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Lab 5: JAVA GUI Programming Concepts

CLCM3403 - Cloud Architecture Design and   Implementation Planning

Preparation:

Run the Java Ecllipse and create a package.

Understands the basic Java swing concepts from the internet and in class exercise.

1.Graphical User Interface:

The GUI, or graphical user interface, is comparable to the software's front end. It's what people communicate with. It's important to software development since it gives consumers a visual interface through which to interact with the application, improving its intuitiveness and usability. I can click buttons, drag components, and do tasks.

2.Event-driven programming in GUI programming:

Event-driven programming is like having a conversation with the software. In GUI programming, it means that actions or events (like a button click) trigger specific responses in the program. It's like saying, "Hey, I clicked this button," and the program responds accordingly. This makes the software dynamic and responsive to user inputs.

3.User Interactions in Swing Application:

User interactions in Swing involves creating event listeners. We have to attach a listener to a button, for example, and when the button is clicked, the associated event handler gets activated.

4.A label and a button in a swing Application:

Use the JLabel and JButton to create the lable and button.
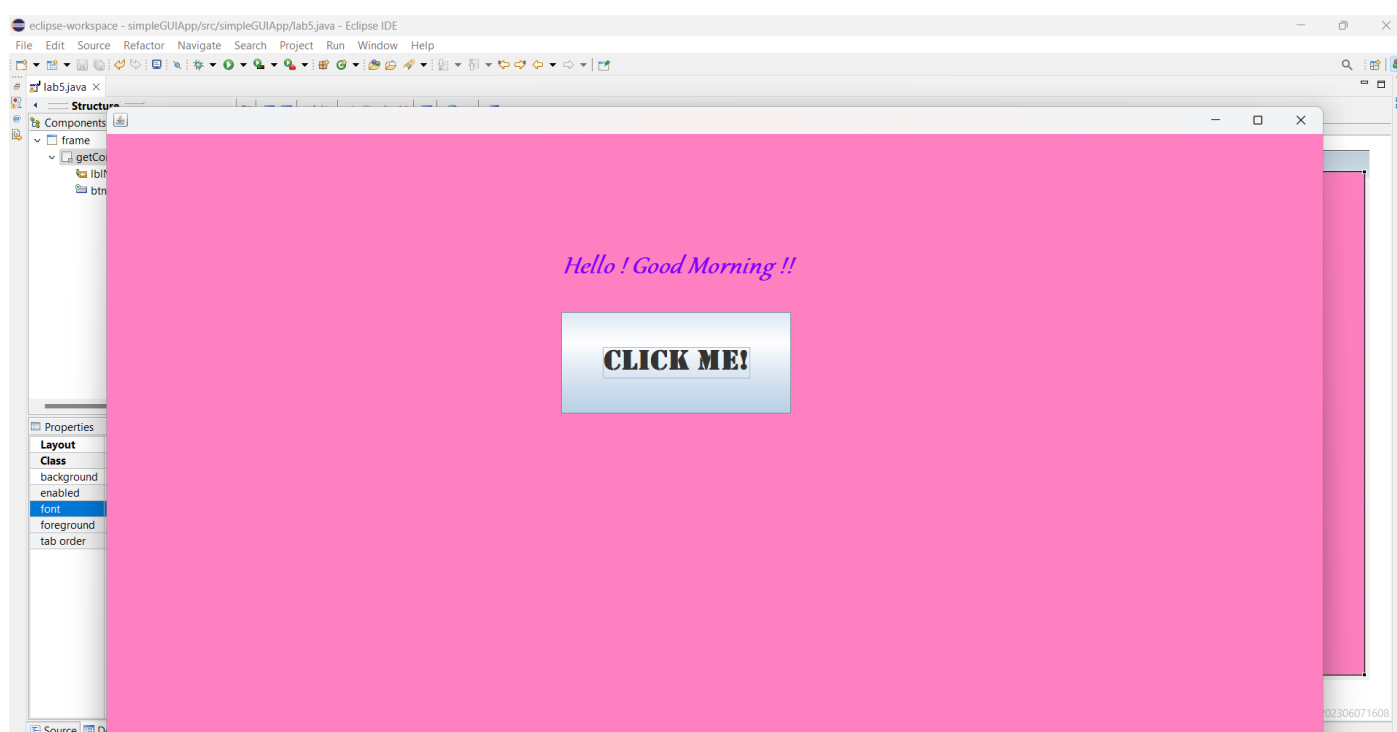
5.Currency Converter in Swing Application:

