

# TRINITY INTERNATIONAL COLLEGE

(Tribhuvan University Affiliated)



## Lab Assignment 2, 3: Advance Java Programming

**Submitted By:**

**Submitted to:**

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Roll No:

Semester: seventh (7<sup>th</sup>)

Date:

**KATHMANDU, NEPAL**

**2020**

## Unit 2, 3: User Interface Components with Swing, Event Handling

- 1) Write a program using components to add two numbers. Use text fields. For inputs and output. Your program should display the result when the user presses a button. [2069]

⇒

### Program

```
package Q01_AddTwoNumbers;

import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

public class AddTwoNumbers extends JFrame
{
    public static void main(String[] args)
    {
        AddTwoNumbers frame = new AddTwoNumbers();
        frame.setVisible(true);
        frame.setBounds(500,100,250,250);
    }
    public AddTwoNumbers()
    {
        setLayout(new FlowLayout());
        JLabel firstTextFieldLabel = new JLabel("First
                                                Number:");
        JTextField firstTextField = new JTextField(20);
        add(firstTextFieldLabel);
        add(firstTextField);
        firstTextField.setComponentOrientation
            (ComponentOrientation.RIGHT_TO_LEFT);

        JLabel secondTextLabel = new JLabel("Second
                                                Number:");
        JTextField secondTextField = new JTextField(20);
        add(secondTextLabel);
        add(secondTextField);

        secondTextField.setComponentOrientation
            (ComponentOrientation.RIGHT_TO_LEFT);

        JLabel displayResultLabel = new
                                                JLabel("Result:");
        JTextField displayResultField = new
                                                JTextField(20);
        add(displayResultLabel);
        add(displayResultField);
        displayResultField.setEditable(false);
    }
}
```

```
        displayResultField.setComponentOrientation
            (ComponentOrientation.RIGHT_TO_LEFT);

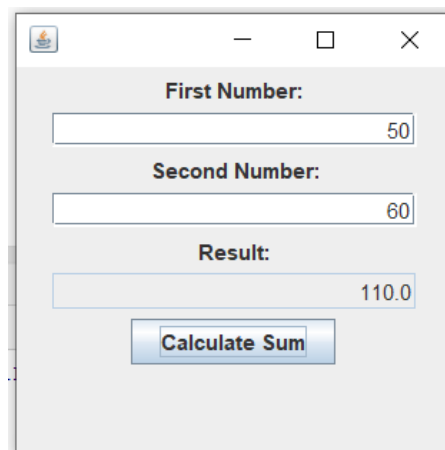
        JButton calculateSum = new JButton("Calculate Sum");
        add(calculateSum);

        calculateSum.addActionListener(new ActionListener()
        {
            @Override
            public void actionPerformed(ActionEvent e)
            {
                double firstNumber = Double.parseDouble
                    (firstTextField.getText());

                double secondNumber = Double.parseDouble
                    (secondTextField.getText());

                double sum = firstNumber + secondNumber;
                displayResultField.setText
                    (String.valueOf(sum));
            }
        });
        pack();
        setDefaultCloseOperation(EXIT_ON_CLOSE);
    }
}
```

Output:



- 2) Write a program using swing components to multiply two numbers. Use text fields for inputs and output. Your program should display the result when the user presses a button. [2070]

⇒

Program

```
package Q02_MultiplyTwoNumbers;

import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

public class MultiplyTwoNumbers extends JFrame
{
    public static void main(String[] args)
    {
        MultiplyTwoNumbers frame = new
                                   MultiplyTwoNumbers();
        frame.setVisible(true);
        frame.setBounds(500,100,250,250);
    }
    public MultiplyTwoNumbers()
    {
        setLayout(new FlowLayout());
        JLabel firstTextFieldLabel = new JLabel("First
                                                Number:");
        JTextField firstTextField = new JTextField(20);
        add(firstTextFieldLabel);
        add(firstTextField);
        firstTextField.setComponentOrientation
            (ComponentOrientation.RIGHT_TO_LEFT);
        JLabel secondTextLabel = new JLabel("Second
                                                Number:");
        JTextField secondTextField = new JTextField(20);
        add(secondTextLabel);
        add(secondTextField);

        secondTextField.setComponentOrientation
            (ComponentOrientation.RIGHT_TO_LEFT);

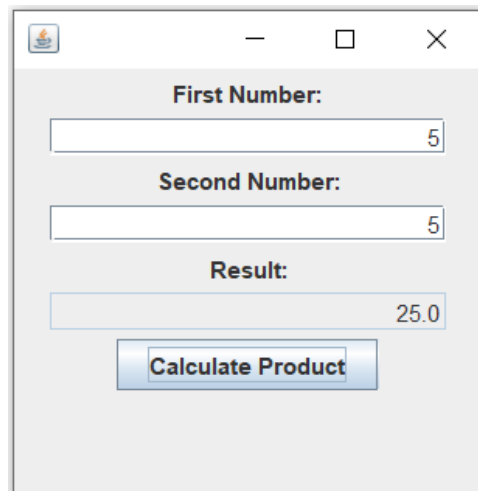
        JLabel displayResultLabel =new JLabel("Result:");
        JTextField displayResultField =new JTextField(20);
        add(displayResultLabel);
        add(displayResultField);
        displayResultField.setEditable(false);
        displayResultField.setComponentOrientation
            (ComponentOrientation.RIGHT_TO_LEFT);
        JButton calculateProduct = new JButton("Calculate
                                                Product");
        add(calculateProduct);
    }
}
```

```
        calculateProduct.addActionListener(new
                                           ActionListener()
        {
            @Override
            public void actionPerformed(ActionEvent e)
            {
                double firstNumber = Double.parseDouble
                                   (firstTextField.getText());

                double secondNumber = Double.parseDouble
                                   (secondTextField.getText());

                double sum = firstNumber * secondNumber;
                displayResultField.setText
                                   (String.valueOf(sum));
            }
        });
    pack();
    setDefaultCloseOperation(EXIT_ON_CLOSE);
}
```

### Output



- 3) Write a program using swing components to find simple interest. Use text fields for inputs and output. Your program should display the result when the user presses a button. [2071, 2074]

⇒

Program

```
package Q03_SimpleInterest;

import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

public class SimpleInterest extends JFrame
{
    public static void main(String[] args)
    {
        SimpleInterest frame = new SimpleInterest();
        frame.setVisible(true);
    }

    public SimpleInterest()
    {
        //place your code here
        setLayout(new FlowLayout());

        add(new JLabel("Principle"));
        JTextField principleTextField =new JTextField(5);
        add(principleTextField);

        add(new JLabel("Time"));
        JTextField timeTextField = new JTextField(5);
        add(timeTextField);

        add(new JLabel("Rate"));
        JTextField rateTextField = new JTextField(5);
        add(rateTextField);

        add(new JLabel("Interest"));
        JTextField interestTextField =new JTextField(10);
        interestTextField.setEditable(false);
        add(interestTextField);

        JButton calculateInterest =new JButton("Calculate
                                                Inrrest");
        add(calculateInterest);
    }
}
```

```
calculateInterest.addActionListener(new
                                ActionListener()
{
    @Override
    public void actionPerformed(ActionEvent e)
    {
        double principle = Double.parseDouble
            (principleTextField.getText());

        double rate = Double.parseDouble
            (rateTextField.getText());

        double time = Double.parseDouble
            (timeTextField.getText());

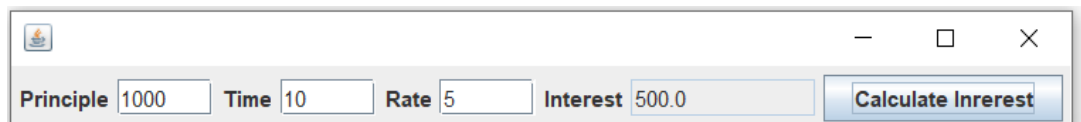
        double calculateInterest =
            (principle*rate*time)/100;

        interestTextField.setText(String.valueOf
            (calculateInterest));

    }
});

pack();
setDefaultCloseOperation(EXIT_ON_CLOSE);
}
```

Output:



- 4) Design a GUI form using swing with a text field, a text label for displaying the input message "Input any string", and three buttons with caption "Check Palindrome", "Reverse", "Find Vowels". Write a complete program for above scenario and for checking palindrome in first button, reverse it after clicking second button and extract the vowels from it after clicking third button. [2075]

