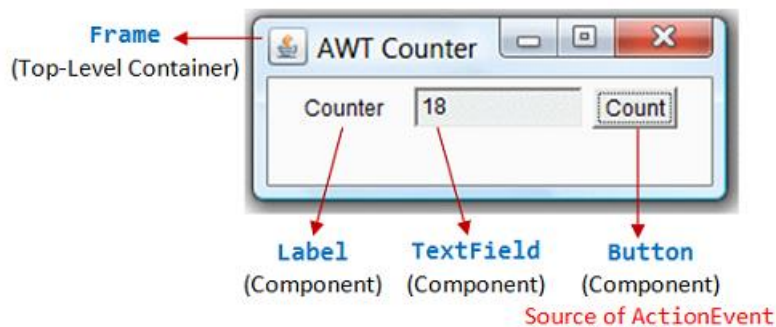


Programmation orientée objet 2 (TP) Graphical User Interface (GUI)

Exercise 01 :



Each time the "Count" button is clicked, the counter value shall increase by 1.

Exercise 02 : (mini calculator)

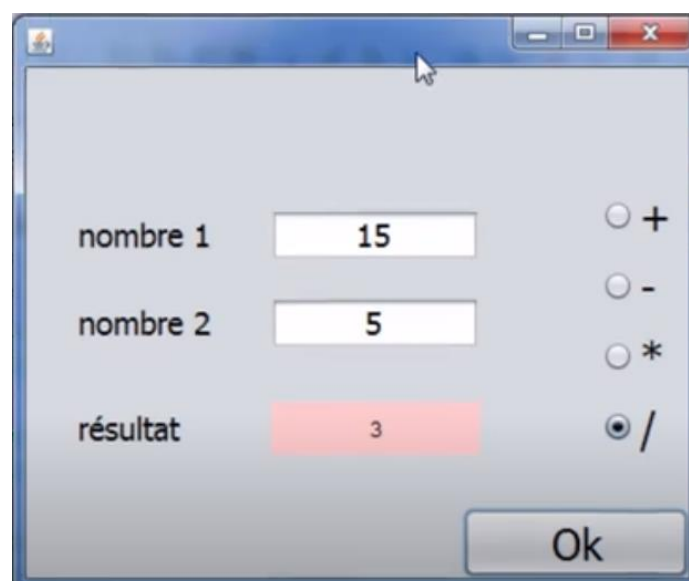
Using java GUI, achieve this mini calculator bellow :

Help:

`radiobuttonName.isSelected()`

`String.valueOf(txt)`

`Integer.parseInt(txt)`



Exercise 03 : (Multiplication)

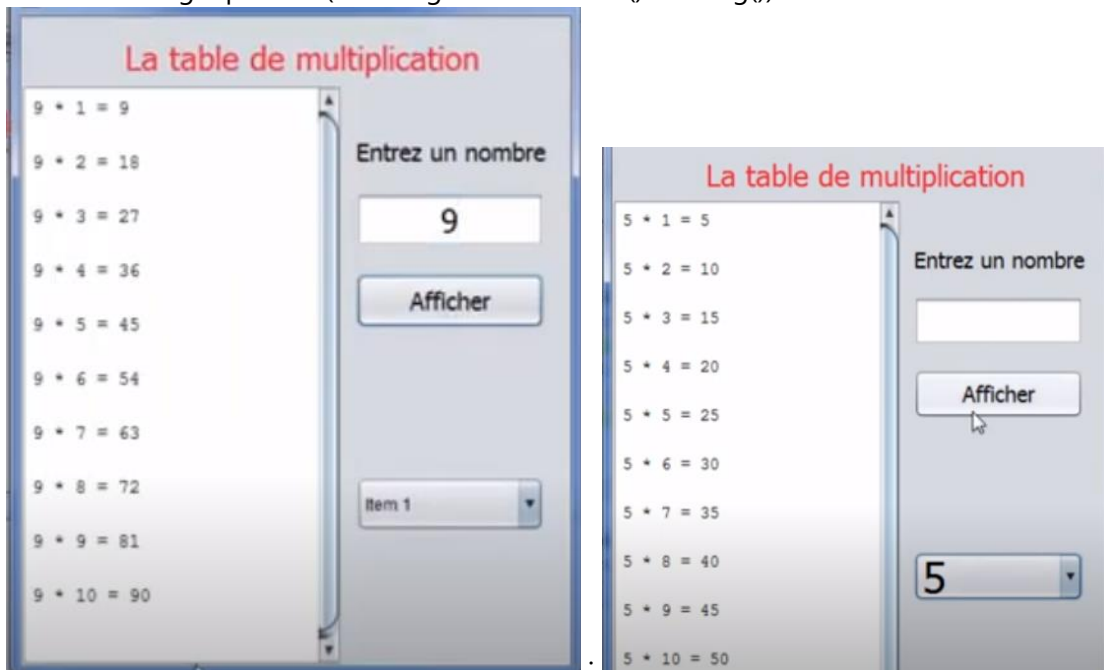
Using Java Swing, create the interface below. The user enters a number, and the system displays the multiplication table. Alternatively, the user can select a number from 1 to 9 from the combo box to calculate the multiplication table.

Help :

ligne=6*i=6

textname.append(ligne+ "\n") add ligne each time to the area text

nombre= Integer.parseInt(combo.getSelectedItem().toString())



Exercice 04 : (Home-Work)

Swing : Students management

Create the form below :

Create a button to add a new student to the list.

Create a button to modify a student's information.

Create a button to delete a student from the list.

Add a button to search for a student's information by name.

Nom	Prenom	Age	Ville
LACHGAR	Mohamed	30	Marrakech
SAFI	Safa	23	Casa
RAMI	Ali	33	Agadir
ALAOUI	FATIMA	23	Casa
ALAMI	Ahmed	77	Rabat