For this have a lable to show the header and text field to enter the amount. Add a JButton to do the action. To that button add a event where you need to get the user provided value in the textbox and multiply with 61 to get the INR
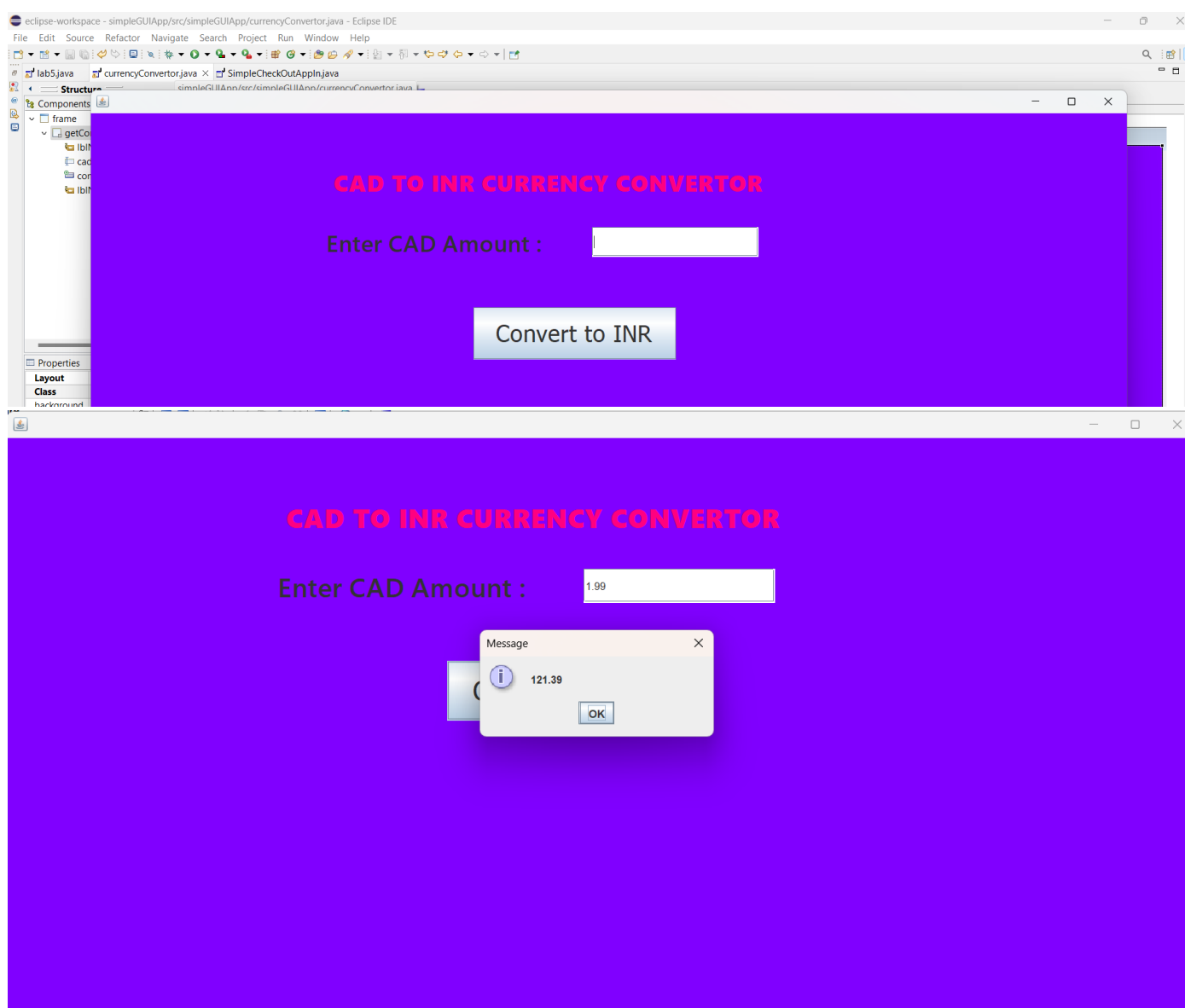
References:
www.google.com , www.youtube.com.