⇒

Program

```
package Q04_PalindromeProgram;

import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

public class Palindrome extends JFrame
{
    public static void main(String[] args)
    {
        Palindrome frame = new Palindrome();
        frame.setVisible(true);
    }
    public Palindrome()
    {
        setLayout(new GridLayout(4,1,10,20));

        JLabel inputLabel = new JLabel("Input any  
String: ");
        JTextField inputTextField = new JTextField(20);
        add(inputLabel);
        add(inputTextField);

        JLabel outputLabel = new JLabel("Output: ");
        JTextField outputTextField = new JTextField(20);
        add(outputLabel);
        add(outputTextField);
        outputTextField.setEditable(false);

        JButton checkPalindromeButton = new  
JButton("Check Palindrome");
        add(checkPalindromeButton);

        JButton reverseButton = new JButton("Reverse");
        add(reverseButton);

        JButton findVowelButton = new JButton("Find  
Vowel");
        add(findVowelButton);

        checkPalindromeButton.addActionListener(new
```



```

                                ActionListener()
{
    @Override
    public void actionPerformed(ActionEvent e)
    {
        String copyUserInput="";
        String userInput =inputTextField.
                                getText();
        int length = userInput.length();

        for (int i = length-1; i>=0; i-- )
        {
            copyUserInput = copyUserInput +
                            userInput.charAt(i);
        }
        if (copyUserInput.equalsIgnoreCase
                                (userInput))
        {
            outputTextField.setText("String is
                                    palindrome.");
        }
        else
        {
            outputTextField.setText("String
                                    isn't a palindrome.");
        }
    }
});

reverseButton.addActionListener(new
                                ActionListener()
{
    @Override
    public void actionPerformed(ActionEvent e)
    {
        String reverseUserInput="";
        String userInput = inputTextField.
                                getText();
        int length = userInput.length();

        for (int i = length-1; i>=0; i-- )
        {
            reverseUserInput = reverseUserInput +
                            userInput.charAt(i);
        }

        outputTextField.setText("Reverse String is: "+
                                reverseUserInput);
    }
});

findVowelButton.addActionListener(new

```

```

        ActionListener()
    {
        @Override
        public void actionPerformed(ActionEvent e)
        {
            char[] vowel={'a','e','i','o','u',
                          'A','E','I','O','U'};
            String userInput = inputTextField.
                                getText();
            int length = userInput.length();
            char[] extractedVowel= new char[length];
            String showVowel="";

            for (int i =0; i<=length-1; i++ )
            {
                for (int j = 0; j<=vowel.length-1;
                    j++)
                {
                    if(userInput.charAt(i)==
                        vowel[j])
                    {
                        extractedVowel[i] =
                            userInput.charAt(i);

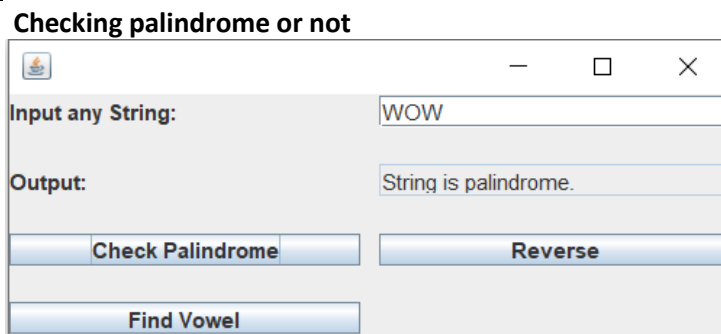
                        showVowel = showVowel +
                            String.valueOf
                                (extractedVowel[i]);
                    }
                }
            }

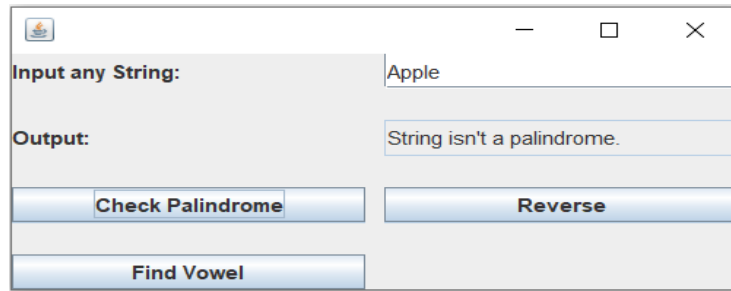
            outputTextField.setText
                ("Vowels: "+showVowel);
        }
    });

    pack();
    setDefaultCloseOperation(EXIT_ON_CLOSE);
}

```

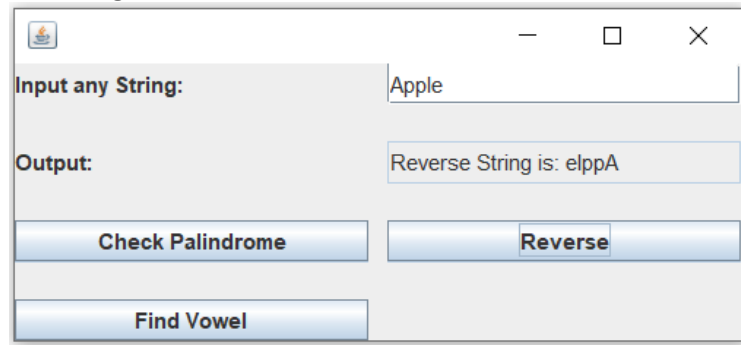
#### output





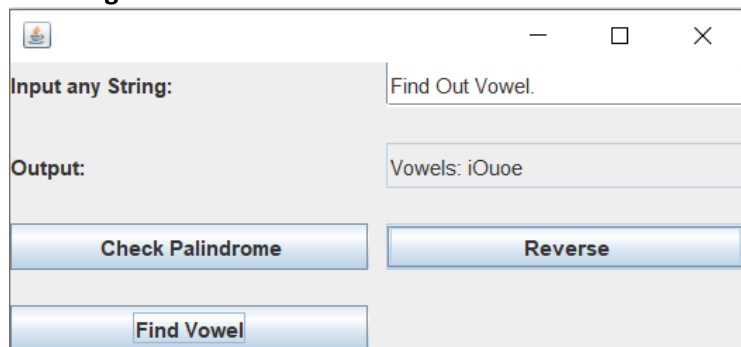
A Java Swing window titled "String Palindrome" with standard Windows-style controls (minimize, maximize, close). The window contains three text input fields and three buttons. The first input field, labeled "Input any String:", contains the text "Apple". The second input field, labeled "Output:", contains the text "String isn't a palindrome.". Below the input fields are three buttons: "Check Palindrome", "Reverse", and "Find Vowel". The "Check Palindrome" button is currently highlighted with a blue border.

#### Checking for Reverse



The same Java Swing window after the "Reverse" button has been clicked. The "Output:" field now displays "Reverse String is: elppA". The "Reverse" button is now highlighted with a blue border.

#### Checking for Find Vowel



The same Java Swing window after the "Find Vowel" button has been clicked. The "Output:" field now displays "Vowels: iOuae". The "Find Vowel" button is now highlighted with a blue border.

- 5) Write a program to illustrate the use of BorderLayout. [2073]

⇒

Program

```
package Q05_BorderLayout;

import javax.swing.*;
import java.awt.*;

public class BorderLayoutDemo extends JFrame
{
    public static void main(String[] args)
    {
        BorderLayoutDemo frame = new BorderLayoutDemo();
        frame.setVisible(true);
        frame.setTitle("Border Layout");
    }

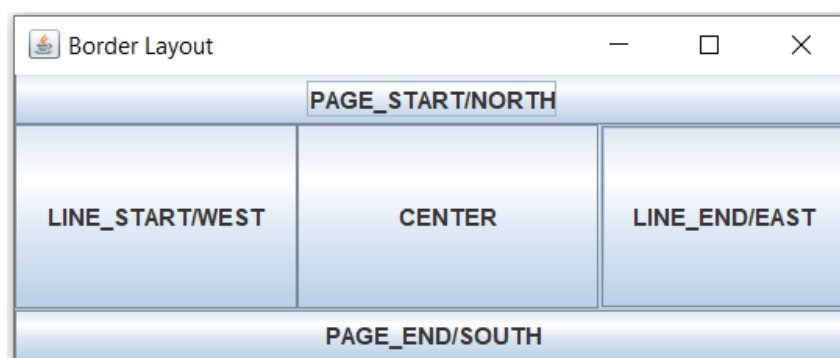
    public BorderLayoutDemo()
    {
        setLayout(new BorderLayout());

        JButton topButton = new JButton("PAGE_START/NORTH");
        JButton bottomButton = new JButton("PAGE_END/SOUTH");
        JButton leftButton = new JButton("LINE_START/WEST");
        JButton rightButton = new JButton("LINE_END/EAST");
        JButton centerButton = new JButton("CENTER");

        add(topButton, BorderLayout.PAGE_START);
        add(bottomButton, BorderLayout.PAGE_END);
        add(leftButton, BorderLayout.LINE_START);
        add(rightButton, BorderLayout.LINE_END);
        add(centerButton, BorderLayout.CENTER);

        pack();
        setDefaultCloseOperation(EXIT_ON_CLOSE);
    }
}
```

output:



- 6) Write a program to calculate simple interest using
- a) FlowLayout
  - b) GridLayout
  - c) GridBagLayout

