

Answer

Java code

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```
import java.awt.event.*;

import javax.swing.*;

public class GUITest {

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        JFrame frame=new JFrame("Swapping App");
        frame.setSize(275,120);
        JTextField tf1=new JTextField(10);
        tf1.setBounds(30, 20, 90, 20);
        JTextField tf2=new JTextField(10);
        tf2.setBounds(140, 20, 90, 20);
        JButton b=new JButton("Swap!");
        b.setBounds(70,40,100,30);

        b.addActionListener(new ActionListener(){
            public void actionPerformed(ActionEvent e){
                String a=tf1.getText();
                String b=tf2.getText();
                tf1.setText(b);
                tf2.setText(a);

            }
        });

        frame.add(tf1);
        frame.add(tf2);
        frame.add(b);

        frame.setLayout(null);
        frame.setVisible(true);

    }

}
```

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Output

