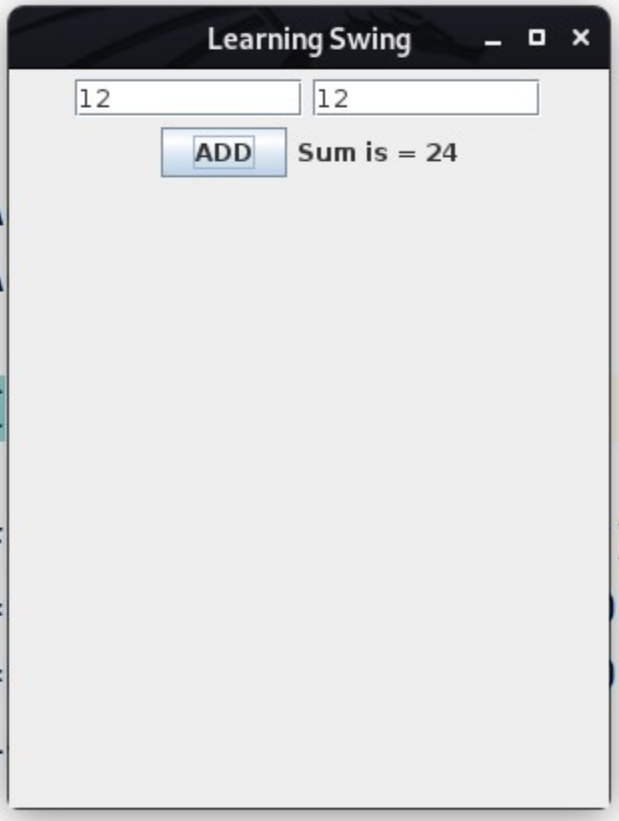
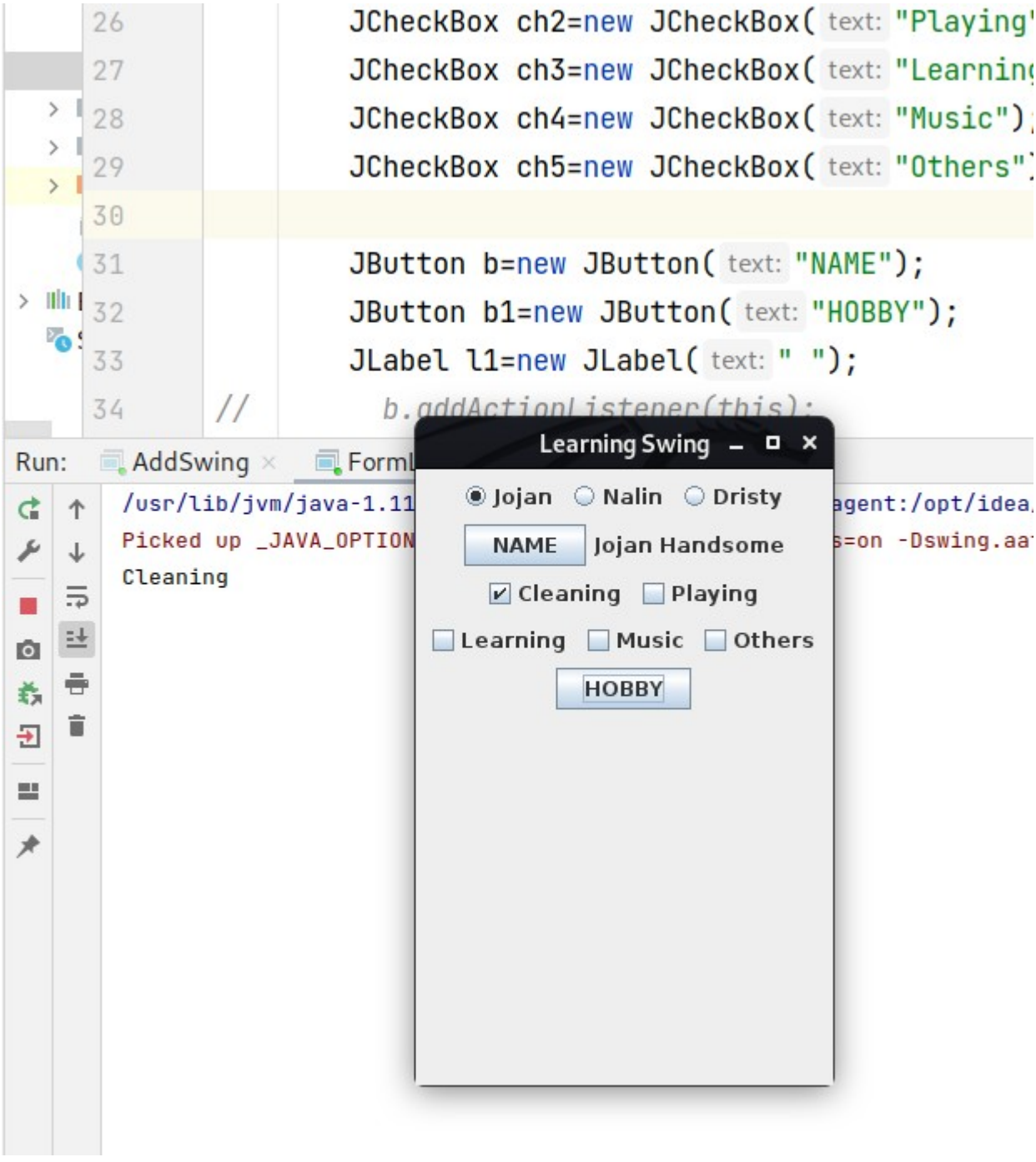
```java
package Assignments.assignment3Swing;

// Write a program to create a frame having a form to take 2 numbers from user
and a button to add those numbers.

import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

public class AddSwing {
    AddSwing(){
        JFrame f=new JFrame("Learning Swing");
        JTextField ts1=new JTextField(10);
        JTextField ts2=new JTextField(10);
        JLabel l=new JLabel("    ");

        JButton b=new JButton("ADD");

        b.addActionListener(new ActionListener() {
            @Override
            public void actionPerformed(ActionEvent actionEvent) {
                int n1=Integer.parseInt(ts1.getText());
                int n2=Integer.parseInt(ts2.getText());
                int sum=(n1+n2);
                l.setText("Sum is = "+String.valueOf(sum));
            }
        });


        f.add(ts1);