⇒

- a) FlowLayout

Program

```
package Q06_a_SimpleInterestFlowLayout;

import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

public class SimpleInterestFlowLayout extends JFrame
{
    public static void main(String[] args)
    {
        SimpleInterestFlowLayout frame = new
            SimpleInterestFlowLayout();
        frame.setVisible(true);
    }
    public SimpleInterestFlowLayout()
    {
        setLayout(new FlowLayout());

        add(new JLabel("Principle"));
        JTextField principleTextField = new JTextField(5);
        add(principleTextField);

        add(new JLabel("Time"));
        JTextField timeTextField = new JTextField(5);
        add(timeTextField);

        add(new JLabel("Rate"));
        JTextField rateTextField = new JTextField(5);
        add(rateTextField);

        add(new JLabel("Interest"));
        JTextField interestTextField = new JTextField(10);
        interestTextField.setEditable(false);
        add(interestTextField);

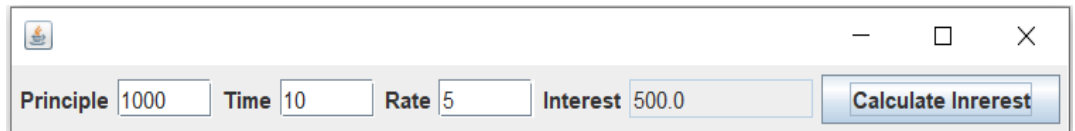
        JButton calculateInterest = new JButton("Calculate
            Inrrest");
        add(calculateInterest);
    }
}
```

```
calculateInterest.addActionListener(new
                                   ActionListener()
{
    @Override
    public void actionPerformed(ActionEvent e)
    {
        double principle = Double.parseDouble
            (principleTextField.getText());
        double rate = Double.parseDouble
            (rateTextField.getText());
        double time = Double.parseDouble
            (timeTextField.getText());
        double calculateInterest =
            (principle*rate*time)/100;

        interestTextField.setText
            (String.valueOf(calculateInterest));
    }
});

pack();
setDefaultCloseOperation(EXIT_ON_CLOSE);
}
```

### Output



The screenshot shows a Java Swing window with a title bar containing a standard icon and window controls (minimize, maximize, close). The window contains four text input fields labeled 'Principle', 'Time', 'Rate', and 'Interest'. The 'Principle' field contains '1000', 'Time' contains '10', 'Rate' contains '5', and 'Interest' contains '500.0'. To the right of these fields is a button labeled 'Calculate Interest'.

b) GridLayout  
Program

```
package Q06_b_SimpleInterestGridLayout;

import javax.swing.*.*;
import java.awt.*.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

public class SimpleInterestGridLayout extends JFrame
{
    public static void main(String[] args)
    {
        SimpleInterestGridLayout app = new
            SimpleInterestGridLayout();
        app.setVisible(true);
    }

    public SimpleInterestGridLayout()
    {
        //place your code here
        setLayout(new GridLayout(5,1));

        add(new JLabel("Principle"));
        JTextField principleTextField = new
            JTextField(5);
        add(principleTextField);

        add(new JLabel("Time"));
        JTextField timeTextField = new JTextField(5);
        add(timeTextField);

        add(new JLabel("Rate"));
        JTextField rateTextField = new JTextField(5);
        add(rateTextField);

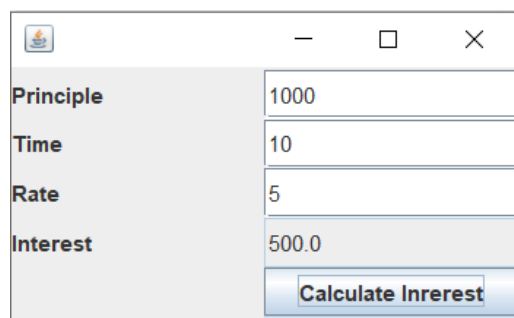
        add(new JLabel("Interest"));
        JTextField interestTextField = new
            JTextField(10);
        interestTextField.setEditable(false);
        add(interestTextField);
        add(new JLabel(""));

        JButton calculateInterest = new
        JButton("Calculate Inrerest");
        add(calculateInterest);
    }
}
```

```
calculateInterest.addActionListener(new
                                   ActionListener()
{
    @Override
    public void actionPerformed(ActionEvent e)
    {
        double principle = Double.parseDouble
            (principleTextField.getText());
        double rate = Double.parseDouble
            (rateTextField.getText());
        double time = Double.parseDouble
            (timeTextField.getText());
        double calculateInterest =
            (principle*rate*time)/100;

        interestTextField.setText
            (String.valueOf(calculateInterest));
    }
});
pack();
setDefaultCloseOperation(EXIT_ON_CLOSE);
}
```

### Output



The screenshot shows a Java Swing window with a title bar containing a standard icon and window controls (minimize, maximize, close). The window has a light gray background. On the left side, there are four labels: "Principle", "Time", "Rate", and "Interest", each followed by a text input field. The input fields contain the values "1000", "10", "5", and "500.0" respectively. At the bottom right of the window, there is a button labeled "Calculate Inrerest".

| Label     | Value |
|-----------|-------|
| Principle | 1000  |
| Time      | 10    |
| Rate      | 5     |
| Interest  | 500.0 |

Calculate Inrerest



c) GridBagLayout  
Program

```
package Q06_c_SimpleInterestGridBagLayout;

import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

public class SimpleInterestGridBagLayout extends JFrame
{
    public static void main(String[] args)
    {
        SimpleInterestGridBagLayout app = new
            SimpleInterestGridBagLayout();
        app.setVisible(true);
    }

    public SimpleInterestGridBagLayout()
    {
        setLayout(new GridBagLayout());
        GridBagConstraints s = new GridBagConstraints();

        //For Principle
        s.gridx = 0;
        s.gridy = 0;
        add(new JLabel("Principle"));
        JTextField principleTextField = new JTextField(15);
        add(principleTextField);

        //For Rate
        s.gridx = 0;
        s.gridy = 1;
        add(new JLabel("Time"), s);
        JTextField timeTextField = new JTextField(15);
        s.gridx = 1;
        add(timeTextField, s);

        //For Time
        s.gridx = 0;
        s.gridy = 2;
        add(new JLabel("Rate"), s);
        JTextField rateTextField = new JTextField(15);
        s.gridx = 1;
        add(rateTextField, s);

        //For Interest Displaying Field
        s.gridx = 0;
        s.gridy = 3;
        add(new JLabel("Interest"), s);
        JTextField interestTextField = new JTextField(15);
        interestTextField.setEditable(false);
        s.gridx = 1;
        add(interestTextField, s);
    }
}
```

```
//For Button
s.fill =GridBagConstraints.BOTH;
s.gridx =1;
s.gridy =5;
s.gridwidth= 1;
JButton calculateInterest =new JButton("Calculate
                                   Inrerest");
add(calculateInterest,s);

calculateInterest.addActionListener(new
                                   ActionListener()
{
    @Override
    public void actionPerformed(ActionEvent e)
    {
        double principle = Double.parseDouble
            (principleTextField.getText());

        double rate = Double.parseDouble
            (rateTextField.getText());

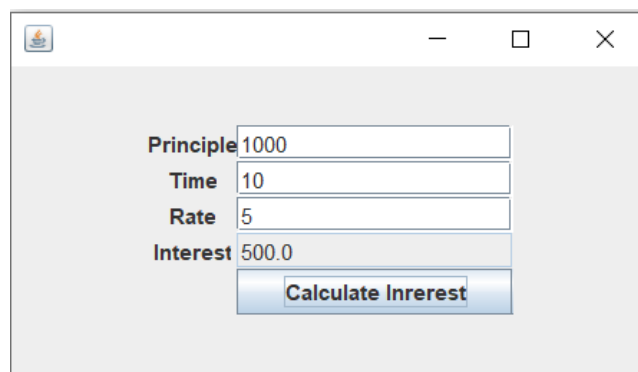
        double time = Double.parseDouble
            (timeTextField.getText());

        double calculateInterest =
            (principle*rate*time)/100;

        interestTextField.setText
            (String.valueOf(calculateInterest));
    }
});

pack();
setDefaultCloseOperation(EXIT_ON_CLOSE);
}
}
```

Output:



- 7) Create a login form with username and password fields. Print “access granted” if the username and password both are “admin”, when user clicks on Login button. If authentication fails, print “access denied”.

