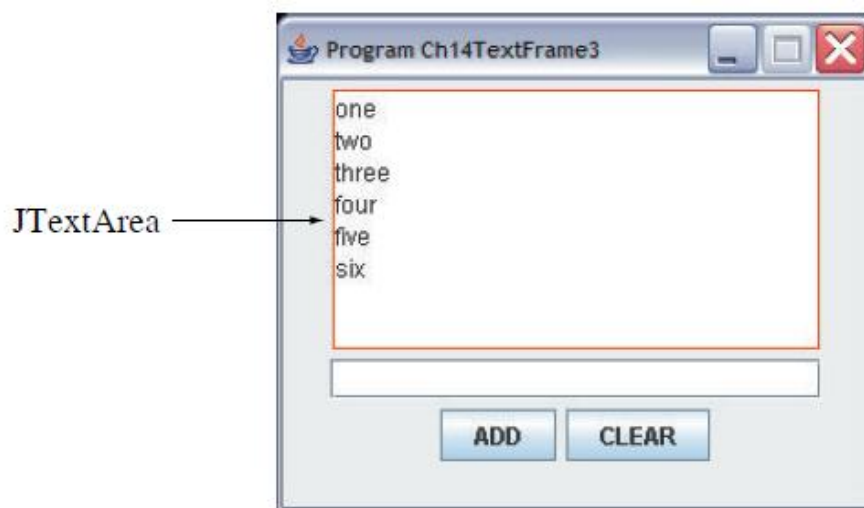


JAVA Swing - GUI Assignment

1. Write a JAVA Swing Program to display a frame with one JTextArea, two JButtons, and one JTextField as shown in below Figure. Handle the click event on ADD and CLEAR buttons. When user clicks on the ADD button, the text entered into JTextField should be appended to the JTextArea. When user clicks on the CLEAR button, the text entered into JTextField should be removed from the JTextArea if it is available in the JTextArea.



2. Using JAVA Swing, Write a MyMenuFrame class with these menu choices. When the user selects Quit, stop the program. When the user selects one of the colors, change the background of the frame (i.e., change the background color of the frame's content pane) to the selected color. When the user selects Erase, reset the background color to white.

File	Edit	Color
Quit	Erase	Red Green Blue Pink Black

3. Create an application with the help of JAVA Swing to illustrate mouse events, mouse motion events, and keyboard events as per given below Figure. The key code corresponding to a key event or the position of the mouse is displayed just above the text field.

