JAVA PROJECT REPORT

(Project Term January-May 2023)

INSTRUMENT LEARNING AND KNOWLEDGE BY STRUCTURAL VISUAL INTERFACE

Submitted by

Name: ABHISHEK KUMAR SINGH **Registration Number:12114530**

ROLL Number 42

Course Code: CSE 310

Under the Guidance of

PROF. Dr.A.Ranjith Kumar

School of Computer Science and Engineering

LOVELY PROFESSIONAL UNIVERSITY

DECLARATION

We hereby declare that the project work entitled ("INSTRUMENT LEARNING AND KNOWLEDGE BY STRUCTURAL VISUAL INTERFACE") is an authentic record of our own work carried out as requirements of Capstone Project for the award of B.Tech degree in computer science and engineering from Lovely Professional University, Phagwara, under the guidance of (Dr.A.Ranjith Kumar), during January To April 2023. All the information furnished in this capstone project report is based on our own intensive work and is genuine.

Project Group Number: 42

Name of Student : Abhishek kumar singh

Registration Number: 12114530

Roll Number: 42

(Signature of Student)
Date:21 April 2023

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1. Introduction

1.1 OBJECTIVE OF PROJECT:

- To make software which will help students to learn guitar.
- It will help in learning guitar chords.
- It will give students information about guitar

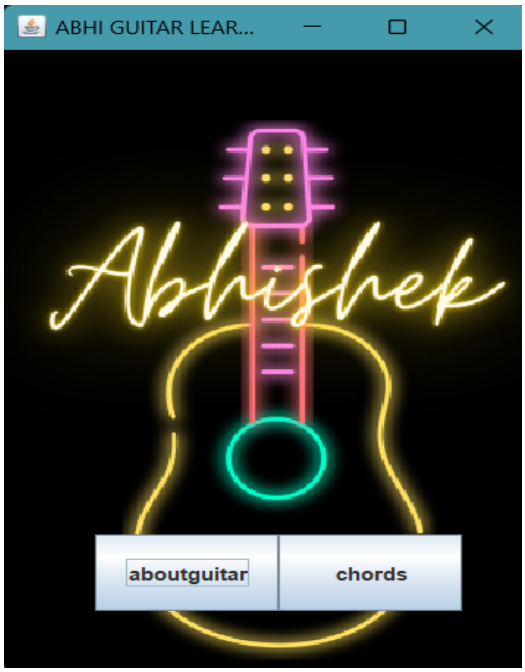
1.2 Description of the project:

- It has 5 frames.
- Frame one is a welcoming frame which will give the option to select what you want to learn.
- Frame one has 2 options.
  1.Learn about guitar.
  2.To learn chords.
- Frame 3 has information about the guitar which is displayed using an image over the layer.
  1.frame3 also has a back button which will return you back to frame2.
- In frame4 it has 2 options to learn about chord
  1.G-major chord
  2.C-major chord

- Frame5 has information about the G-major chord.

frame 6 has information about the C-major chord**2.screenshots and description**

2.1 FRAME 1.



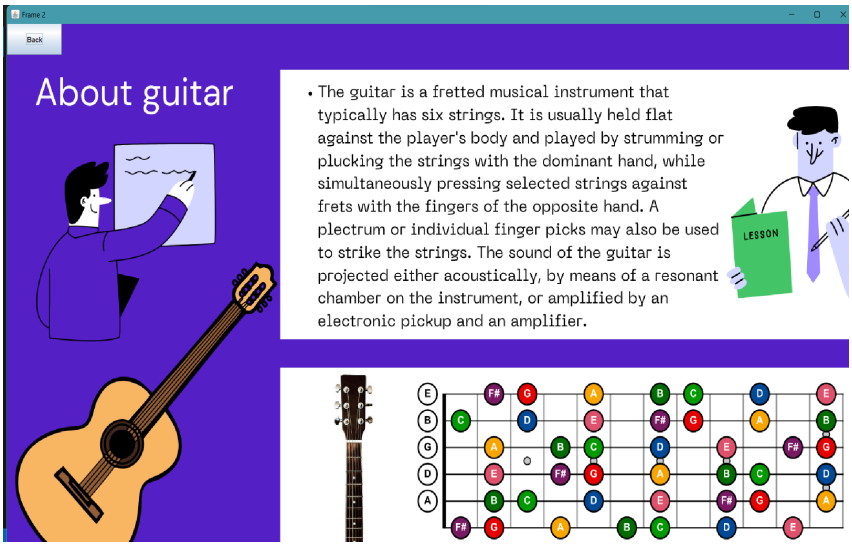
fig(2.1):