        f.add(ts2);
        f.add(b);
        f.add(l);
        f.setSize(300,400);
        f.setLayout(new FlowLayout());
        f.setVisible(true);
    }

    public static void main(String[] args) {
        new AddSwing();
    }
}
```

```java
package Assignments.assignment3Swing;

// Write a program to create a frame having a form to

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

public class AddSwing {
    AddSwing(){
        JFrame f=new JF                    );
        JTextField ts1=                    );
        JTextField ts2=                    );
        JLabel l=new JL

        JButton b=new JButton( text: "ADD");

        b.addActionListener(new ActionListener() {
            @Override
```



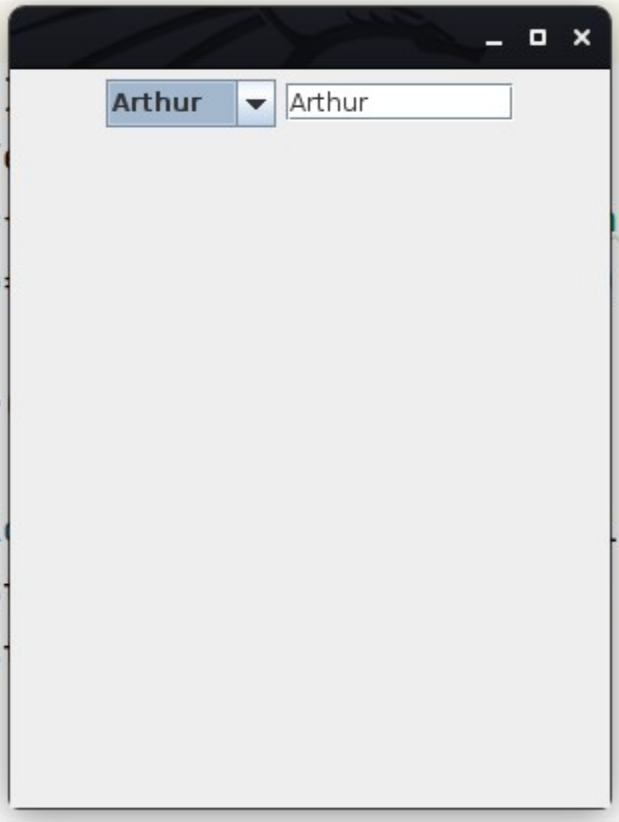
```java
package Assignments.assignment3Swing;

import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

//Make a form with three radio button and 5 checkboxes.

