1. Program to find the cube of a given number using a function interface – 10 Marks

```
java
Copy code
import java.util.function.Function;

public class Cube {
    public static void main(String[] args) {
        Function<Integer, Integer> cubeFunction = (n) -> n * n * n;

        int number = 5; // Example number
        int cube = cubeFunction.apply(number);
        System.out.println("The cube of " + number + " is: " + cube);
    }
}
```

2. Create a GUI screen to accept user details and display selected options – 20 Marks

```
java
Copy code
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
public class UserInfoForm extends JFrame implements ActionListener {
    JTextField nameField, classField, hobbiesField;
    JTextArea displayArea;
    JButton submitButton;
   public UserInfoForm() {
        setTitle("User Information Form");
        setSize(400, 300);
        setDefaultCloseOperation(JFrame.EXIT ON CLOSE);
        setLayout(new FlowLayout());
        // Create components
        nameField = new JTextField(15);
        classField = new JTextField(15);
        hobbiesField = new JTextField(15);
        displayArea = new JTextArea(5, 30);
        submitButton = new JButton("Submit");
        // Add components to the frame
        add(new JLabel("Name:"));
        add(nameField);
        add(new JLabel("Class:"));
        add(classField);
        add(new JLabel("Hobbies:"));
        add(hobbiesField);
        add(submitButton);
        add(new JScrollPane(displayArea));
        submitButton.addActionListener(this);
```

```
setVisible(true);
}

public void actionPerformed(ActionEvent e) {
    if (e.getSource() == submitButton) {
        String name = nameField.getText();
        String userClass = classField.getText();
        String hobbies = hobbiesField.getText();
        displayArea.setText("Name: " + name + "\nClass: " + userClass +
"\nHobbies: " + hobbies);
    }
}

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