

DEVELOP A GUI WHICH ACCEPTS THE INFORMATION REGARDING THE MARKS FOR ALL THE SUBJETS OF A STUDENT IN THE EXAMINATION.DISPLAY THE RESULT FOR A STUDENT IN A SEPARATE WINDOW .
QUESTION :
WRITE THE CONSTRUCTORS OF JPanel,JTextField,JButton and JLabel .

Program :

```
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;

public class Gui_Demo extends JFrame{

    JPanel jp = new JPanel();
    JLabel lname = new JLabel();
    JButton bsubmit = new JButton("Submit");
    JTextField tname = new JTextField(20);
    JLabel lMath = new JLabel();
    JTextField tMath = new JTextField(20);
    JLabel lScience = new JLabel();
    JTextField tScience = new JTextField(20);
    JLabel lEnglish = new JLabel();
    JTextField tEnglish = new JTextField(20);

    public Gui_Demo()
    {
        lname.setText("Enter Name");
        jp.add(lname);
        jp.add(tname);
        lMath.setText("Enter Math Marks");
        jp.add(lMath);
        jp.add(tMath);
        lScience.setText("Enter Science Marks");
        jp.add(lScience);
        jp.add(tScience);
        lEnglish.setText("Enter English Marks");
        jp.add(lEnglish);
        jp.add(tEnglish);
        jp.add(bsubmit);
        add(jp);

        bsubmit.addActionListener (new ActionListener (){
            public void actionPerformed(ActionEvent arg0) {
                String val=tname.getText();
                JLabel l1 = new JLabel( "Welcome "+val);
                int sub1 = Integer.parseInt(tMath.getText());
                int sub2 = Integer.parseInt(tScience.getText());
                int sub3 = Integer.parseInt(tEnglish.getText());
                int sum = sub1+sub2+sub3;
                float average = sum/3;
                JLabel l2 = new JLabel("Average "+ average);
                JPanel jip = new JPanel();
                jip.add(l1);
                jip.add(l2);

                JFrame inf = new JFrame();
                inf.setVisible(true);
                inf.add(jip);
                inf.setSize(300, 200);
            }
        });
    }

    public static void main(String[] args)
    {
        Gui_Demo rc = new Gui_Demo();
        rc.setSize(300, 400);
        rc.setVisible(true);
    }
}
```

