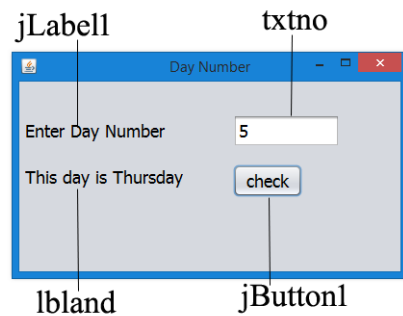


5.6 Day Number

- Design a GUI application having interface as shown below:



- Now double click on boundary the push **jButton1 (Check Button)**. The code editor window will get open. In it, simply type the following code.

I. Switch Condition

```
1.    int num = Integer.parseInt(txtno.getText());
2.    switch(num)
3.    {
4.        case 1 : lbland.setText("This day is sunday");
5.                break;
6.        case 2 : lbland.setText("This day is monday");
7.                break;
8.        case 3 : lbland.setText("This day is tuesday");
9.                break;
10.       case 4 : lbland.setText("This day is wednesday");
11.               break;
12.       case 5 : lbland.setText("This day is thrusday");
13.               break;
14.       case 6 : lbland.setText("This day is friday");
```

```
15.         break;
16.     case 7 : lbland.setText("This day is saturday");
17.         break;
18.     default: lbland.setText("Invalid Number..!");
19.         break;
20. }
```

OR

II. IF Condition

```
1.     int num = Integer.parseInt(txtno.getText());
2.     if(num == 1)
3.     {
4.         lbland.setText("This day is Sunday");
5.     }
6.     else
7.     if(num == 2)
8.     {
9.         lbland.setText("This day is Monday");
10.    }
11.    else
12.    if(num == 3)
13.    {
14.        lbland.setText("This day is Tuesday");
15.    }
16.    else
```

```
17.     if(num == 4)
18.     {
19.         lbland.setText("This day is Wednesday");
20.     }
21.     else
22.     if(num == 5)
23.     {
24.         lbland.setText("This day is Thrusday");
25.     }
26.     else
27.     if(num == 6)
28.     {
29.         lbland.setText("This day is Friday");
30.     }
31.     else
32.     if(num == 7)
33.     {
34.         lbland.setText("This day is Saturday");
35.     }
36.     else
37.     {
38.         lbland.setText("Invalid Number");
39.     }
```