TemperatureConverter.java

```
import java.awt.*;
public class TemperatureConverter extends GBFrame
    //The labels: these display the text strings that guide the user.
    private Label tempLabel;
    private Label fahrenheitLabel;
    private Label celsiusLabel;
    private Label kelvinLabel;
    private Label gramsLabel;
    private Label kilogramsLabel;
    private Label weightLabel;
    //The integer fields: these are used for the input and output of
    //integer values.
    private DoubleField fahrenheitField;
    private DoubleField celsiusField;
    private DoubleField kelvinField;
    private DoubleField gramsField;
    private DoubleField kilogramsField;
    //The command buttons: these trigger the buttonClicked method when
    //clicked.
    private Button convertButton;
    private Choice choices;
    // A text area to output the answers. You can put text into a
TextArea
    // either by using area.setText(somestring) which replaces all of
the text
    // with the new text, or area.append(somestring) which adds the new
strina
    // to the text already present in the text area
```

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```
public TemperatureConverter( )
    tempLabel = addLabel("Temperature Conversion",1,2,2,1 );
    fahrenheitLabel = addLabel("Fahrenheit",2,1,1,1);
    celsiusLabel = addLabel("Celsius",3,1,1,1);
    kelvinLabel = addLabel("Kelvin",4,1,1,1);
    weightLabel = addLabel("Weight Conversion",5,2,2,1);
    gramsLabel = addLabel("Grams",6,1,1,1);
    kilogramsLabel = addLabel("Kilograms",7,1,1,1);
    fahrenheitField = addDoubleField(0,2,2,2,1);
    celsiusField = addDoubleField(0,3,2,2,1);
    kelvinField = addDoubleField(0,4,2,2,1);
    gramsField = addDoubleField(0,6,2,2,1);
    kilogramsField = addDoubleField(0,7,2,2,1);
    convertButton = addButton("Convert",9,1,2,1);
    choices = addChoice(8,2,1,1);
    choices.add("Fahrenheit to Celsius & Kelvin");
                                                       // index 0
    choices.add("Celsius to Fahrenheit & Kelvin"); // index 1
    choices.add("Kelvin to Fahrenheit & Celsius");
                                                     // index 2
    choices.add("Grams to Kilograms");
                                                    // index 3
    choices.add("Kilogram to Grams");
                                                   // index 4
}
public void buttonClicked (Button buttonObj)
{
        int ch = choices.getSelectedIndex();
        if(button0bj == convertButton)
        {
            //Far to Cel & Kelvin
            if(ch == 0)
```

```
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    {
        double f = fahrenheitField.getNumber();
        double c = (f - 32)* 5/9;
        celsiusField.setNumber(c);
    }
    if(ch == 0)
    {
        double f = fahrenheitField.getNumber();
        double k = (f + 459.67) * 5/9;
        kelvinField.setNumber(k);
    }
//Cel to Far & Kelvin
    if(ch == 1)
    {
        double c = celsiusField.getNumber();
        double f = (c * 9/5) + 32;
        fahrenheitField.setNumber(f);
    }
    if(ch == 1)
    {
        double c = celsiusField.getNumber();
        double k = (c + 273);
        kelvinField.setNumber(k);
    }
    //Kelvin to Far & Cel
    if(ch == 2)
    {
        double k = kelvinField.getNumber();
        double c = (k - 273);
        celsiusField.setNumber(c);
    }
```

if(ch == 2)

```
{
                   double k = kelvinField.getNumber();
                   double f = (k * 9/5) - 459.67;
                   fahrenheitField.setNumber(f);
               }
               //Grams to Ka
               if(ch == 3)
               {
                   double g = gramsField.getNumber();
                   double KG = (g/1000);
                   kilogramsField.setNumber(KG);
               }
               // Ka to Grams
               if(ch == 4)
               {
                   double KG = kilogramsField.getNumber();
                   double g = (KG * 1000);
                   gramsField.setNumber(g);
               }
           }
   }
   public static void main (String[] args)
   {
       //Instantiate the GUI part
       Frame frm = new TemperatureConverter();
       //Set the application's window width and height in pixels
       frm.setSize (1000, 1000);
       //Make the window visible to the user
       frm.setVisible (true);
   }
}
```

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