OOJ LAB-WEEK 13- EXTRA PROGRAMS

Program and Output

Mallika Prasad

1BM19CS081

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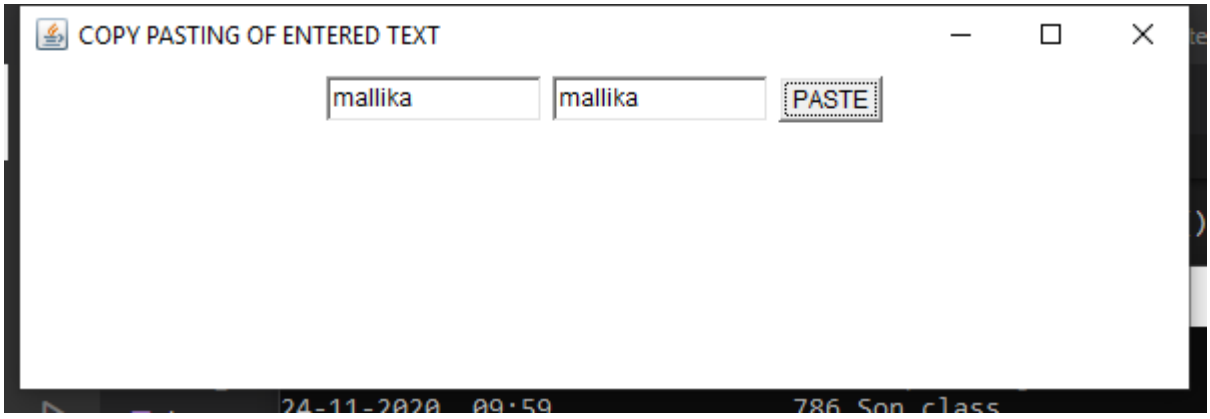
Program 1-

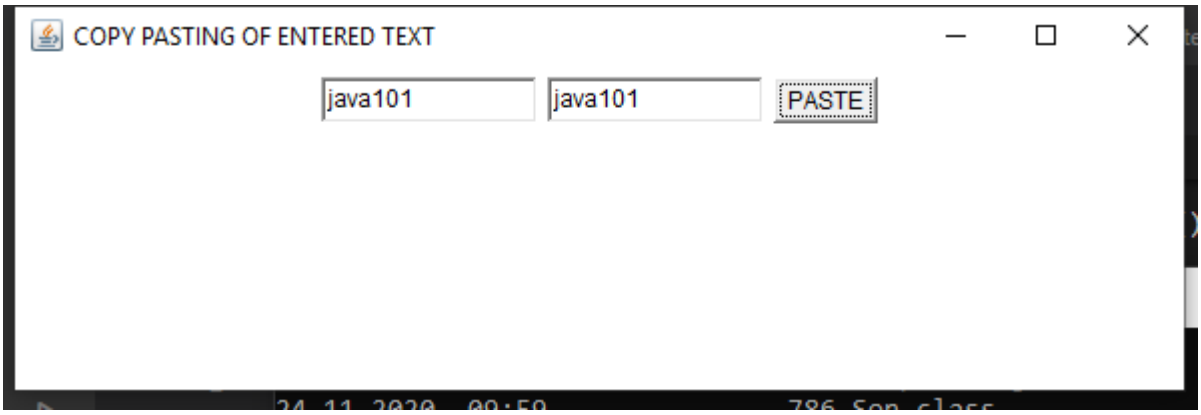
Create a GUI based program with the following specification: put two text field components and one button. Label the button as "paste". When some text is typed in the first text field and paste button is pressed, then the text must gets copied into the second textfield.

```
import java.awt.*;
import java.awt.event.*;
public class paste extends Frame implements ActionListener{
   TextField n1,n2;
   Button b;
   public paste(){
      setLayout(new FlowLayout());
      n1=new TextField(12);
      b=new Button("PASTE");
      n2=new TextField(12);
      add(n1);
      add(n2);
      add(b);
      b.addActionListener(this);
  addWindowListener(new WindowAdapter1());
```

```
}
public void actionPerformed(ActionEvent ae)
{
   if(ae.getSource()==b)
   {
     String text=n1.getText();
       n2.setText(String.valueOf(text));
}
}
public static void main(String args[])
{
   paste p=new paste();
   p.setSize(new Dimension(600,200));
   p.setTitle("COPY PASTING OF ENTERED TEXT");
   p.setVisible(true);
}

 class WindowAdapter1 extends WindowAdapter{
     public void windowClosing(WindowEvent we)
     {
        System.exit(0);
     }
 }
}
```