public class FormLearnSwing {
    JRadioButton rb1,rb2,rb3; // after this we define vaiable down below
    FormLearnSwing(){
        JFrame f=new JFrame("Learning Swing");
//        JRadioButton rb1=new JRadioButton();// as doing this for each is boring so we do
//        JRadioButton rb1,rb2,rb3;// doing this we need to initalize it outside constructor
        rb1 =new JRadioButton("Jojan",true);
        rb2 =new JRadioButton("Nalin");
        rb3 =new JRadioButton("Dristy");

        ButtonGroup bg=new ButtonGroup();
        bg.add(rb1);
        bg.add(rb2);
        bg.add(rb3);

        JCheckBox ch1=new JCheckBox("Cleaning");
        JCheckBox ch2=new JCheckBox("Playing");
        JCheckBox ch3=new JCheckBox("Learning");
        JCheckBox ch4=new JCheckBox("Music");
        JCheckBox ch5=new JCheckBox("Others");

        JButton b=new JButton("NAME");
        JButton b1=new JButton("HOBBY");
        JLabel l1=new JLabel(" ");
//        b.addActionListener(this);
        b.addActionListener(new ActionListener() {
            @Override
            public void actionPerformed(ActionEvent actionEvent) {
                if(rb1.isSelected()){
//                    JOptionPane.showMessageDialog(this,"Hello Jojan"); ?? why not working
                    l1.setText("Jojan Handsome");
                }
                if(rb2.isSelected()){
                    l1.setText("Nalin Chor");
                }
                if(rb3.isSelected()){
```

```
                l1.setText("Hi Dristy");
            }
        }
    });

    b1.addActionListener(new ActionListener() {
        @Override
        public void actionPerformed(ActionEvent actionEvent) {
            if(ch1.isSelected()){
//                l2.setText(""); every checkbox needs different label so
