

```
import java.awt.Button;
import java.awt.Frame;
import java.awt.Label;
import java.awt.TextField;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

public class BillGeneratorApp {

    public static void main(String[] args) {
        // Create a frame (window)
        Frame frame = new Frame("Bill Generator App");

        // Create labels
        Label nameLabel = new Label("Item Name:");
        Label quantityLabel = new Label("Quantity:");
        Label priceLabel = new Label("Price:");

        // Create text fields
        TextField nameField = new TextField();
        TextField quantityField = new TextField();
        TextField priceField = new TextField();

        // Create a button
        Button generateButton = new Button("Generate Bill");

        // Create a label to display the bill
        Label billLabel = new Label();

        // Add an ActionListener to the button
        generateButton.addActionListener(new ActionListener() {
            public void actionPerformed(ActionEvent e) {
                // Get values from text fields
                String itemName = nameField.getText();
                int quantity = Integer.parseInt(quantityField.getText());
                double price = Double.parseDouble(priceField.getText());

                // Calculate total
                double total = quantity * price;

                // Display bill
                billLabel.setText("Bill:\n" +
                    "Item: " + itemName + "\n" +
                    "Quantity: " + quantity + "\n" +
                    "Price: $" + price + "\n" +
                    "Total: $" + total);
            }
        });
    }
}
```

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// Set frame properties
frame.setSize(400, 300); // Width and height of the frame
frame.setLayout(null);   // No layout manager for simplicity
frame.setVisible(true);  // Make the frame visible

// Add components to the frame
frame.add(nameLabel);
frame.add(nameField);
frame.add(quantityLabel);
frame.add(quantityField);
frame.add(priceLabel);
frame.add(priceField);
frame.add(generateButton);
frame.add(billLabel);

// Set component bounds
int x = 50, y = 50, width = 100, height = 20, gap = 30;
nameLabel.setBounds(x, y, width, height);
nameField.setBounds(x + 120, y, width, height);
quantityLabel.setBounds(x, y + gap, width, height);
quantityField.setBounds(x + 120, y + gap, width, height);
priceLabel.setBounds(x, y + 2 * gap, width, height);
priceField.setBounds(x + 120, y + 2 * gap, width, height);
generateButton.setBounds(x, y + 3 * gap, 200, 30);
billLabel.setBounds(x, y + 4 * gap, 300, 100);

// Handle window close event
frame.addWindowListener(new java.awt.event.WindowAdapter() {
    public void windowClosing(java.awt.event.WindowEvent windowEvent)
    {
        System.exit(0);
    }
});
}
}

```

Output-

Bill Generator App

Item Name:

pizza

Quantity:

3

Price:

600

Generate Bill

Bill:Item: pizzaQuantity: 3Price: \$600.0Total: \$1800.0