Output-


COPY PASTING OF ENTERED TEXT
mallika
mallika
PASTE


COPY PASTING OF ENTERED TEXT
java101
java101
PASTE


COPY PASTING OF ENTERED TEXT
java@gmail.com
java@gmail.com
PASTE

Program 2-

Develop a Java program that displays 4(Four) text fields, two of which accepts integer inputs and the third an arithmetic operator. A button with label "Result" when clicked displays the result of the above operation in the fourth text field.

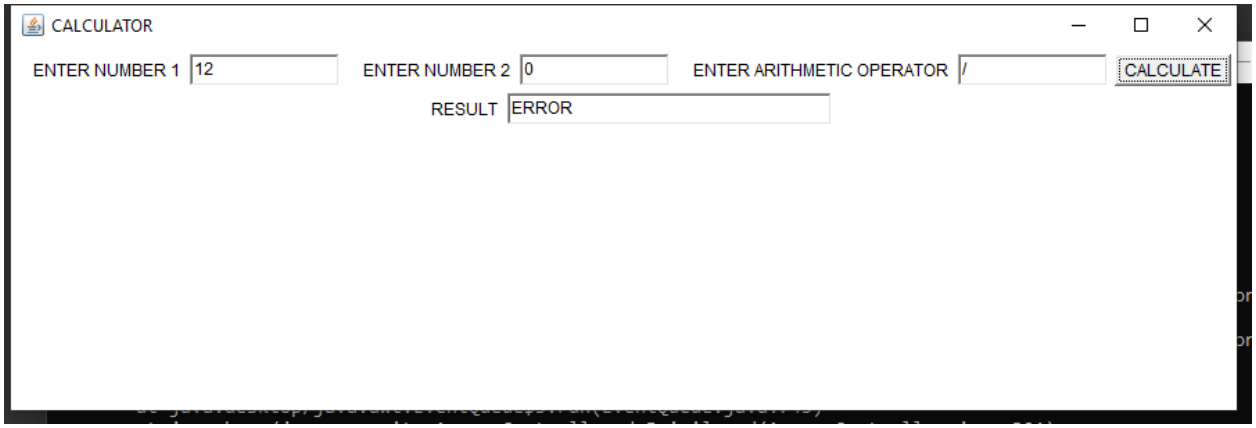
```
import java.awt.*;

import java.awt.event.*;


public class Calculate extends Frame implements ActionListener{

   TextField n1,n2,n3,n4,res1;

   Label l1,l2,l3,res2;

   Button b;

   public Calculate(){

      setLayout(new FlowLayout());

      Label l1=new Label("ENTER NUMBER 1",Label.RIGHT);

      Label l2=new Label("ENTER NUMBER 2",Label.RIGHT);

      Label l3=new Label("ENTER ARITHMETIC OPERATOR",Label.RIGHT);

      Label res2=new Label("RESULT",Label.RIGHT);

      n1=new TextField(12);

      n2=new TextField(12);

      n3=new TextField(12);

      res1=new TextField(30);

      b=new Button("CALCULATE");

      add(l1);

      add(n1);

      add(l2);
```

