

## Lab Work #07

### CPL102: Object-Oriented Programming

SS2024

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These exercises will cover the concept of AWT Components and Images:

1. Design the student registration form using AWT control classes. The following fields must be included:

- a. Name - TextField
- b. Student Number - TextField
- c. Programme - Find out similar to Dropdown
- d. Year - Find out similar to Dropdown
- e. Semester - Find out similar to Dropdown
- f. Module(s) - TextArea
- g. Amount (Nu.) if any - TextField
- h. Submit - Button
- i. Reset - Button
- j. Cancel - Button

The design of your registration form is not limited to the above fields.

2. Design a graphical user interface (GUI) for a basic calculator application using AWT control classes in Java. The GUI should have the following components:
  - a. A text field to display the input and output of the calculator
  - b. Buttons for the digits 0-9 and the decimal point
  - c. Buttons for the basic arithmetic operations (addition, subtraction, multiplication, and division)
  - d. A button to clear the input and output field
  - e. A button to calculate the result (=)

You are free add or enhance your design where you feel necessary.