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**Roll No:6**

**Batch:B**

**Date:07/06/22**

**OBJECT ORIENTED PROGRAMMING LAB**

**Experiment No.: CO5-2**

**Aim**

Program to find maximum of three numbers using AWT

**PROCEDURE**

import java.awt.\*;

import java.applet.\*;

public class Max extends Applet

{

TextField T1,T2,T3;

public void init(){

T1 = new TextField(10);

T2 = new TextField(10);

T3 = new TextField(10);

add(T1);

add(T2);

add(T3);

T1.setText("0");

T2.setText("0");

T3.setText("0");

}

public void paint(Graphics g){

int m, a, x,result;

String str;

g.drawString("Enter 3 Values to Check the Maximum ",10,50);

str=T1.getText();

m=Integer.parseInt(str);

str=T2.getText();

a=Integer.parseInt(str);

str=T3.getText();

x=Integer.parseInt(str);

g.setColor(Color.red);

if (m>a) {

if (m>x)

result=m;

else

result=x;

}

else{

if (a>x)

result=a;

else

result=x;

}

g.drawString("Maximnum of 3 No is "+result,10,70);

showStatus("MAXIMUM OF 3 NUMBERS");

}

public boolean action(Event e, Object o){

repaint();

return true;

}

}

/\* <applet code="Max" height=150 width=400>

</applet> \*/

**Output**