⇒

Program

```
package Q07_LoginForm;

import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import java.util.Arrays;

public class LoginFormDemo extends JFrame
{
    public static void main(String[] args)
    {
        LoginFormDemo app = new LoginFormDemo();
        app.setVisible(true);
    }

    public LoginFormDemo ()
    {
        setLayout(new FlowLayout());
        add(new JLabel("Username"));
        JTextField LoginTextField = new JTextField(5);
        add(LoginTextField);

        add(new JLabel("Password"));
        JPasswordField LoginPasswordField = new
                                                JPasswordField(10);
        add(LoginPasswordField);

        JButton LoginButton = new JButton("Login");
        add(LoginButton);

        LoginButton.addActionListener(new ActionListener()
        {
            @Override
            public void actionPerformed(ActionEvent e)
            {
                String username = LoginTextField.getText();
                char[] password = LoginPasswordField
                                    .getPassword();
                char[] actualPassword =
                                    {'a','d','m','i','n'};

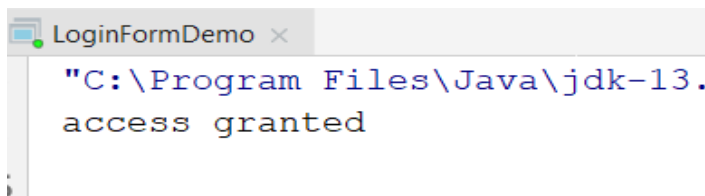
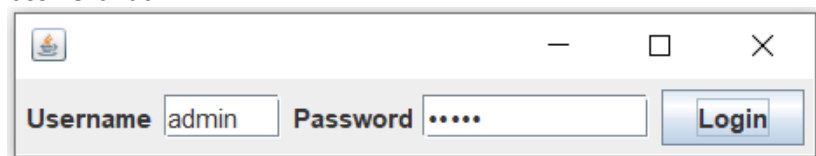
                if (username.equals("admin") && Arrays.
                    equals(actualPassword,password))
                {
                    System.out.println("access granted");
                }
                else
                {
                    System.out.println("access denied");
                }
            }
        });
    }
}
```

```
        }  
    });  
    pack();  
    setDefaultCloseOperation(EXIT_ON_CLOSE);  
}  
}
```

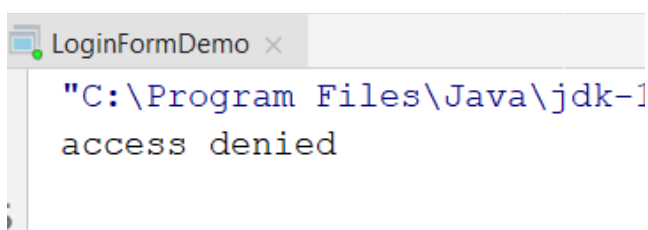
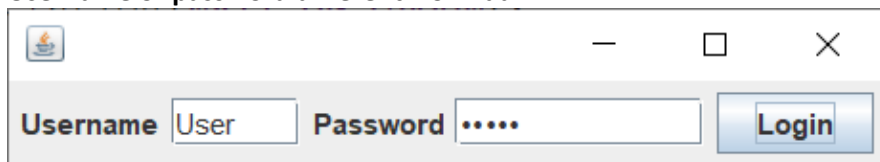
### Output

**Username : admin**

**Password: admin**



**Username or password different from 'admin'**



8) (Optional) Create a basic notepad app with the following features:

- a) New
- b) Open
- c) Save
- d) Exit

Use JButton components to implement these features

9) Create an application with UI similar to the windows notepad app.



Program

```
package Q08_Q09_NotepadApp;

import javax.swing.*;
import javax.swing.filechooser.FileNameExtensionFilter;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import java.io.*;

public class NotePadApp extends JFrame
{
    public static void main(String[] args)
    {
        NotePadApp frame = new NotePadApp();
        frame.setVisible(true);
        frame.setBounds(500,100,1000,500);
        frame.setTitle("JMenu Introduction");
    }
    JTextArea textArea;
    public NotePadApp()
    {
        Container c = this.getContentPane();
        c.setLayout(null);

        textArea = new JTextArea();
        textArea.setBounds(0,20,1000,500);
        c.add(textArea);
        //***** Creating Menu Bar *****
        JMenuBar menuBar = new JMenuBar();
        menuBar.setBounds(0,0,1000,20);
        c.add(menuBar);

        //***** Adding Menus to the Menu Bar*****
        //Adding 'File' Menu to menuBar.
        JMenu fileMenu = new JMenu("File");
        menuBar.add(fileMenu);

        //Adding 'Edit' Menu to Menu Bar.
```

```
JMenu editMenu = new JMenu("Edit");
menuBar.add(editMenu);

//Adding 'Format' Menu to Menu Bar.
JMenu formatMenu = new JMenu("Format");
menuBar.add(formatMenu);

//Adding 'View' Menu to Menu Bar.
JMenu viewMenu = new JMenu("View");
menuBar.add(viewMenu);

//Adding 'View' Menu to Menu Bar.
JMenu helpMenu = new JMenu("Help");
menuBar.add(helpMenu);

//***** Adding MenuItems to the Menu*****
//Adding MenuItems to the 'File' Menu
JMenuItem newItem = new JMenuItem("New");
fileMenu.add(newItem);

JMenuItem openMenuItem = new JMenuItem("Open...");
fileMenu.add(openMenuItem);

JMenuItem saveMenuItem = new JMenuItem("Save" );
fileMenu.add(saveMenuItem);

JMenuItem saveAsMenuItem = new JMenuItem("Save
                                         AS...");
fileMenu.add(saveAsMenuItem);

fileMenu.addSeparator();

JMenuItem pageSetupMenuItem = new JMenuItem("Page
                                         Setup...");
fileMenu.add(pageSetupMenuItem);

JMenuItem printMenuItem = new JMenuItem("Print...");
fileMenu.add(printMenuItem);

fileMenu.addSeparator();
JMenuItem exitMenuItem = new JMenuItem("Exit");
fileMenu.add(exitMenuItem);

//Adding MenuItem to the 'Edit' Menu
JMenuItem undoMenuItem = new JMenuItem("Undo");
editMenu.add(undoMenuItem);

editMenu.addSeparator();

JMenuItem cutMenuItem = new JMenuItem("Cut");
editMenu.add(cutMenuItem);

JMenuItem copyMenuItem = new JMenuItem("Copy");
editMenu.add(copyMenuItem);

JMenuItem pasteMenuItem = new JMenuItem("Paste");
```

```
editMenu.add(pasteMenuItem);

JMenuItem deleteMenuItem= new JMenuItem("Delete");
editMenu.add(deleteMenuItem);

//Adding MenuItem to the 'Format' Menu
JCheckBox wordWrapMenuItemCheckBox = new
                                   JCheckBox("Word Wrap");
formatMenu.add(wordWrapMenuItemCheckBox);

JMenuItem fontMenuItem = new JMenuItem("Font..");
formatMenu.add(fontMenuItem);

//Adding MenuItem to the 'View' Menu
JMenu zoomMenu = new JMenu("Zoom");

//***** Adding MenuItem to the zoomMenu. *****
JMenuItem zoomInMenuItem = new JMenuItem("Zoom In");
zoomMenu.add(zoomInMenuItem);

JMenuItem zoomOutMenuItem = new JMenuItem("Zoom
                                           Out");
zoomMenu.add(zoomOutMenuItem);

JMenuItem defaultZoomMenuItem = new
                                   JMenuItem("Restore Default Zoom");
zoomMenu.add(defaultZoomMenuItem);

//*****

//Adding MenuItem to the 'View' Menu of type checkbox.
JCheckBox statusBarCheckBox = new JCheckBox("Status
Bar");
viewMenu.add(statusBarCheckBox);
statusBarCheckBox.setSelected(true);
statusBarCheckBox.setEnabled(false);

//Adding MenuItem to the 'Help' Menu
JMenuItem viewHelpMenuItem = new JMenuItem("View
Help");
helpMenu.add(viewHelpMenuItem);

JMenuItem sendFeedbackMenuItem = new JMenuItem("Send
                                           Feedback");
helpMenu.add(sendFeedbackMenuItem);

helpMenu.addSeparator();

JMenuItem aboutNotepadMenuItem = new JMenuItem
                                   ("About Notepad");
helpMenu.add(aboutNotepadMenuItem);
```

```
//***** Adding ActionListener for 'File' Menu.*****

// Adding Action Listener for 'New' MenuItem.
newMenuItem.addActionListener(new ActionListener()
{
    @Override
    public void actionPerformed(ActionEvent e)
    {
        textArea.setText("");
    }
});

//Add ActionListener For 'Save' MenuItem.
saveMenuItem.addActionListener(new ActionListener()
{
    @Override
    public void actionPerformed(ActionEvent e)
    {
        String text = textArea.getText();
        try
        {
            saveFile(text);
        }
        catch(Exception execption)
        {
            System.out.println(execption);
        }
    }
});

//Adding ActionListener For 'Open' MenuItem.
openMenuItem.addActionListener(new ActionListener()
{
    @Override
    public void actionPerformed(ActionEvent
                                actionEvent)
    {
        try
        {
            openFile();
        }
        catch (Exception exception)
        {
            System.out.println(exception);
        }
    }
});

//Adding Action Listner for 'Exit' MenuItem.
exitMenuItem.addActionListener(new ActionListener()
{
    @Override
    public void actionPerformed(ActionEvent e)
    {
        System.exit(0);
    }
});
```



```
        }
    });

    setDefaultCloseOperation(EXIT_ON_CLOSE);

}

//***** For 'Save' menuItem functionality*****

private void saveFile(String text) throws IOException
{
    String userDir = System.getProperty("user.home");
    JFileChooser chooser = new JFileChooser
        (userDir+"/Desktop");

    chooser.setFileFilter(new FileNameExtensionFilter
        ("Text Files (*.txt)", "txt"));
    chooser.setSelectedFile(new File(".txt"));
    int result = chooser.showSaveDialog(this);

    if(result == JFileChooser.APPROVE_OPTION)
    {
        File file = chooser.getSelectedFile();
        PrintWriter out = null;
        try
        {
            out = new PrintWriter(file);
            out.print(text);
        }
        finally
        {
            out.close();
        }
    }
    else
        return;
}

//*****For 'Open' menuItem functionality*****

private void openFile() throws Exception
{
    String userDir = System.getProperty("user.home");
    JFileChooser fileChooser = new JFileChooser
        (userDir+"/Desktop");

    fileChooser.setFileFilter(new FileNameExtensionFilter
        ("Text Files (*.txt)", "txt"));

    int result = fileChooser.showOpenDialog(this);

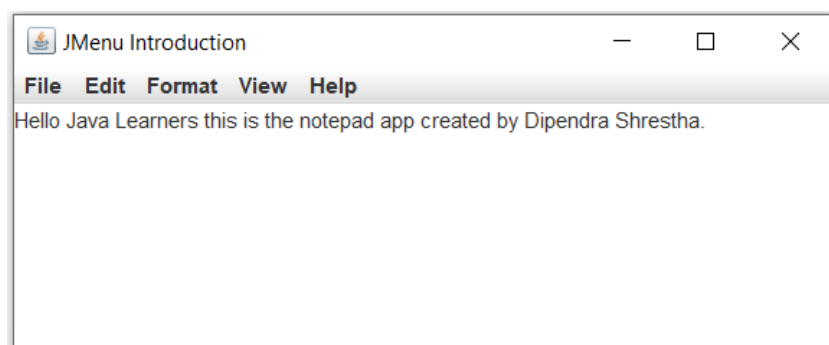
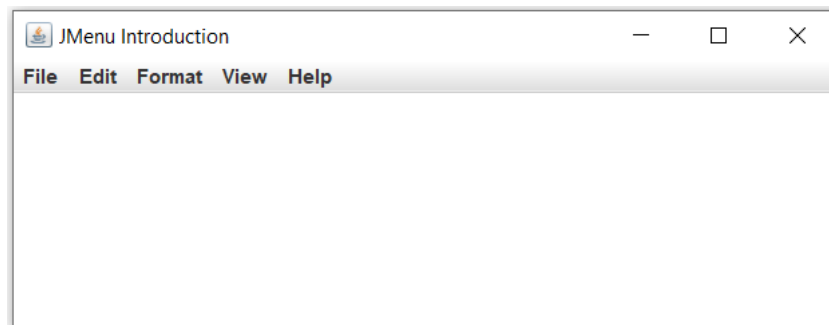
    if(result == JFileChooser.APPROVE_OPTION)
    {
        File selectedFile=fileChooser.getSelectedFile();
        BufferedReader in = null;
```

