OOP

Lab Manual (Lab 7)

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Session: Spring 2024

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**Sample Example:**

If we want to move from one frame to the second frame using a single Java file.

**import** javax.swing.\*;

**import** java.awt.\*;

**import** java.awt.event.\*;

**public** **class** FirstFrame {

**public** **static** **void** main(String[] args) {

JFrame frame;

frame = **new** JFrame("First Frame");

JButton nextButton = **new** JButton("Next Frame");

nextButton.addActionListener(**new** ActionListener() {

**public** **void** actionPerformed(ActionEvent e) {

frame.dispose();

**new** SecondFrame();

}

});

frame.add(nextButton);

frame.setSize(300, 150);

frame.setLocationRelativeTo(**null**);

frame.setVisible(**true**);}}

**class** SecondFrame {

**private** JFrame frame;

**public** SecondFrame() {

frame = **new** JFrame("Second Frame");

JLabel label = **new** JLabel("This is the second frame");

frame.add(label);

frame.setSize(300, 150);

frame.setLocationRelativeTo(**null**);

frame.setVisible(**true**);

}

}

TASKS:

TASK 1: **Create a simple login page and make sure to add validation to check whether the username of password entered is correct. Set the username to “admin” and password to “admin123”.**

TASK 2: **Create a simple login page and make sure to add validation to check whether the username of password entered is correct. Set the username to “admin” and password to “admin123”. If the username and password is entered correctly redirect the user to the next frame which have the rock paper scissor game.**

TASK 3: **Create a graphically appealing login and signup page for your PBL if your PBL is not a game. Make sure to add validation.**

**OR**

**Create a graphically appealing login and signup page for your PBL if your PBL is a game. Make sure to add validation and the next frame after login should be a PLAY GAME frame which contains the PLAY GAME Button.**