Import javax.swing.\*;

Import java.awt.\*;

Import java.awt.event.\*;

Public class PalindromeGUI extends JFrame implements ActionListener {

Private JTextField textField;

Private JButton checkButton;

Private JLabel resultLabel;

Public PalindromeGUI() {

Super(“Palindrome Checker”);

setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

setSize(300, 200);

setLayout(new GridLayout(3, 1));

textField = new JTextField();

add(textField);

checkButton = new JButton(“Check”);

checkButton.addActionListener(this);

add(checkButton);

resultLabel = new JLabel();

add(resultLabel);

setVisible(true);

}

Public void actionPerformed(ActionEvent e) {

If (e.getSource() == checkButton) {

String numberString = textField.getText();

Int number = Integer.parseInt(numberString);

If (isPalindrome(number)) {

resultLabel.setText(numberString + “ is a palindrome.”);

} else {

resultLabel.setText(numberString + “ is not a palindrome.”);

}

}

}

Public boolean isPalindrome(int number) {

Int reverse = 0;

Int original = number;

While (number != 0) {

Int digit = number % 10;

Reverse = reverse \* 10 + digit;

Number /= 10;

}

Return original == reverse;

}

Public static void main(String[] args) {

New PalindromeGUI();

}

}