

Practical No. 9

Aim :- Create, debug and execute programs based on Buttons, labels.

Theory :-

Button :- Simple GUI components that trigger some action in interface when they are pressed.

To create a button, use one of

- Button () - empty button with no label
- Button (String) - button with given string as label

Labels - Used for displaying a description which can't be change at the run time and which doesn't take any input from a user and used for which is used for displaying a text string.

ex. Label L1 = new Label ("Name");
add(L1);

```
import javax.swing.*;
import javax.swing.ImageIcon.*;
import java.awt.*;
import java.awt.event.*;
class Button_Label implements ActionListener
{
    static JFrame frame;
    public static void main(String args[])
    {
        frame=new JFrame("WatchDogs 2");
        frame.setSize(500,500);
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        frame.getContentPane().setBackground(Color.white);
        frame.setLayout(new FlowLayout());
        JButton button=new JButton("Display");
        frame.add(button);
        Button_Image obj=new Button_Image();
        button.addActionListener(obj);
        frame.setVisible(true);
        Label text = new Label("Click on the Display Button");
        text.setBounds(100,50,200,30);
        frame.add(text);
    }
    public void actionPerformed(ActionEvent e)
    {
        ImageIcon icon=new ImageIcon("photo.png");
        JLabel label=new JLabel(icon);
        frame.add(label);
        frame.pack();
        frame.setSize(500,500);
    }
}
```



