**package** OOP\_Program;

**import** java.awt.\*; // for dimensions

**import** javax.swing.\*; // for GUI components

**public** **class** **Sample** // class

{

**public** **static** **void** **main**(**String**[] args) // main method

{

**JFrame** **frame** = **new** JFrame(); //creation frame

frame.setLayout(**new** FlowLayout()); // layout manager (flow layout-default)

frame.setDefaultCloseOperation(**JFrame**.***EXIT\_ON\_CLOSE***); // terminate the GUI after close

frame.setLocation(10,50); // set initial location

frame.setSize(300,1500); //set horizontal, vertical length

frame.setTitle("FRUIT SHOP"); // the name of the frame

**JCheckBox** **checkbox** = **new** JCheckBox("Money");

frame.add(checkbox);

**JRadioButton** **radiobutton** = **new** JRadioButton("Card");

frame.add(radiobutton);

**JRadioButton** **radiobutton2** = **new** JRadioButton("Cash");

frame.add(radiobutton2);

**List** **fruitlist** = **new** List (4,**true**);

fruitlist.add("Apple");

fruitlist.add("Mango");

fruitlist.add("Grapes");

fruitlist.add("Strawberry");

frame.add(fruitlist);

**Choice** **fruitchoice** = **new** Choice();

fruitchoice.add("Apple");

fruitchoice.add("Mango");

fruitchoice.add("Grapes");

fruitchoice.add("Strawberry");

frame.add(fruitchoice);

**JButton** **button1** = **new** JButton("Button 1");

button1.setBackground(**Color**.***YELLOW***);

frame.add(button1);

**JButton** **button2** = **new** JButton("Button 2");

button2.setBackground(**Color**.***GREEN***);

frame.add(button2);

**JLabel** **label** = **new** JLabel("Username");

frame.add(label);

**JTextField** **field** = **new** JTextField(10);

frame.add(field);

**Label** **labelp** = **new** Label("Password");

frame.add(labelp);

**TextField** **passwordfield** = **new** TextField(10);

passwordfield.setEchoChar('\*');

frame.add(passwordfield);

**JTextArea** **textarea** = **new** JTextArea(5,10);

frame.add(textarea);

frame.add(**new** JScrollPane(textarea));

textarea.setFont(**new** Font("Arial",**Font**.***BOLD***,10));

frame.pack();

frame.setVisible(**true**);

}

}