*Frame 1 has two button options.

*By clicking the button(about guitar) it will land you to frame2.

*By clicking the button (chords) it will land you to frame3.

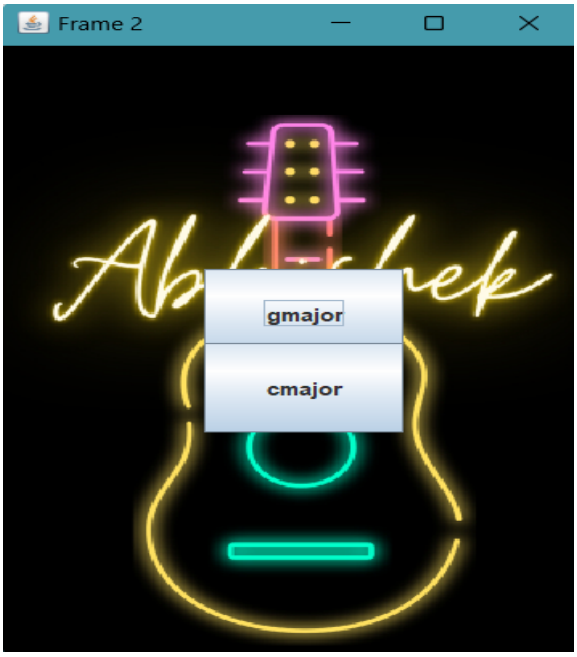
2.2 FRAM 2.



fig(2.2):

- In this frame you will get information about guitar.
- There is a back button in this frame by clicking that you can go back to frame1.

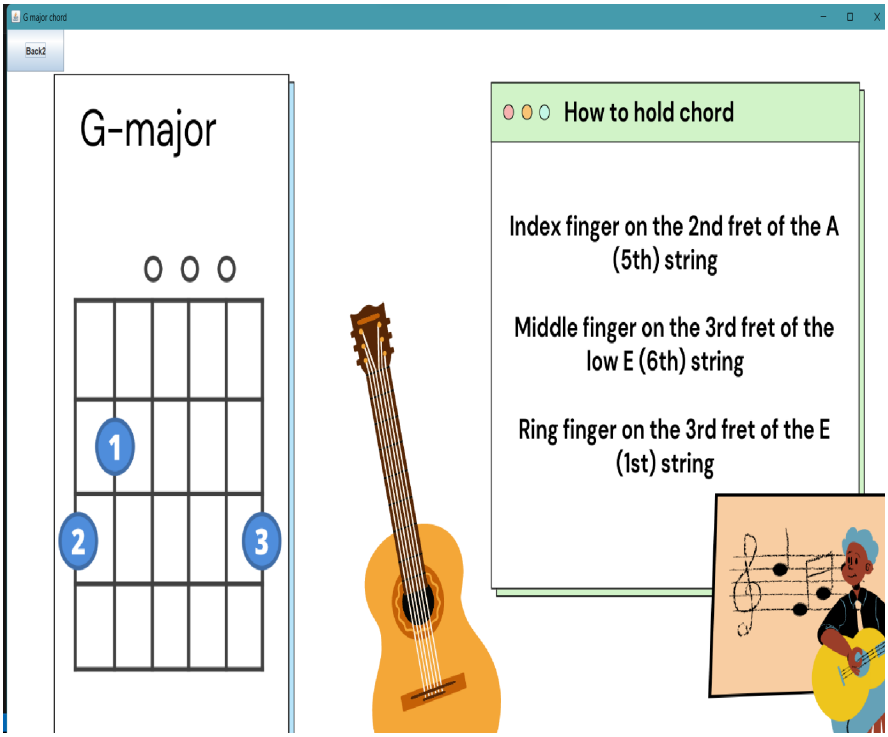
2.3 FRAME 3.