                System.out.println("Cleaning"); // and so on for others if you want to
do it
            }
        }
    });
    f.add(rb1);
    f.add(rb2);
    f.add(rb3);
    f.add(b);
    f.add(l1);
    f.add(ch1);
    f.add(ch2);
    f.add(ch3);
    f.add(ch4);
    f.add(ch5);
    f.add(b1);
//      f.setLayout(new GridLayout(1,3));
    f.setLayout(new FlowLayout());
    f.setSize(250,400);
    f.setVisible(true);
  }

  public static void main(String[] args) {
    new FormLearnSwing();
  }
}
```


JCheckBox ch2=new JCheckBox(text: "Playing"
JCheckBox ch3=new JCheckBox(text: "Learning
JCheckBox ch4=new JCheckBox(text: "Music");
JCheckBox ch5=new JCheckBox(text: "Others"
JButton b=new JButton(text: "NAME");
JButton b1=new JButton(text: "HOBBY");
JLabel l1=new JLabel(text: " ");
// b.addActionListener(this);
Learning Swing
Jojan
Nalin
Dristy
NAME
Jojan Handsome
Cleaning
Playing
Learning
Music
Others
HOBBY
Run:
AddSwing
/usr/lib/jvm/java-1.11
Picked up _JAVA_OPTION
Cleaning

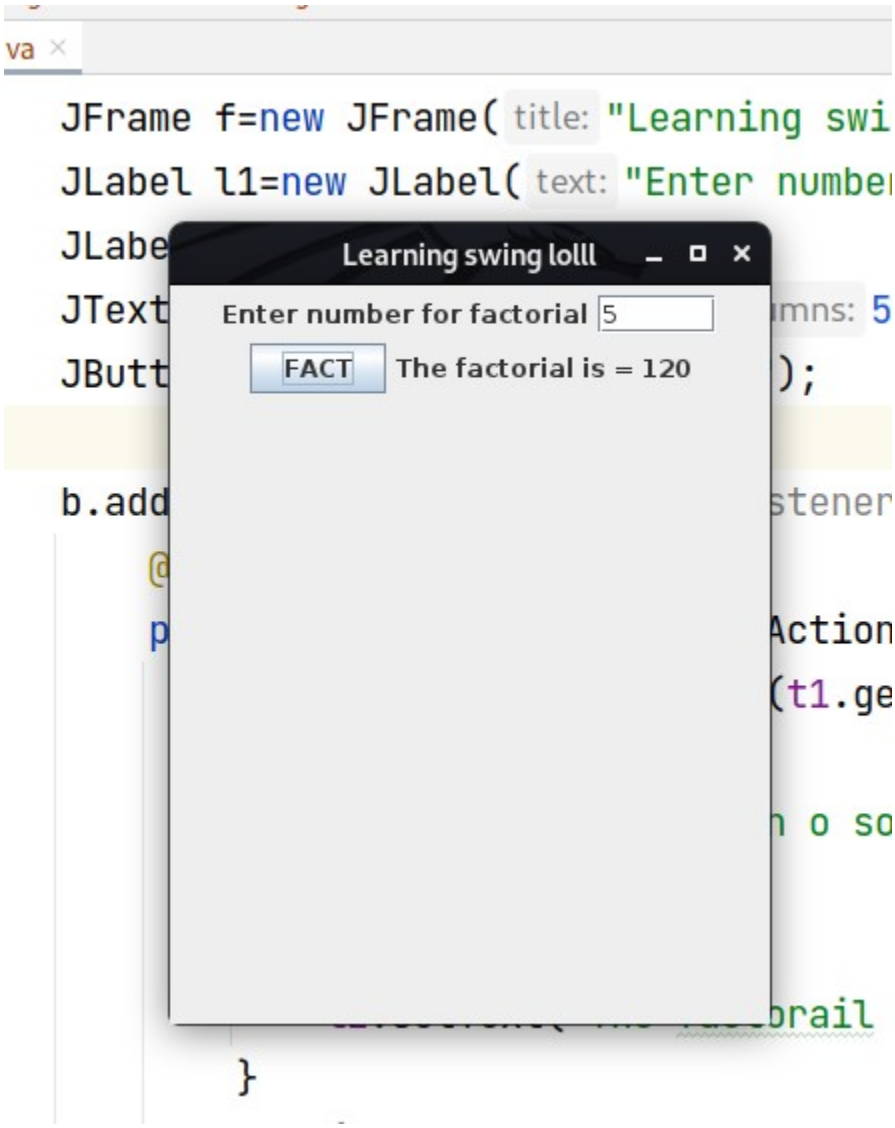
```java
package Assignments.assignment3Swing;

import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

//Create a swing GUI that contains a combo box and text feild. When a option is selected in combo box, display it in text feild.

public class ComboxBox {
    ComboxBox(){
        JFrame f=new JFrame();
        JTextField ts=new JTextField(10);
        String[] PeopleBand={"Freddie","Arthur","Hillsong","BTS","Halsey"};
        JComboBox<String> cb=new JComboBox<>(PeopleBand);

        cb.addActionListener(new ActionListener() {
            @Override
            public void actionPerformed(ActionEvent actionEvent) {
                String st=(String) cb.getSelectedItem(); // wht does this string do?
