**EXP 3**

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.

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);

}

}