OOJ LAB-WEEK 12-Extra Programs

Program and Output

Mallika Prasad

1BM19CS081

15.12.2020

Program 1-

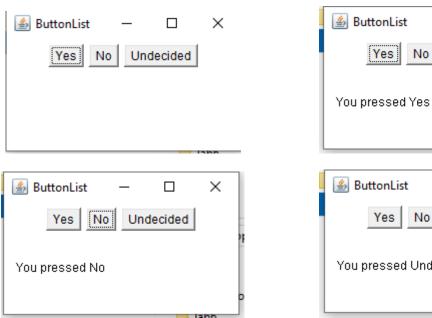
BUTTONS

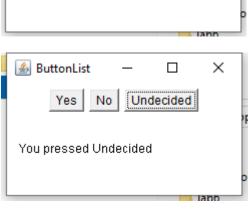
```
import java.awt.*;
import java.awt.event.*;
public class ButtonList extends Frame implements ActionListener{
  String msg="";
  Button bList[]=new Button[3];
public ButtonList(){
    setLayout(new FlowLayout());
    Button yes=new Button("Yes");
    Button no=new Button("No");
    Button maybe=new Button("Undecided");
    bList[0]=(Button) add(yes);
    bList[1]=(Button) add(no);
    bList[2]=(Button) add(maybe);
    for(int i=0;i<3;i++){
```

```
bList[i].addActionListener(this);
  }
  addWindowListener(new WindowAdapter(){
    public void windowClosing(WindowEvent we){
      System.exit(0);
    }
  });
}
public void actionPerformed(ActionEvent ae){
  for(int i=0;i<3;i++){
    if(ae.getSource()==bList[i]){
      msg="You pressed "+bList[i].getLabel();
    }
  }
  repaint();
}
public void paint(Graphics g){
  g.drawString(msg,20,100);
}
public static void main(String args[]){
  ButtonList appwin=new ButtonList();
  appwin.setSize(new Dimension(250,150));
  appwin.setTitle("ButtonList");
  appwin.setVisible(true);
```

```
}
}
```

Output-





No

Undecided

X

Program 2-

TEXTFIELDS

```
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);
```

Output-