                ts.setText(st);
            }
        });

        f.add(cb);
        f.add(ts);
        f.setLayout(new FlowLayout());
        f.setSize(300,400);
        f.setVisible(true);
    }

    public static void main(String[] args) {
        new ComboxBox();
    }
}
```

```
.event.ActionListener;

g GUI that contains a combo box and text feild. When a

mboxBox {
{
f=new JFrame()
eld ts=new JT
] PeopleBand=                                    g","BTS","Hals
ox<String> cb=                                   ;

ctionListener
erride
lic void acti                                    ionEvent) {
 String st=(S                                     // wht does t
 ts.setText(s


b);
s);
yout(new FlowLayout());
```

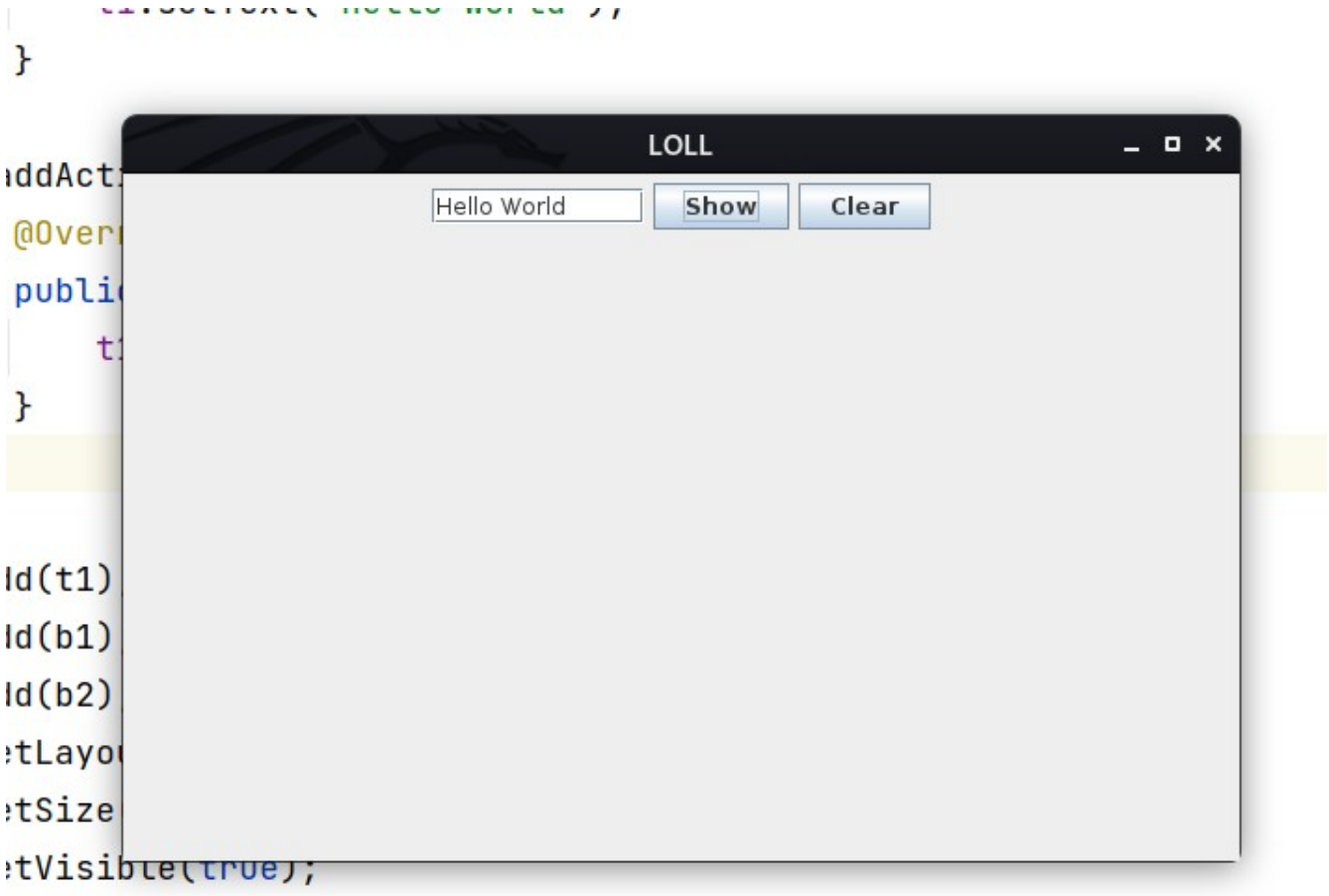


```java
package Assignments.assignment3Swing;

import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

//Write a program that read number from a user and display the factorial of the
output in text feild when user press a button.