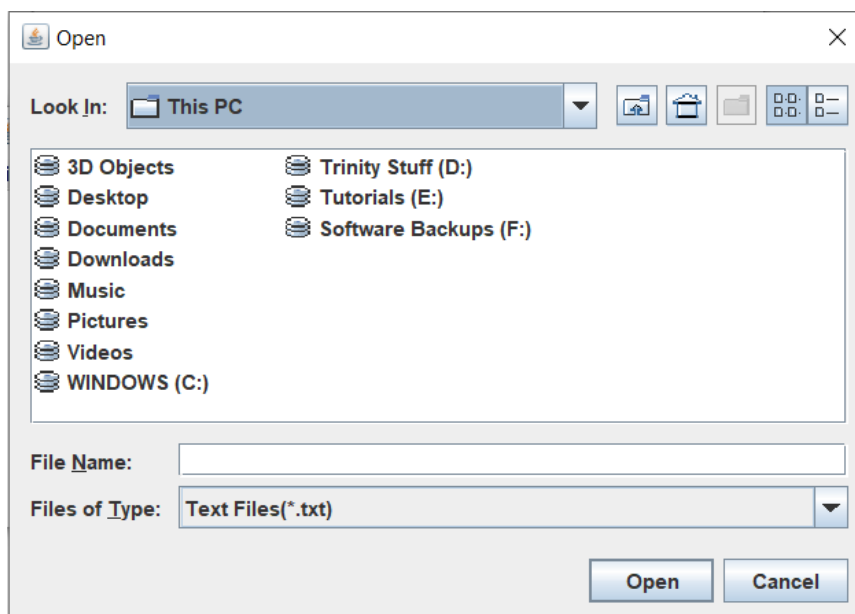
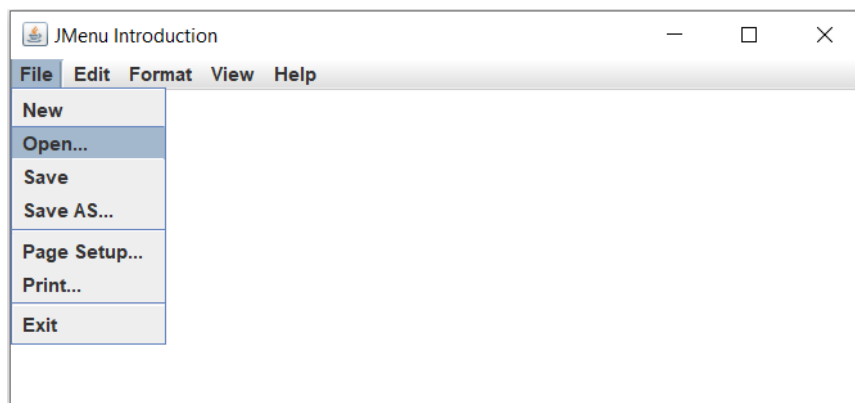
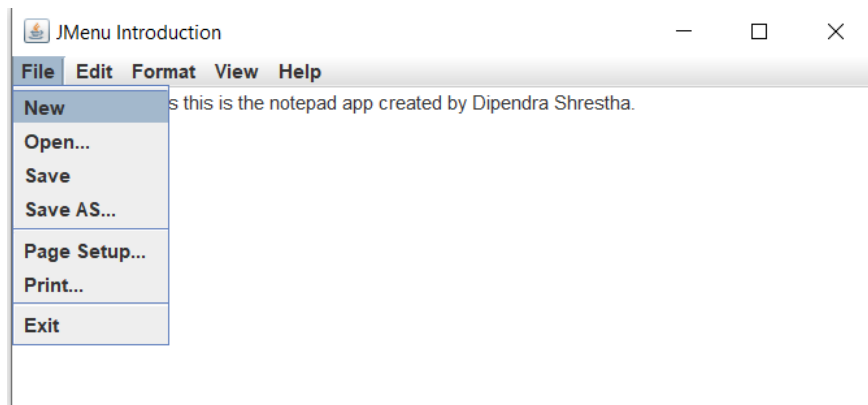
```
String fileName = selectedFile.getName();
setTitle(fileName);

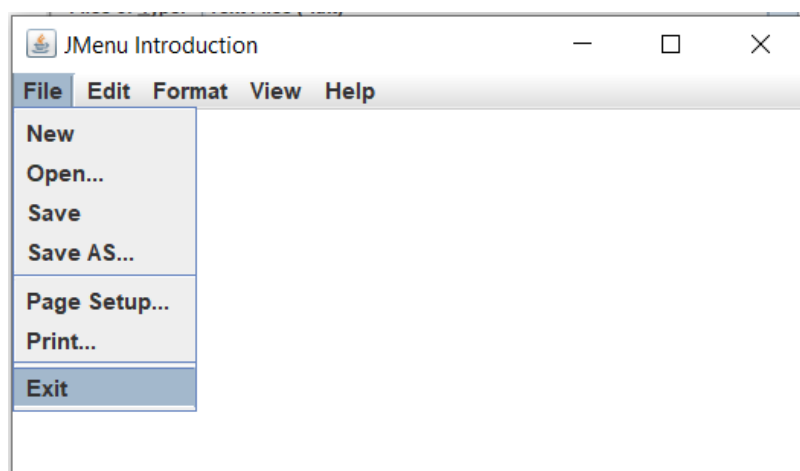
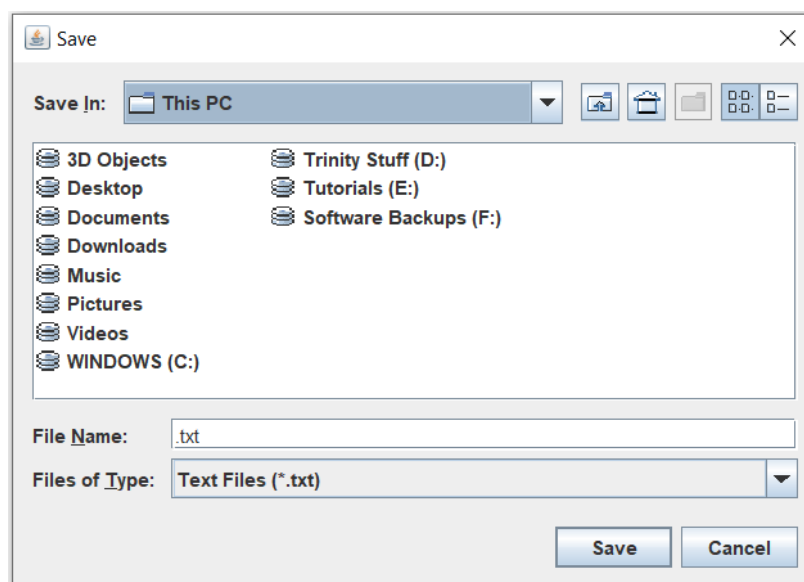
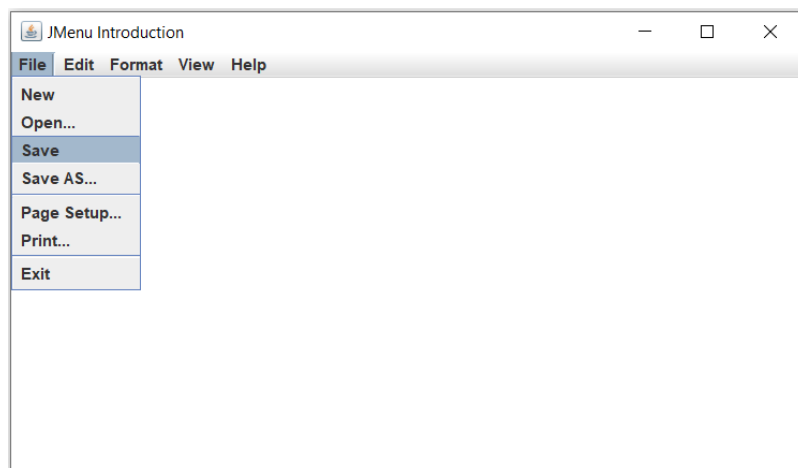
try
{
    in = new BufferedReader(new FileReader
                             (selectedFile));
    StringBuilder sb = new StringBuilder();

    String line;
    while (true)
    {
        line = in.readLine();
        sb.append(line + "\n");
        if (line==null)
            break;
        textArea.setText(sb.toString());
    }
}
finally
{
    if (in!=null)in.close();
}
}
```

