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PRACTICE PROGRAMS: PROGRAM 1:

```
Source Code:
import java.awt.*;
import java.awt.event.*;
public class TextFieldDemo extends Frame implements ActionListener {
      TextField name,pass;
      public TextFieldDemo () {
             setLayout(new FlowLayout());
             Label namep=new Label("Name: ",Label.RIGHT);
             Label passp=new Label("Password: ",Label.RIGHT);
             name=new TextField(12);
             pass=new TextField(8);
             pass.setEchoChar('?');
             add(namep);
             add(name);
             add(passp);
             add(pass);
             name.addActionListener(this);
             pass.addActionListener(this);
             addWindowListener(new WindowAdapter() {
                    public void windowClosing (WindowEvent we) {
                          System.exit(0);
                    }
             });
      public void actionPerformed(ActionEvent ae) {
             repaint();
      }
      public void paint(Graphics g) {
             g.drawString("Name: "+name.getText(), 20, 100);
             g.drawString("Selected text in name: "+name.getSelectedText(), 20, 120);
             g.drawString("Password: "+pass.getText(), 20, 140);
      public static void main(String[] args) {
             TextFieldDemo appwin=new TextFieldDemo();
             appwin.setSize(new Dimension(380,180));
```

```
appwin.setVisible(true);
}

OUTPUT:

D:\Kusum\III SEMESTER\000J2020>javac TextFieldDemo.java

D:\Kusum\III SEMESTER\000J2020>java TextFieldDemo

Name: Java Programming Password: ????

Name: Java Programming Selected text in name: gram

Password: code
```

PROGRAM 2:

```
SOURCE CODE:
import java.awt.*;
import java.awt.event.*;
public class ButtonDemo extends Frame implements ActionListener{
String msg="";
Button yes,no,maybe;
public ButtonDemo(){
setLayout(new FlowLayout());
yes=new Button("Yes");
no=new Button("No");
maybe=new Button("Undecided");
add(yes);
add(no);
add(maybe);
yes.addActionListener(this);
no.addActionListener(this);
maybe.addActionListener(this);
addWindowListener(new WindowAdapter(){
public void windowClosing(WindowEvent we){
System.exit(0);
}
});
```

```
public void actionPerformed(ActionEvent ae){
String str=ae.getActionCommand();
if(str.equals("Yes"))
msg="You pressed Yes.";
else if(str.equals("No"))
msg="You pressed No.";
else
msg="You pressed Undecided.";
repaint();
public void paint (Graphics g){
g.drawString(msg,20,100);
public static void main(String[] args){
ButtonDemo appwin=new ButtonDemo();
appwin.setSize(new Dimension(250,150));
appwin.setTitle("ButtonDemo");
appwin.setVisible(true);
}
OUTPUT:
```