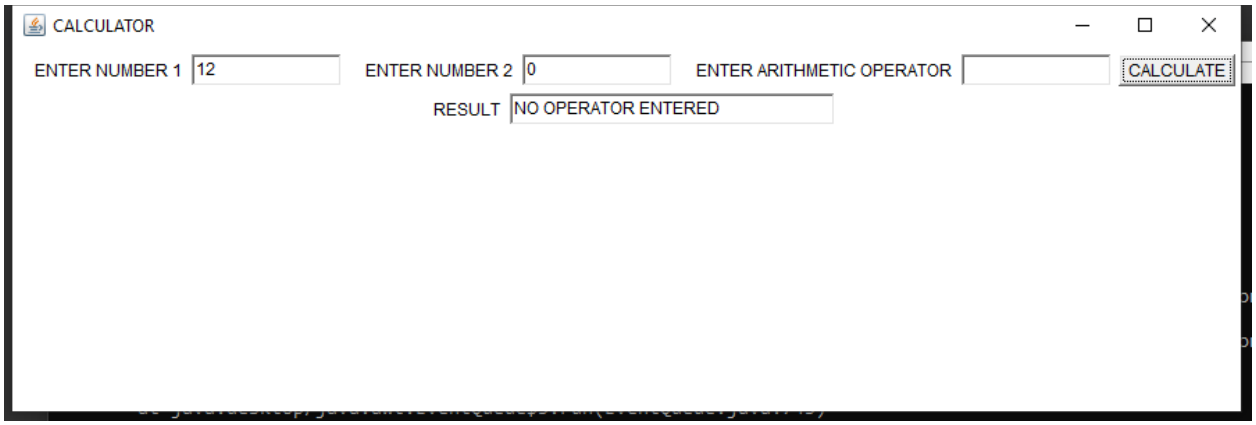
```
        add(n2);
        add(l3);
        add(n3);
        add(b);
        add(res2);
        add(res1);
        b.addActionListener(this);
    addWindowListener(new WindowAdapter1());
}
public void actionPerformed(ActionEvent ae)
{
    int ans=0;
    if(ae.getSource()==b)
    {
       try{
        int num1=Integer.parseInt(n1.getText());
        int num2=Integer.parseInt(n2.getText());
        String num3=n3.getText();

        switch(num3){
            case "+": ans=num1+num2;
            res1.setText(String.valueOf(ans));
            break;
            case "-": ans=num1-num2;
```

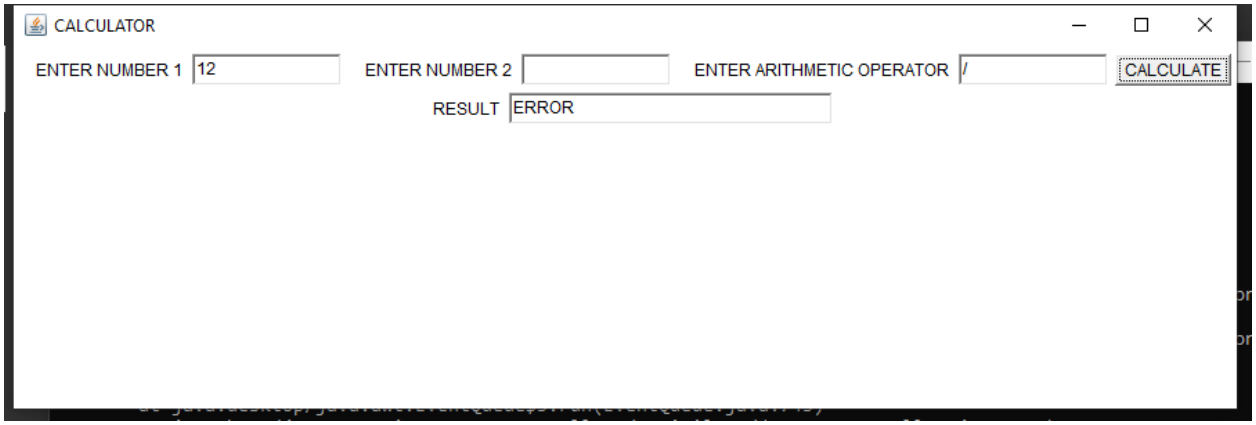
```
            res1.setText(String.valueOf(ans));
            break;
            case "*": ans=num1*num2;
            res1.setText(String.valueOf(ans));
            break;
            case "/": ans=num1/num2;
            res1.setText(String.valueOf(ans));
            break;
            case "%": ans=num1%num2;
            res1.setText(String.valueOf(ans));
            break;
            default:
            res1.setText("NO OPERATOR ENTERED");
            break;
        }
        }
    catch(ArithmeticException a){
        res1.setText("ERROR");
    }
    catch(NumberFormatException ne ){
        res1.setText("ERROR");
    }
}
}
```