### Output







10) Create the UI for tic-tac-toe app using JButton array and GridLayout.

⇒

Program

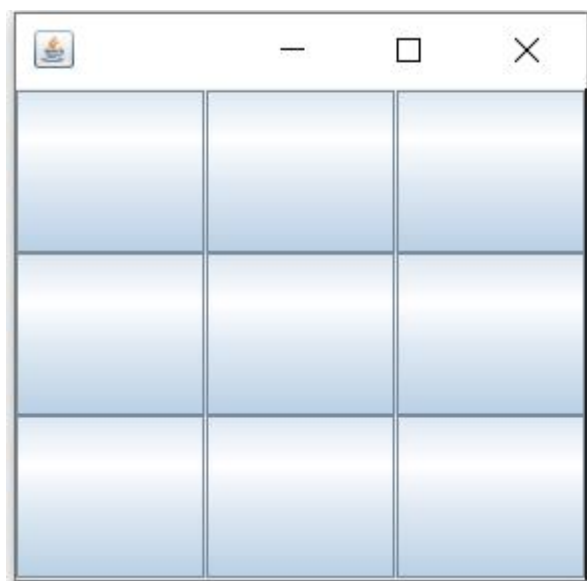
```
package Q10_TicTacToeApp;

import javax.swing.*;
import java.awt.*;

public class TicTacToe extends JFrame
{
    public static void main(String[] args)
    {
        TicTacToe frame = new TicTacToe();
        frame.setBounds(500,100,500,500);
        frame.setVisible(true);
    }
    public TicTacToe()
    {
        JButton[] JButtonArray = new JButton[9];
        setLayout(new GridLayout(3,3));

        for (int i=0; i<9; i++)
        {
            JButtonArray[i] = new JButton();
            add(JButtonArray[i]);
        }
        pack();
        setDefaultCloseOperation(EXIT_ON_CLOSE);
    }
}
```

Output



11) Demonstrate the use of **Open** and **Save** dialogs for opening and saving files.

⇒

Program

```
package Q11_OpenAndSaveDialog;

import javax.swing.*;
import javax.swing.filechooser.FileNameExtensionFilter;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import java.io.*;

public class OpenAndSaveDemo extends JFrame
{
    public static void main(String[] args)
    {
        OpenAndSaveDemo frame = new OpenAndSaveDemo();
        frame.setBounds(500,100,1000,500);
        frame.setVisible(true);
    }
    JTextArea textArea;
    public OpenAndSaveDemo()
    {
        textArea = new JTextArea();
        add(textArea);
        JMenuBar menuBar = new JMenuBar();
        setJMenuBar(menuBar);

        JMenu fileMenu = new JMenu("File");
        menuBar.add(fileMenu);

        JMenuItem openMenuItem = new JMenuItem("Open");
        JMenuItem saveMenuItem = new JMenuItem("save");
        fileMenu.add(openMenuItem);
        fileMenu.add(saveMenuItem);

        openMenuItem.addActionListener(new ActionListener()
        {
            @Override
            public void actionPerformed(ActionEvent
                                     actionEvent)
            {
                try
                {
                    openFile();
                }
                catch (Exception exception)
                {
                    System.out.println(exception);
                }
            }
        });
    }
}
```

```

saveMenuItem.addActionListener(new ActionListener()
{
    @Override
    public void actionPerformed(ActionEvent e)
    {
        String text = textArea.getText();
        try
        {
            saveFile(text);
        }
        catch (Exception exception)
        {
            System.out.println(exception);
        }
    }
});
pack();
setDefaultCloseOperation(EXIT_ON_CLOSE);
}

private void openFile() throws Exception
{
    String userDir = System.getProperty("user.home");
    JFileChooser fileChooser = new JFileChooser
        (userDir+"/Desktop");

    fileChooser.setFileFilter(new FileNameExtensionFilter
        ("Text Files (*.txt)", "txt"));

    int result = fileChooser.showOpenDialog(this);

    if (result == JFileChooser.APPROVE_OPTION)
    {
        File selectedFile = fileChooser.
            getSelectedFile();

        BufferedReader in = null;
        String fileName = selectedFile.getName();
        setTitle(fileName);

        try {
            in = new BufferedReader(new FileReader
                (selectedFile));
            StringBuilder sb = new StringBuilder();

            String line;
            while (true)
            {
                line = in.readLine();
                sb.append(line + "\n");
                if (line==null)
                    break;
                textArea.setText(sb.toString());
            }
        }
    }
}

```

```
        finally
        {
            if (in!=null) in.close();
        }
    }
}

private void saveFile(String text) throws IOException
{
    String userDir = System.getProperty("user.home");
    JFileChooser chooser = new JFileChooser
        (userDir+"/Desktop");

    chooser.setFileFilter(new FileNameExtensionFilter
        ("Text Files (*.txt)", "txt"));

    chooser.setSelectedFile(new File(".txt"));

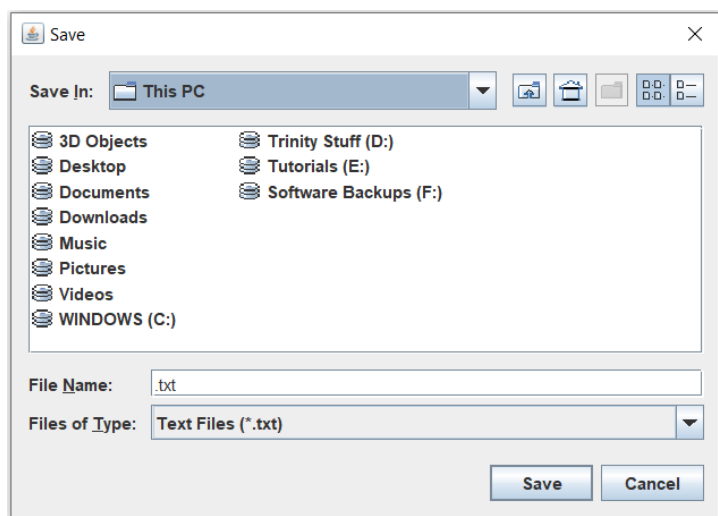
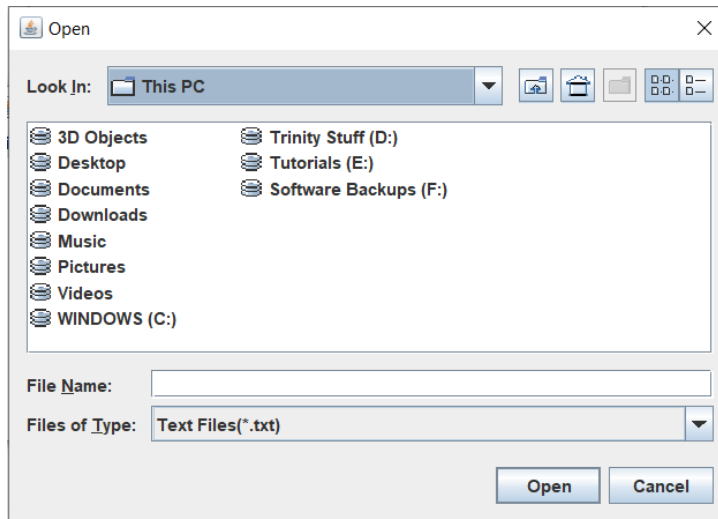
    int result = chooser.showSaveDialog(this);

    if(result == JFileChooser.APPROVE_OPTION)
    {
        File file = chooser.getSelectedFile();
        PrintWriter out = null;
        try
        {
            {
                out = new PrintWriter(file);
                out.print(text);
            }
            finally
            {
                out.close();
            }
        }
        else
            return;
    }
}
```

### Output







- 12) Create a simple app with menus. Include a menu item inside the Help menu to show a custom dialog named AboutDialog. The dialog must contain your App name, version and copyright information, along with a working close button (JButton).

