PRACTICAL 10:

Objective: Using AWT, write a program to create two buttons named “Red” and “Blue”. When a button is pressed the background color should be set to the color named by the button’s label.

Code:

import java.awt.\*; import java.awt.event.\*;

public class Main extends Frame implements ActionListener { Button btnRed, btnBlue;

Main() {

super("AWT Buttons"); btnRed = new Button("Red");

btnRed.setBounds(25, 50, 250, 30); btnRed.addActionListener(this); this.add(btnRed);

btnBlue = new Button("Blue"); btnBlue.setBounds(25, 100, 250, 30); btnBlue.addActionListener(this); this.add(btnBlue); this.setSize(300, 160); this.setLayout(null); this.setVisible(true);

this.addWindowListener(new WindowAdapter() { public void windowClosing(WindowEvent e) {

dispose();

}

});

}

public static void main(String[] args) { new Main();

}

@Override

public void actionPerformed(ActionEvent e) { if (e.getSource() == btnRed) {

this.setBackground(Color.RED);

}

else if (e.getSource() == btnBlue) { this.setBackground(Color.BLUE);

}

}

}

OUTPUT:

