## 5.10 If Statement

➢ Design a GUI application having interface as shown below:
➢ In the left half of above interface, two numbers should be accepted. When the user click the button "which number Is large", appropriate message gets displayed in the left label.
➢ In the right half of above interface, a number grade is input. Valid grade are 0 – 4. Clicking Upon the right push button, a message depicting validity of the grade is displayed in right label.
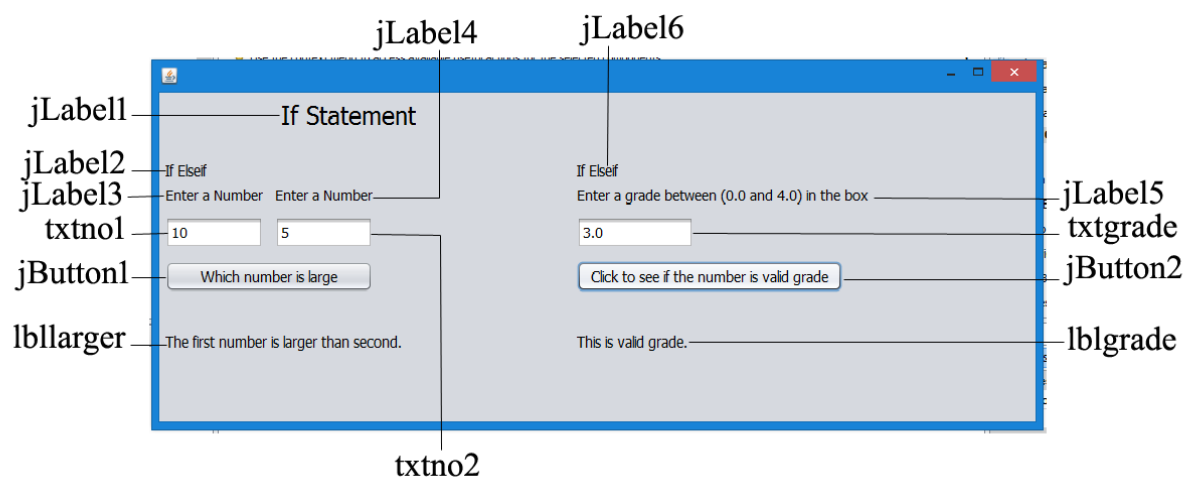
➢ Now double click on boundary the push **jButton2 (Click to see if the number is valid grade Button).** The code editor window will get open. In it, simply type the following code.

```
1.     double grade = Double.parseDouble(txtgrade.getText());

2.     if(grade > 0.0 && grade < 4.0)

3.     {

4.        lblgrade.setText("This is valid grade.");

5.     }

6.     else

7.     {

8.        lblgrade.setText("This is Not a  valid grade. ");
```

```
9.        }
```

➢ Now double click on boundary the push **jButton1 (Which a Number is Large Button).** The code editor window will get open. In it, simply type the following code.

```
1.        int no1 = Integer.parseInt(txtno1.getText());

2.        int no2 = Integer.parseInt(txtno2.getText());

3.        if(no1 < no2)

4.        {

5.           lbllarger.setText("The second number is larger than first.");

6.        }

7.        else

8.        {

9.           lbllarger.setText("The first number is larger than second.");

10.       }
```