fig(2.3):

- In frame3 there are two option buttons.
- By clicking G-major you will land to frame 4.
- By clicking the C-major button you will land on frame5.

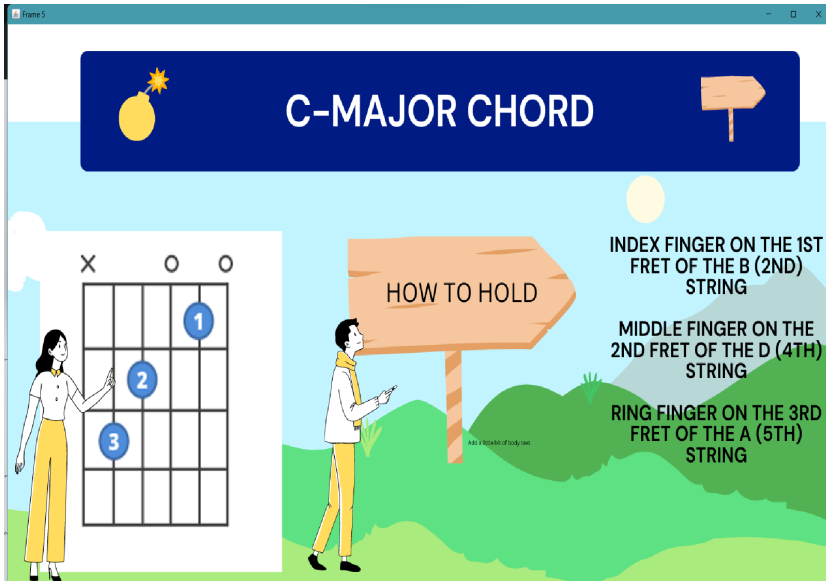
2.4 FRAME 4.



fig(2.4)

- In this frame you will get information about G-major chord.
- There is a back button in this frame by clicking that you can go back to frame3.

2.5 FRAME 5.



fig(2.5)

- In this frame you will get information about C-major chords.
- There is a back button in this frame by clicking that you can go back to frame3.

3. Codes

3.1 FRAME LOGIC:

```
frame1 = new JFrame("ABHI GUITAR LEARNING");

        frame1.setSize(300, 450);

        frame1.setLayout(null);

        frame1.getContentPane().setBackground(new Color(124, 60, 146));
```

3.2 IMAGE LOGIC:

```
Container c = frame1.getContentPane(); // Gets the content layer

        JLabel label = new JLabel(); // JLabel Creation

        label.setIcon(new ImageIcon("ag1.jpg")); // Sets the image to be displayed as an icon

        label.setBounds(0, 0, 300, 450); // Sets the location of the image

        c.add(label); // Adds objects to the container
```

3.3 BUTTON LOGIC AND WORKING:

```
// Add the buttons to frame 1
        frame1.add(aboutguitar);
        frame1.add(chords);
        // Create an object
        Switch_Frame obj = new Switch_Frame();
        // Associate ActionListener with the buttons
        aboutguitar.addActionListener(obj);
        chords.addActionListener(obj);
        // Display frame 1
        frame1.setVisible(true);    }
    // Function to perform actions related to button clicked
    public void actionPerformed(ActionEvent e)    {
        String button = e.getActionCommand();
        if (button.equals("aboutguitar"))        {
            create_frame2();    }
```

4. Conclusion Learning by visuals increases learning speed.This software can help students to learn and take knowledge about guitar and its basics.