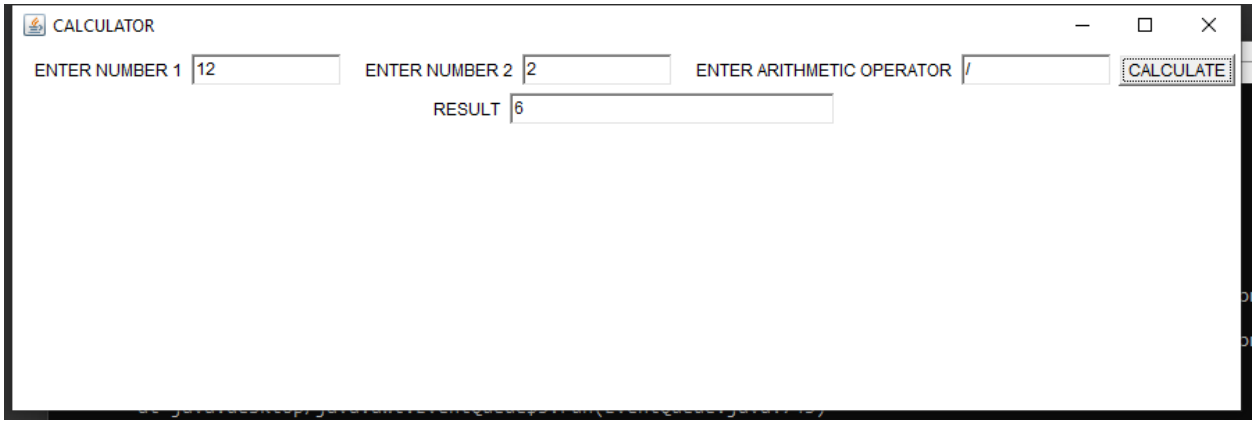
```
public static void main(String args[])
{
   Calculate c=new Calculate();
   c.setSize(new Dimension(900,300));
   c.setTitle("CALCULATOR");
   c.setVisible(true);
}
 class WindowAdapter1 extends WindowAdapter{
     public void windowClosing(WindowEvent we)
    {
        System.exit(0);
    }
 }
}
```

