



Aror University of Art, Architecture, Design & Heritage Sukkur.

Department of Artificial Intelligence and Multimedia Gaming

Object Oriented Programming(Spring-2024)

LAB No. 08

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Objective of Lab No. 8:

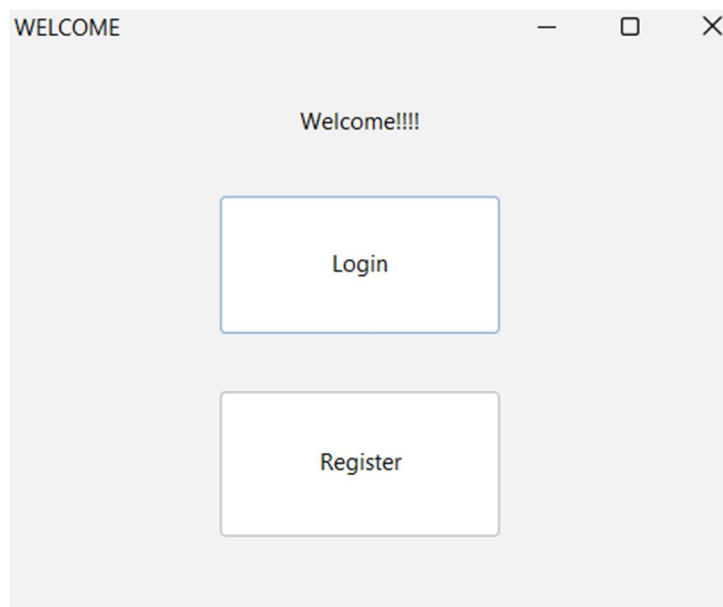
After performing lab8, students will be able to:

- Work with Swing Components
- Develop Graphical User Interface Applications in java

Lab Exercises:

1. LOGIN APPLICATION:

- a. Create a JFRAME Form named MainForm like this:





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- b. Create a JFRAME Form called Login like this:

A screenshot of a Java Swing window titled 'LOGIN'. The window has a light gray background and standard window controls (minimize, maximize, close) in the top right corner. In the center, the word 'LOGIN' is displayed in a large, bold, purple font. Below this, there are two labels: 'User Name:' and 'User Password:'. Each label is followed by a white rectangular text input field. At the bottom center of the window, there is a button with the text 'LOGIN' in a small, black, sans-serif font.

When the user clicks on the LOGIN Button a Dialog Box appears to welcome the user

- c. Create a JFRAME Form called Signup like this:

A screenshot of a Java Swing window titled 'SIGN UP'. The window has a light gray background and standard window controls (minimize, maximize, close) in the top right corner. In the top left corner, there is a small blue rectangular button with a white left-pointing arrow and a dashed line. In the center, the words 'SIGN UP' are displayed in a large, bold, purple font. Below this, there are two labels: 'User Name:' and 'User Password:'. Each label is followed by a white rectangular text input field. At the bottom center of the window, there is a button with the text 'REGISTER' in a small, black, sans-serif font.



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When the user clicks on the register button the details of the user must be stored in an array, and a dialog box must appear showing successful registration, afterwards a user may click on the back button to go back to the main menu.

2. CURRENCY CONVERTER APP:

- Create a JFRAME form called `currency_conversion` like this:

A screenshot of a Java Swing window titled "Currency_Convert". The window has a light gray background. At the top center, there is a label "Currency Converter" in a light blue font, enclosed in a black rectangular border. Below this, there are three labels: "From:", "To:", and "Amount:". The "From:" and "To:" labels are followed by dropdown menus. Both dropdown menus have a white background with a gray border and a small downward arrow on the right. The text inside the dropdowns is "----Select One----". The "Amount:" label is followed by a text input field with a white background and a gray border. At the bottom center, there is a button labeled "Convert" with a white background and a gray border.A screenshot of the "From:" dropdown menu from the previous image. The dropdown menu is open, showing a list of currency options. The options are "----Select One----", "Pakistan Rupee", "US Dollar", and "Saudi Riyal". The "----Select One----" option is highlighted with a blue background. The "Pakistan Rupee" option is also visible, along with "US Dollar" and "Saudi Riyal".

Convert the currency and show the answer in a dialog Box



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3. Create a JFRAME form like shown:

Make All Data Types as String

A. When a user clicks on Add Button:

- i. An object of type Employee is created.
- ii. The object is stored in an array called Employees.
- iii. When a user clicks on View All, all the added employees are shown in a JTABEL.
- iv. ViewAll form must have a back button to go back to employee Record Management