public class FactorialSwing {
    FactorialSwing(){
        JFrame f=new JFrame("Learning swing lolll");
        JLabel l1=new JLabel("Enter number for factorial");
        JLabel l2=new JLabel();
        JTextField t1=new JTextField(5);
        JButton b=new JButton("FACT");

        b.addActionListener(new ActionListener() {
            @Override
            public void actionPerformed(ActionEvent actionEvent) {
                int num=Integer.parseInt(t1.getText());
                if(num<0){
                    l2.setText("Less than o so no fact done");
                }
                else if(num==0){
                    l2.setText("The factorail is = 0");
                }
                else{
                    int fact=1;
                    for(int i=1;i<=num;i++){
                        fact=fact*i;
                    }
                    l2.setText("The factorial is = "+String.valueOf(fact));
                }
            }
        });

        f.add(l1);
        f.add(t1);
        f.add(b);
        f.add(l2);
        f.setVisible(true);
        f.setLayout(new FlowLayout());
        f.setSize(300,400);
    }

    public static void main(String[] args) {
```

```
        new FactorialSwing();
    }
}
```

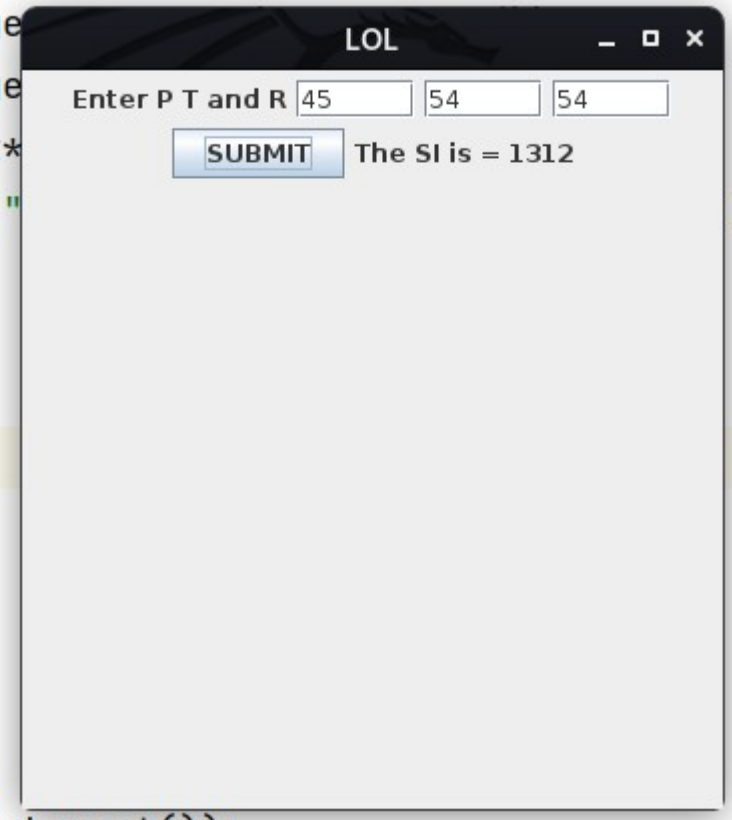


```java
package Assignments.assignment3Swing;

import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

// Write a program that contains two button and a text feild. When first button is clicked, a messgae "Hello world" is
// shown in the text feild, when second button is clicked text in the textfield is cleared.

