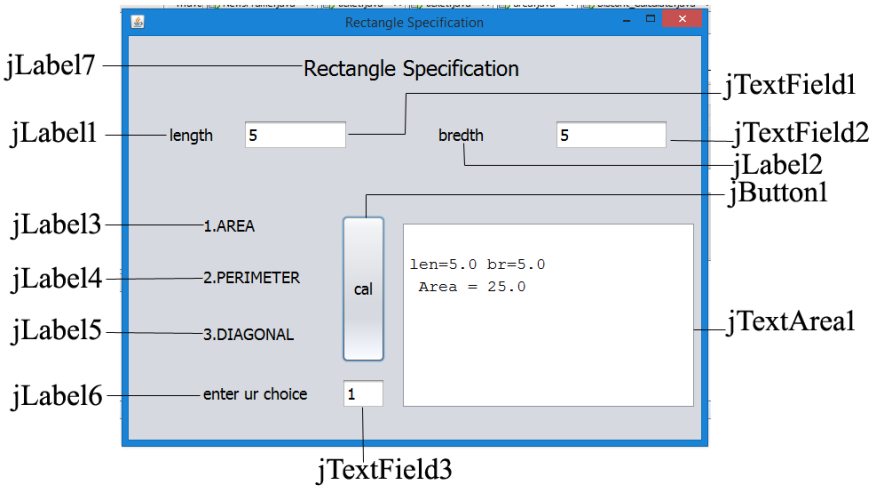
## 5.3 Rectangle Specification

- The GUI application should display a mathematical operations and performs an operations according to user's response.
- Mathematical formulas
- Area : area = length * breadth
- Perimeter : Perimeter = 2( breadth * length)
- Diagonal : Diagonal = √ $breadth^2 + length^2$




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

```
1.      double ln=Double.parseDouble(jTextField1.getText());
2.      double br=Double.parseDouble(jTextField2.getText());
3.      double ch=Double.parseDouble(jTextField3.getText());
4.      jTextArea1.setText("");
5.      if(ch==1)
6.      {
```

```
7.                double ar = ln*br;
8.               jTextArea1.append("\n"+"len="+ln+" br="+br+ "\n"+" Area = "+ar);
9.           }
10.          if(ch==2)
11.          {
12.            double pr = 2*(ln+br);
13.            jTextArea1.append("\n"+"len="+ln+" br="+br+ "\n"+  "Permeter="+pr);
14.          }
15.          if(ch==3)
16.          {
17.              double dg =Math.sqrt(ln*ln+br*br);
18.              jTextArea1.append("\n"+"len="+ln+" br="+br+"\n"+"Diagonal="+dg);
19.          }
```