**GUI12 Password**

import java.util.\*;

import java.awt.\*;

import javax.swing.\*;

import java.awt.event.\*;

public class GUI12 extends JFrame implements ActionListener

{

// instance variables

private JButton okButton;

private JButton cancelButton;

private JTextField usernameTextField;

private JTextField passwordTextField;

private JLabel usernameLabel;

private JLabel passwordLabel;

private JLabel welcomeLabel;

// constructor

public GUI12()

{

// create button

okButton = new JButton("OK");

cancelButton = new JButton("Cancel");

// set button attributes

okButton.setLocation(250, 200);

okButton.setSize(80, 25);

cancelButton.setLocation(150, 200);

cancelButton.setSize(80, 25);

// add button to frame

getContentPane().add(okButton);

getContentPane().add(cancelButton);

// register listener with button

okButton.addActionListener(this);

cancelButton.addActionListener(this);

// create textfields

usernameTextField = new JTextField();

passwordTextField = new JTextField();

// set textfield attributes

usernameTextField.setLocation(200, 100);

usernameTextField.setSize(150, 25);

passwordTextField.setLocation(200, 150);

passwordTextField.setSize(150, 25);

// add textfield to frame

getContentPane().add(usernameTextField);

getContentPane().add(passwordTextField);

// create labels

usernameLabel = new JLabel("UserName");

passwordLabel = new JLabel("Password");

welcomeLabel = new JLabel("Welcome");

// set label attributes

usernameLabel.setLocation(125, 100);

usernameLabel.setSize(100, 25);

passwordLabel.setLocation(125, 150);

passwordLabel.setSize(100, 25);

welcomeLabel.setLocation(150, 170);

welcomeLabel.setSize(250, 40);

welcomeLabel.setVisible(false);

welcomeLabel.setFont(new Font("Arial", Font.BOLD, 48));

// add labels to frame

getContentPane().add(usernameLabel);

getContentPane().add(passwordLabel);

getContentPane().add(welcomeLabel);

// set frame attributes

setLayout(null);

setSize(500, 500);

setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

setVisible(true);

}

public void actionPerformed(ActionEvent event)

{

if(event.getSource() == okButton) // ok button pressed

{

}

if(event.getSource() == cancelButton) // cancel button pressed

{

}

}

// main method

public static void main(String[] args)

{

GUI12 app = new GUI12(); // run program

}

}

**Directions**

1. Open your GUI workspace and create a file named GUI12. Copy the code above into the file. Compile and execute program.
2. Implement the **actionPerformed** method so that when a user enters the correct username and password the message "Welcome" appears within the window.
3. Set the username and password that will be used in the program by adding the following code to the top of the actionPerformed method.
4. String myUserName = "my username";
5. String myPassword = "my password";

Change **my username** and **my password** to your username and password.

1. Retrieve the username and password entered into the two textfields, **usernameTextField** and**passwordTextField**, and compare them to your username and password.
2. When the user enters the correct username and password all of the graphical components should disappear by setting their visibility to false. Here is an example:
3. usernameLabel.setVisible(false);
4. To display the Welcome message set the visibility of the welcomeLabel to true.
5. If the user enters an incorrect username or password both textfields should be cleared so the user can re-enter the username and password again. Here is an example:
6. usernameTextField.setText("");
7. If the user presses the Cancel button the program should terminate. To terminate the program use the following code.
8. System.exit(0);

**Source File**

GUI12.java

**Sample Run**