public class MagicSwing {
    MagicSwing(){
        JFrame f=new JFrame("LOLL");
        JTextField t1=new JTextField(10);
        JLabel l1=new JLabel();
        JButton b1=new JButton("Show");
        JButton b2=new JButton("Clear");

        b1.addActionListener(new ActionListener() {
            @Override
            public void actionPerformed(ActionEvent e) {
                t1.setText("Hello World");
            }
        });
        b2.addActionListener(new ActionListener() {
            @Override
            public void actionPerformed(ActionEvent e) {
                t1.setText("");
            }
        });

        f.add(t1);
        f.add(b1);
        f.add(b2);
        f.setLayout(new FlowLayout());
        f.setSize(600,400);
        f.setVisible(true);
    }

    public static void main(String[] args) {
        new MagicSwing();
    }
}
```


}
ddAct
@Over
publi
t
}
ld(t1)
ld(b1)
ld(b2)
tLayo
tSize
tVisible(true);
LOLL
Hello World
Show
Clear

```java
package Assignments.assignment3Swing;

//write a program to  display simple interet. (Hint: formula : S.I = P* T*R /100).
// User enters the required value in textfeild.

import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

public class SimpleInterestSwing {
    SimpleInterestSwing(){
        JFrame f=new JFrame("LOL");
        JLabel l1=new JLabel("Enter P T and R");
        JLabel l2=new JLabel();
        JTextField t1=new JTextField(5);
        JTextField t2=new JTextField(5);
        JTextField t3=new JTextField(5);
        JButton b=new JButton("SUBMIT");

        b.addActionListener(new ActionListener() {
            @Override
            public void actionPerformed(ActionEvent e) {
                int p=Integer.parseInt(t1.getText());
                int t=Integer.parseInt(t2.getText());
                int r=Integer.parseInt(t3.getText());
                int si=(p*t*r)/100;
                l2.setText("The SI is = "+String.valueOf(si));
            }
        });
        f.add(l1);
        f.add(t1);
        f.add(t2);
        f.add(t3);
        f.add(b);
        f.add(l2);
        f.setVisible(true);
        f.setLayout(new FlowLayout());
        f.setSize(350,400);
    }

    public static void main(String[] args) {
        new SimpleInterestSwing();
    }
}
```

```
:eger.parseInt(t1.getText());
:ege
:ege
)*t*
:t("                                                    );
e);
:lowLayout());
```



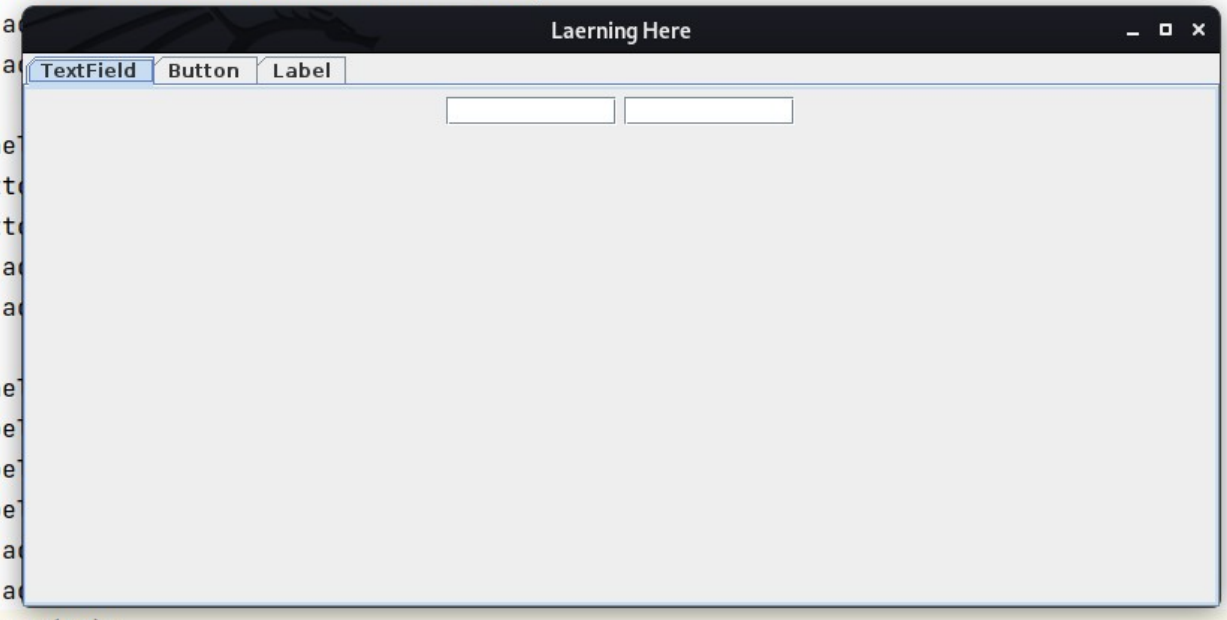
```java
package Assignments.assignment3Swing;


// Create a swing GUI that contains a List of countries and text feild. When a
option is selected in list, display it in text feild.