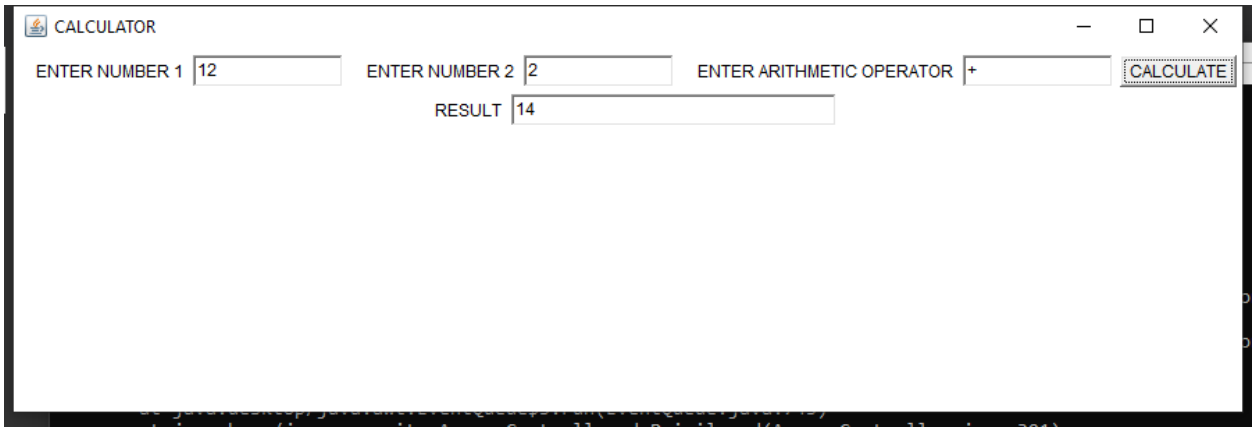
Output-

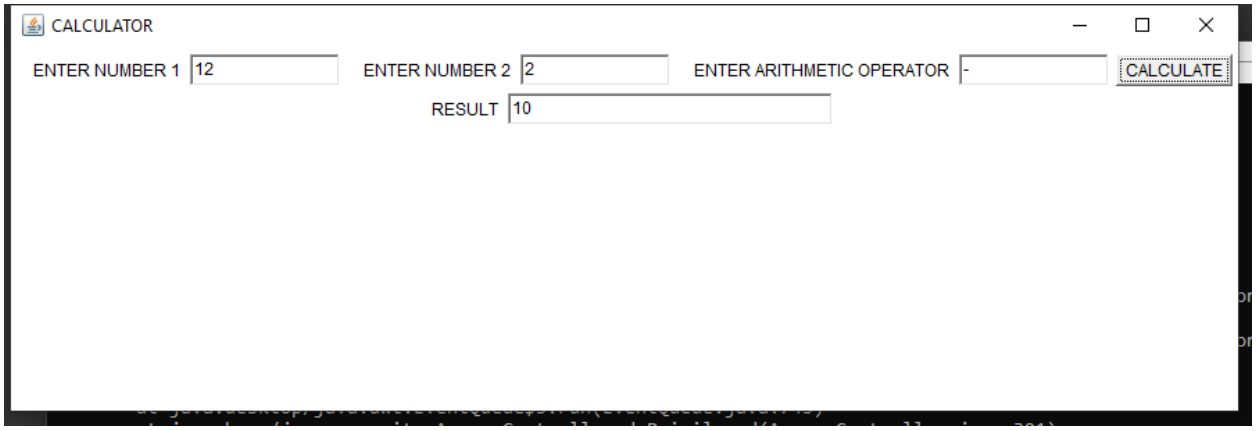


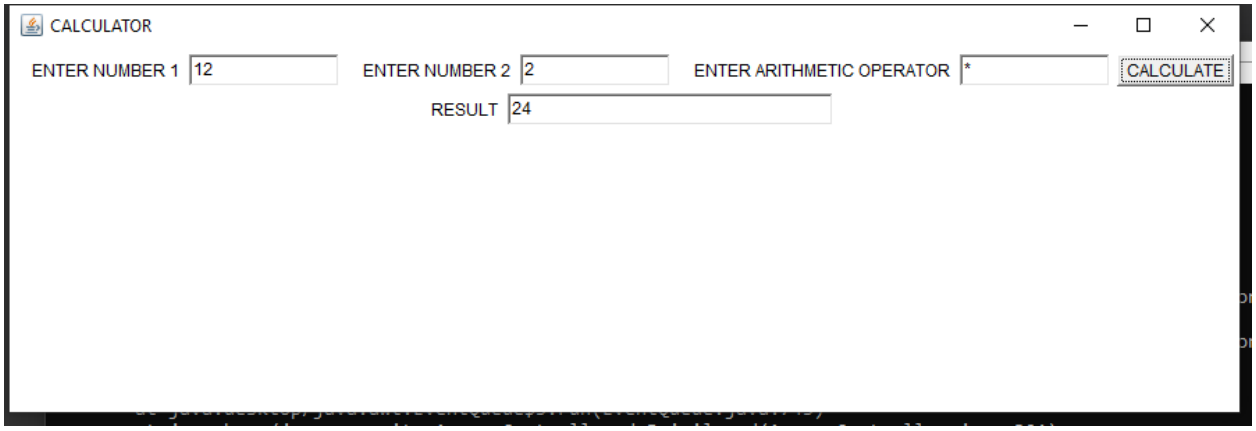

CALCULATOR
ENTER NUMBER 1
12
ENTER NUMBER 2
0
ENTER ARITHMETIC OPERATOR
CALCULATE
RESULT
NO OPERATOR ENTERED

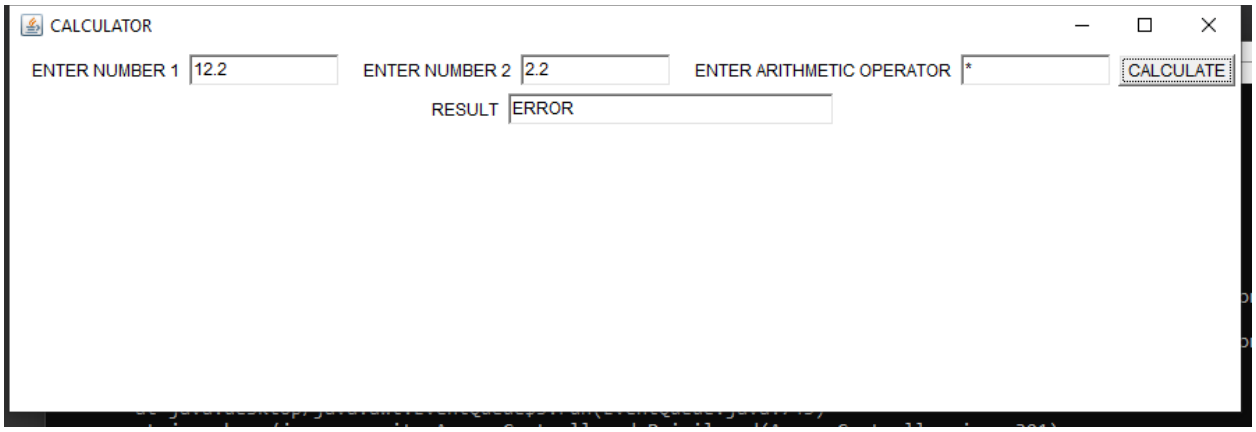

CALCULATOR
ENTER NUMBER 1
12
ENTER NUMBER 2
ENTER ARITHMETIC OPERATOR
/
CALCULATE
RESULT
ERROR

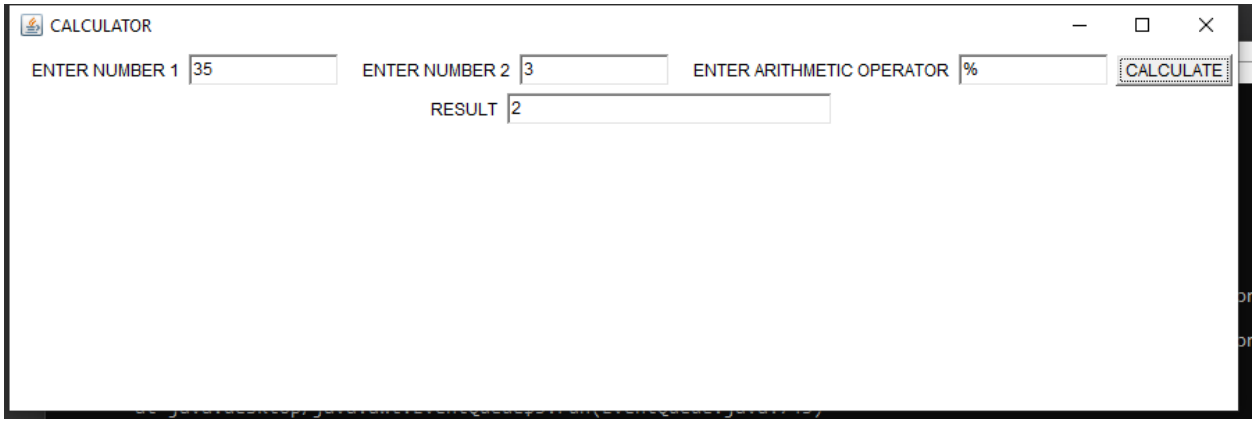

CALCULATOR
ENTER NUMBER 1
12
ENTER NUMBER 2
2
ENTER ARITHMETIC OPERATOR
/
CALCULATE
RESULT
6


CALCULATOR
ENTER NUMBER 1
12
ENTER NUMBER 2
2
ENTER ARITHMETIC OPERATOR
+
CALCULATE
RESULT
14


CALCULATOR
ENTER NUMBER 1
12
ENTER NUMBER 2
2
ENTER ARITHMETIC OPERATOR
-
CALCULATE
RESULT
10


CALCULATOR
ENTER NUMBER 1
12
ENTER NUMBER 2
2
ENTER ARITHMETIC OPERATOR
*
CALCULATE
RESULT
24


CALCULATOR
ENTER NUMBER 1
12.2
ENTER NUMBER 2
2.2
ENTER ARITHMETIC OPERATOR
*
CALCULATE
RESULT
ERROR


CALCULATOR
ENTER NUMBER 1
35
ENTER NUMBER 2
3
ENTER ARITHMETIC OPERATOR
%
CALCULATE
RESULT
2