**LOGIN:**

CODE

import java.awt.\*;

import java.applet.\*;

import java.awt.event.\*;

/\*<Applet code="LoginForm" width=400 height=400>

</Applet> \*/

public class LoginForm extends Applet implements ActionListener{

Label lblUserName, lblPassWord;

Button btnSubmit, btnReset;

String msg,msg1,str;

TextField txtUser,txtPass;

public void init()

{

Label Title = new Label("LOGIN FORM");

lblUserName = new Label("Username");

lblPassWord = new Label("Password");

txtUser = new TextField(10);

txtPass = new TextField(10);

txtPass.setEchoChar('\*');

btnSubmit = new Button("Submit");

btnReset = new Button("Reset");

add(Title);

add(lblUserName);

add(txtUser);

add(lblPassWord);

add(txtPass);

add(btnSubmit);

add(btnReset);

btnSubmit.addActionListener(this);

btnReset.addActionListener(this);

}//end of init

public void actionPerformed(ActionEvent AE)

{

str = AE.getActionCommand();

if(str=="Submit")

{

msg = txtUser.getText();

msg1 = txtPass.getText();

//msg="You clicked on "+str +" ";

}

if(str=="Reset"){

txtUser.setText("");

txtPass.setText("");

}

repaint();

}

public void paint(Graphics g){

g.drawString("Welcome " + msg, 300 , 220);

g.drawString("Your Password is " + msg1, 300 , 420);

}

}