⇒

Program

```
package Q12_SimpleAppWithMenus;

import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

public class DialogDemo extends JFrame
{
    public static void main(String[] args)
    {
        DialogDemo frame = new DialogDemo();
        frame.setBounds(500,100,1000,500);
        frame.setVisible(true);
    }
    JDialog dialogBox;
    public DialogDemo()
    {
        JMenuBar menuBar = new JMenuBar();
        setJMenuBar(menuBar);

        JMenu helpMenu = new JMenu("Help");
        menuBar.add(helpMenu);

        JMenuItem aboutDialog = new JMenuItem("About");
        helpMenu.add(aboutDialog);

        JTextArea textArea = new JTextArea();
        textArea.setText("App Name: TestApp"+
                        "\n"+"Version: 1.0"+ "\n"+
                        "Copyright © 2000-2020 JetBrains s.r.o");

        textArea.setEditable(false);

        JButton closeButton = new JButton("Close");

        aboutDialog.addActionListener(new ActionListener()
        {
            @Override
            public void actionPerformed(ActionEvent actionEvent)
            {
                dialogBox = new JDialog
                    (DialogDemo.this,"About App");
            }
        });
    }
}
```

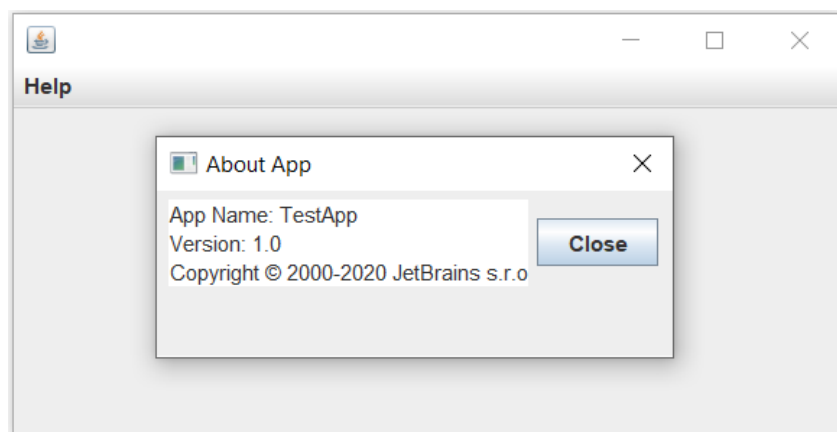
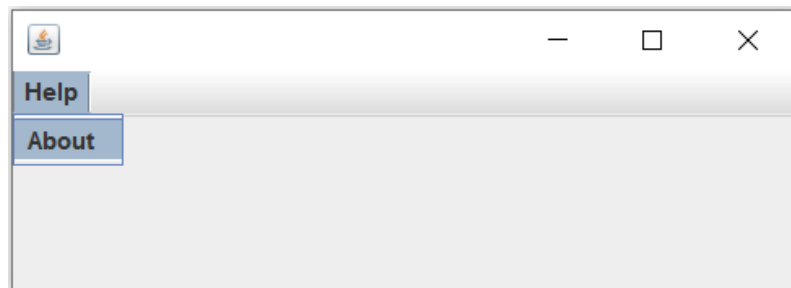
```
        dialogBox.setLayout(new FlowLayout());
        dialogBox.setBounds(750,250,300,130);
        dialogBox.setVisible(true);

        dialogBox.add(textArea);
        dialogBox.add(closeButton);
        dialogBox.setResizable(false);
    }
});

closeButton.addActionListener(new ActionListener()
{
    @Override
    public void actionPerformed(ActionEvent actionEvent)
    {
        dialogBox.dispose();
    }
});

pack();
setDefaultCloseOperation(EXIT_ON_CLOSE);
}
}
```

### Output



13) Create a form using JFrame to collect the records of students in Trinity. Each record should contain the following information:

- a) First Name (JTextField)
- b) Last Name (JTextField)
- c) Age (JTextField)
- d) Gender (JRadioButton)
- e) Faculty (JComboBox/JList)
- f) Semester (JComboBox/JList)
- g) Remarks (JTextArea)

Add both menus and toolbars to save the form to a file (display a save dialog). Also add menu/toolbar items to reset the form as well as exit the program. Remember to close the file on exit command.



Program

```
package Q13_StudentsRecodrs;

import javax.swing.*;
import javax.swing.filechooser.FileNameExtensionFilter;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import java.io.File;
import java.io.IOException;
import java.io.PrintWriter;

public class StudentsRecord extends JFrame
{
    public static void main(String[] args)
    {
        StudentsRecord frame = new StudentsRecord();
        frame.setVisible(true);
        frame.setBounds(500,100,500,800);
        frame.setTitle("Student Records");
    }

    JTextField firstNameField,lastNameField,ageField;
    JRadioButton maleRadioButton,femaleRadioButton;
    JComboBox facultyComboBox,semesterComboBox;
    JTextArea remarksTextArea;
    ButtonGroup group;
    public StudentsRecord()
    {
        setLayout(new GridLayout(18,0));

        //***** For MenuBar, Menu and MenuItem *****
        JMenuBar menuBar = new JMenuBar();
        menuBar.setBackground(Color.green );
        setJMenuBar(menuBar);

        JMenu fileMenu = new JMenu("File");
        menuBar.add(fileMenu);
```

```
JMenuItem saveMenuItem = new JMenuItem("Save");
fileMenu.add(saveMenuItem);

JMenuItem resetMenuItem = new JMenuItem("Reset");
fileMenu.add(resetMenuItem);

fileMenu.addSeparator();
JMenuItem exitMenuItem = new JMenuItem("Exit");
fileMenu.add(exitMenuItem);

//***** For JToolBar *****

ImageIcon resetIcon = new ImageIcon("resetIcon.png");
ImageIcon saveIcon = new ImageIcon("saveIcon.png");
ImageIcon exitIcon = new ImageIcon("exitIcon.png");

JToolBar toolBar = new JToolBar();
add(toolBar);

JButton saveButton = new JButton(saveIcon);
toolBar.add(saveButton);
JButton resetButton = new JButton(resetIcon);
toolBar.add(resetButton);
JButton exitButton = new JButton(exitIcon);
toolBar.add(exitButton);

//***** For JTextField,CheckBox and ComboBox *****

JLabel title = new JLabel("Students Record");
Font font = new Font("TimesRoman",Font.BOLD,20);
title.setFont(font);
title.setHorizontalAlignment(title.CENTER);
add(title);

Font font1 = new Font("TimesRoman",Font.ITALIC,16);
JLabel firstNameLabel = new JLabel("FirstName:");
firstNameLabel.setFont(font1);
firstNameField = new JTextField(10);

JLabel lastNameLabel = new JLabel("LastName:");
lastNameLabel.setFont(font1);
lastNameField = new JTextField(10);

JLabel ageLabel = new JLabel("Age:");
ageLabel.setFont(font1);
ageField = new JTextField(10);

JLabel genderLabel = new JLabel("Gender:");
genderLabel.setFont(font1);
maleRadioButton = new JRadioButton("Male");
femaleRadioButton = new JRadioButton("Female");

JLabel facultyLabel = new JLabel("Faculty:");
facultyLabel.setFont(font1);
String[] facultyList =
    {"BSC/CSIT","BBM","BIT","Engineering"};
facultyComboBox = new JComboBox(facultyList);
```

```
JLabel semesterLabel = new JLabel("Semester:");
semesterLabel.setFont(font1);
String[] semesterList = {"1st Semester", "2nd Semester",
                        "3rd Semester", "4th Semester",
                        "5th Semester", "6th Semester",
                        "7th Semester", "8th Semester"};

semesterComboBox = new JComboBox(semesterList);

JLabel remarksLabel = new JLabel("Remarks:");
remarksLabel.setFont(font1);
remarksTextArea = new JTextArea();

//*** Adding Label, Fields, RadioButtons, ComboBox and TextArea***

add(firstNameLabel);
add(firstNameField);

add.lastNameLabel);
add.lastNameField);

add.ageLabel);
add.ageField);
add.genderLabel);
group = new ButtonGroup();

add(maleRadioButton);
add(femaleRadioButton);
group.add(maleRadioButton);
group.add(femaleRadioButton);

add.facultyLabel);
add.facultyComboBox);

add.semesterLabel);
add.semesterComboBox);

add.remarksLabel);
add.remarksTextArea);

//***** ActionListener For JButton on ToolBar *****

saveButton.addActionListener(new ActionListener()
{
    @Override
    public void actionPerformed(ActionEvent actionEvent)
    {
        String[] text = getFieldValue();
        try
        {
            saveFormData(text);
        }
        catch (Exception e)
        {
            System.out.println(e.getMessage());
        }
    }
});
```

```
        resetButton.addActionListener(new ActionListener()
        {
            @Override
            public void actionPerformed(ActionEvent actionEvent)
            {
                resetMethods();
            }
        });

        exitButton.addActionListener(new ActionListener()
        {
            @Override
            public void actionPerformed(ActionEvent actionEvent)
            {
                System.exit(0);
            }
        });

//***** Action Listener For JMenuItem on Menu *****

        saveMenuItem.addActionListener(new ActionListener()
        {
            @Override
            public void actionPerformed(ActionEvent actionEvent)
            {
                String[] text = getFieldValue();
                try
                {
                    saveFormData(text);
                }
                catch (Exception e)
                {
                    System.out.println(e.getMessage());
                }
            }
        });

        resetMenuItem.addActionListener(new ActionListener()
        {
            @Override
            public void actionPerformed(ActionEvent actionEvent)
            {
                resetMethods();
            }
        });
        exitMenuItem.addActionListener(new ActionListener()
        {
            @Override
            public void actionPerformed(ActionEvent actionEvent)
            {
                System.exit(0);
            }
        });

        pack();
        setDefaultCloseOperation(EXIT_ON_CLOSE);
    }
```

```
//***** Methods for Reset and Save *****
private void resetMethods()
{
    firstNameField.setText("");
    lastNameField.setText("");
    ageField.setText("");
    group.clearSelection();
    facultyComboBox.setSelectedIndex(0);
    semesterComboBox.setSelectedIndex(0);
    remarksTextArea.setText("");
}
private String[] getFieldValue()
{
    maleRadioButton.setActionCommand("Male");
    femaleRadioButton.setActionCommand("Female");

    String[] text = {
        firstNameField.getText(),
        lastNameField.getText(),
        ageField.getText(),
        group.getSelection().getActionCommand(),
        (String)facultyComboBox.getSelectedItem(),
        (String)semesterComboBox.getSelectedItem(),
        remarksTextArea.getText()
    };
    return text;
}
private void saveFormData (String[] text) throws IOException
{
    String userDir = System.getProperty("user.home");
    JFileChooser chooser = new JFileChooser
        (userDir+"/Desktop");

    chooser.setFileFilter(new FileNameExtensionFilter("Text
        Files (*.txt)", "txt"));
    chooser.setSelectedFile(new File(".txt"));
    int result = chooser.showSaveDialog(this);

    if(result == JFileChooser.APPROVE_OPTION)
    {
        File file = chooser.getSelectedFile();
        PrintWriter out = null;
        try
        {
            {
                out = new PrintWriter(file);
                for (int i=0; i<text.length; i++)
                {
                    out.print(text[i]+"\\n");
                }
            }
            finally
            {
                out.close();
            }
        }
        else
            return;
    }
}
```



