

## Shiksha Vidyalaya

- The students of “Shiksha Vidyalaya” work for different extracurricular activities like ‘Community Outreach Programme’, ‘Swachh Bharat Abhiyan’ and ‘Traffic Safety Club’. The Programmer at the school has developed a GUI application as shown below.

The screenshot shows a Java Swing window titled "Shiksha Vidyalaya". Inside the window, there are several components labeled with Java Swing identifiers:

- jLabel11**: The window title "Shiksha Vidyalaya".
- jLabel12**: Label "Roll No" next to a text field **txttrno** containing "123".
- jLabel13**: Label "Name" next to a text field **txtname** containing "Swaroop".
- chkcop**: A checked checkbox labeled "Community Outreach Programme" next to a text field **txtcop** containing "10".
- chsba**: An unchecked checkbox labeled "Swachh Bharat Abhiyan" next to a text field **txtsba** containing "0".
- chktsc**: A checked checkbox labeled "Traffic Safety Club" next to a text field **txttsc** containing "10".
- jButton1**: A button labeled "Calc".
- jButton2**: A button labeled "Clear".
- jButton3**: A button labeled "Exit".
- jLabel14**: Label "Total Score" next to a text field **txtscore** containing "20".

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

```
1.      if(chkcop.isSelected() == true)
2.      {
3.          txtcop.setText("10");
4.      }
5.      else
```

```
6.      {
7.          txtcop.setText("0");
8.      }
9.      if(chksba.isSelected() == true)
10.     {
11.         txtsba.setText("10");
12.     }
13.     else
14.     {
15.         txtsba.setText("0");
16.     }
17.     if(chktsc.isSelected() == true)
18.     {
19.         txttsc.setText("10");
20.     }
21.     else
22.     {
23.         txttsc.setText("0");
24.     }
25.     int cop = Integer.parseInt(txtcop.getText());
26.     int sba = Integer.parseInt(txtsba.getText());
27.     int tsc = Integer.parseInt(txttsc.getText());
28.     int score = cop + sba + tsc;
29.     txtscore.setText("" + score);
```

- Now double click on boundary the push **jButton2 (Clear Button)**. The code editor window will get open. In it, simply type the following code.

```
1.      txtcop.setText("");
2.      txtname.setText("");
3.      txtrno.setText("");
4.      txtsba.setText("");
5.      txtscore.setText("");
6.      txttsc.setText("");
7.      chkcop.setSelected(false);
8.      chksba.setSelected(false);
9.      chktsc.setSelected(false);
```

- Now double click on boundary the push **jButton3 (Exit Button)**. The code editor window will get open. In it, simply type the following code.

```
1.      System.exit(0);
```