import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

public class CountriesSwing {
//    String store;
    CountriesSwing(){
        JFrame f=new JFrame();
        JLabel l1=new JLabel();
        JTextField t1=new JTextField(10);
        String[] countries={"Nepal","India","China","Korea","Japan"};
        JList<String> list=new JList<>(countries);

        JButton b=new JButton("SHOW");
        b.addActionListener(new ActionListener() {
            @Override
            public void actionPerformed(ActionEvent actionEvent) {
//                JOptionPane.showMessageDialog(f,"you
selected"+list.getSelectedValuesList());
//                String items[]= list.getSelectedValuesList().toArray(new String[0]); //
this is for multiple but doesnt work correctly
//                for(int i=0;i<items.length;i++){
//                    store+=items[i]+",";
//                }
//                t1.setText(store);
                t1.setText(list.getSelectedValue());

            }
        });

        f.add(list);
        f.add(b);
        f.add(t1);
        f.setVisible(true);
        f.setSize(200,400);
        f.setLayout(new FlowLayout());
    }

    public static void main(String[] args) {
        new CountriesSwing();
    }}
```

```
howMessageDialog(f,"you selected"+list.getSelect
]= list.getSelectedValuesList().toArray(new Stri
<items.length;i++){
ems[i]+",";

ore);
.getSelecte

ht: 400);
out());
```

```java
package Assignments.assignment3Swing;

//Write a program to open three tabbed pane where :
//        1st pane contains two text feild.
//        2nd pane contains two button.
//        3rd pane contains three label

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

public class TabbedPaneSwing {
    TabbedPaneSwing(){
        JFrame f=new JFrame("Laerning Here");

        JPanel jp1=new JPanel();
        JTextField t1=new JTextField(10);
        JTextField t2=new JTextField(10);
        jp1.add(t1);
        jp1.add(t2);

        JPanel jp2=new JPanel();
        JButton b1=new JButton("HAHA");
        JButton b2=new JButton("HAHA");
        jp2.add(b1);
        jp2.add(b2);

        JPanel jp3=new JPanel();
        JLabel l1=new JLabel("FUN");
        JLabel l2=new JLabel("FUN");
        JLabel l3=new JLabel("FUN");
        jp3.add(l1);
        jp3.add(l2);
        jp3.add(l3);

        JTabbedPane tp=new JTabbedPane();
//        tp.setBounds(50,50,200,200);
        tp.add("TextField",jp1);
        tp.add("Button",jp2);
        tp.add("Label",jp3);

        f.add(tp);
        f.setSize(800,400);
//        f.setLayout(new FlowLayout());
        f.setVisible(true);
    }

    public static void main(String[] args) {
        new TabbedPaneSwing();
```

```
    }
}
```

```
TextField t1=new JTextField( columns: 10);
TextField t2=new JTextField( columns: 10);
p1.a
p1.a

Pane
Butt
Butt
p2.a
p2.a

Pane
Labe
Labe
Labe
p3.a
p3.a
p3.add(l3);
```



```java
package Assignments.assignment3Swing;

import javax.swing.*;

public class JTableSwing {
    JTableSwing(){
        JFrame f=new JFrame();
        String[] head={"Name","Faculty"};
        String[][] data={
                {"Jojan","BIM",},
                {"Nalin","BIM",},
                {"Subin","BIT"},
        };

        JTable ht=new JTable(data,head);
        f.add(ht);
        f.setSize(400,200);
        f.setVisible(true);
    }

    public static void main(String[] args) {
        new JTableSwing();
    }
}
```