Output

Student Records

File

Students Record

FirstName:

LastName:

Age:

Gender:

☐ Male

☐ Female

Faculty:

BSC/CSIT




Semester:

1st Semester

Remarks:

Student Records

File



## Students Record

*FirstName:*

Dipendra

*LastName:*

Shrestha

*Age:*

21

*Gender:*

☒ Male

☐ Female

*Faculty:*

BSC/CSIT

*Semester:*

7th Semester

*Remarks:*

Learning Java with great passion but still I am in a beginner phase.!!!

Either you can save from shortcut icon as well. It works!!

Student Records

File

Save Reset Exit

**Students Record**

FirstName:

Dipendra

LastName:

Shrestha

Age:

21

Gender:

☒ Male

☐ Female

Faculty:

BSC/CSIT

Semester:

7th Semester

Remarks:

Learning Java with great passion but still I am in a beginner phase.!!!

Save

Save In: Desktop

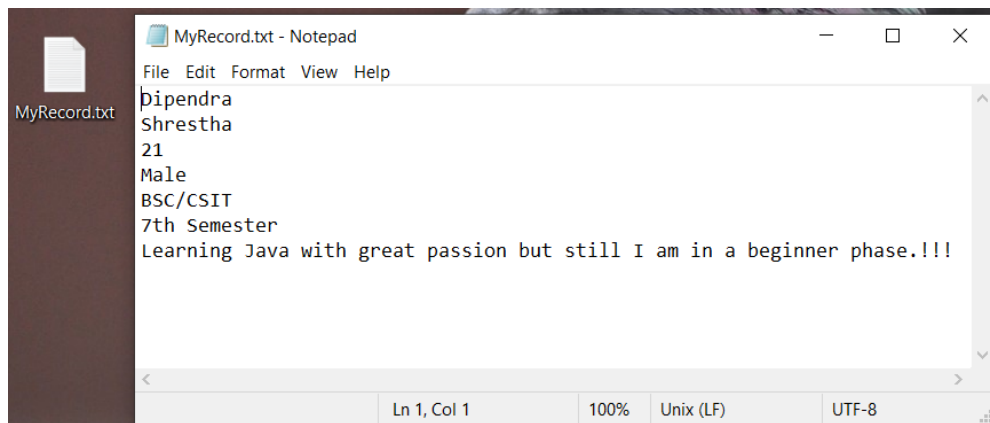
Assignment\_1.2\_SourceCode CalculatorApp divisima Editable Assignment Document LabAssignment movielens-posters-master Non-Editable Assignment Recording Project WebScraping Work Stuff

File Name: MyRecord.txt

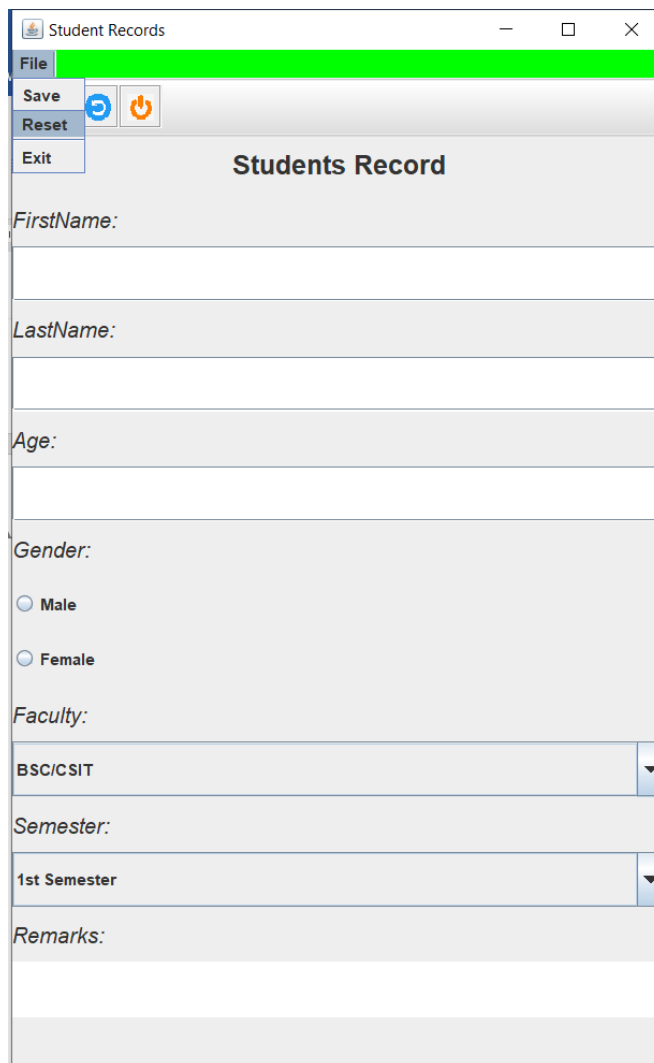
Files of Type: Text Files (\*.txt)

Save Cancel

As we can see that record has been successfully saved to desktop.



If we press 'Reset' menu item then our form field will be reset.

A screenshot of a Java Swing application window titled "Student Records". The window has a menu bar with "File", "Save", "Reset", and "Exit". The "Reset" button is highlighted with a red border. The main area is titled "Students Record" and contains several form fields: "FirstName:", "LastName:", "Age:", "Gender:" (with radio buttons for "Male" and "Female"), "Faculty:" (with a dropdown menu showing "BSC/CSIT"), "Semester:" (with a dropdown menu showing "1st Semester"), and "Remarks:". The "Reset" button is located between the "Save" and "Exit" buttons in the menu bar.