|  |  |  |  |
| --- | --- | --- | --- |
| A picture containing drawing, stop, room  Description automatically generated | Core Java  Practical #6 | | |
|  |  |  |  |
| **Name** | Kavish Sakthivel | **Roll Number** | 21302A0021 |
| **Subject/Course:** | Core Java | | |
| **Topic** | AWT | | |
|  | | | |
| **Button, Textfield, Label** | | | |
| 1. Write an AWT Program to design the Following GUI. | | | |
| package practical\_06;  import java.awt.\*;  import java.awt.event.\*;  public class Practical\_06 extends Frame implements ActionListener {    Label l;  TextField t,ans;  Button b;    public Practical\_06(){  setSize(500,500);  setVisible(true);  setLayout(null);    setTitle("Grade");      l=new Label("Enter your Marks % : ");  l.setBounds(20, 50, 120, 60);    t=new TextField();  t.setBounds(170,60,140,40);    b=new Button("Calculate Grade");  b.setBounds(100, 130, 200, 50);    ans=new TextField();  ans.setBounds(50, 200, 300, 80);  ans.setEditable(false);    b.addActionListener(this);    add(l);  add(t);  add(b);  add(ans);  ans.addActionListener(this);  }    public static void main(String[] args) {  Practical\_06 p1=new Practical\_06();  }    @Override  public void actionPerformed(ActionEvent e) {    int a = Integer.parseInt(t.getText());    if(a>=80 && a<=100){  ans.setText("Grade O");  }    else if(a>=70 && a<80){  ans.setText("Grade A");  }    else if(a>=60 && a<70){  ans.setText("Grade B");  }    else if(a>=50 && a<60){  ans.setText("Grade C");  }    else if(a>=40 && a<50){  ans.setText("Grade D");  }    else{  ans.setText("Fail");  }    }  }  O/P : | | | |
|  | | | |
| **Choice Control, Action Listener** | | | |
| b) Develop a GUI application using Java AWT to present a set of stationary items (combo box) to the user. When the user clicks on a particular stationary item, display the price of the item. | | | |
| package practical\_06;  import java.awt.\*;  import java.awt.event.\*;  public class Practical\_06 extends Frame implements ItemListener {    Label l;  Choice c;    public Practical\_06(){  setSize(500,500);  setVisible(true);  setLayout(null);    c=new Choice();  c.add("Pen");  c.add("Pencil");  c.add("Ruler");  c.add("Eraser");  c.add("Sharpener");  c.setBounds(50,70,100,60);    l=new Label();  l.setBounds(150, 50, 300, 60);    add(c);  add(l);    c.addItemListener(this);        }    public static void main(String[] args) {  Practical\_06 p1=new Practical\_06();  }    @Override  public void itemStateChanged(ItemEvent e) {    String s=c.getSelectedItem();    if(s.equals("Pencil")){  l.setText(s+"Rs 5");  }  else if(s.equals("Pen")){  l.setText(s+"Rs 10");  }    else if(s.equals("Ruler")){  l.setText(s+"Rs 5");  }    else if(s.equals("Eraser")){  l.setText(s+"Rs 2");  }    else if(s.equals("Sharpener")){  l.setText(s+"Rs 1");  }    else{  l.setText("");  }  }      }  O/P : | | | |