

Lab Work #07

CPL102: Object-Oriented Programming

SS2024

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.