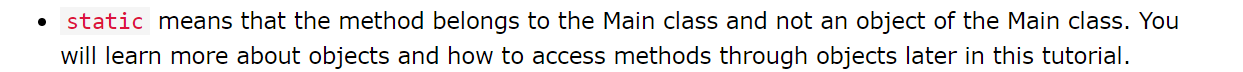
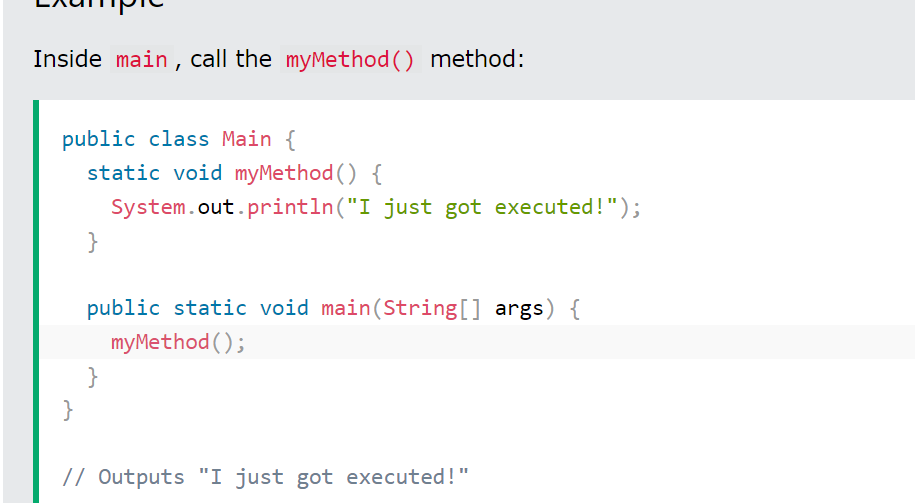
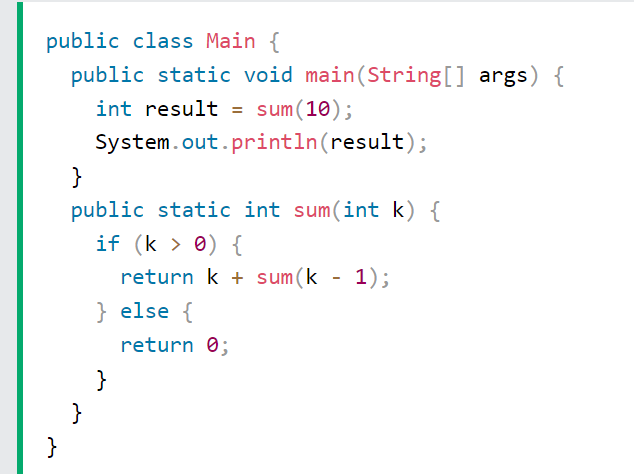
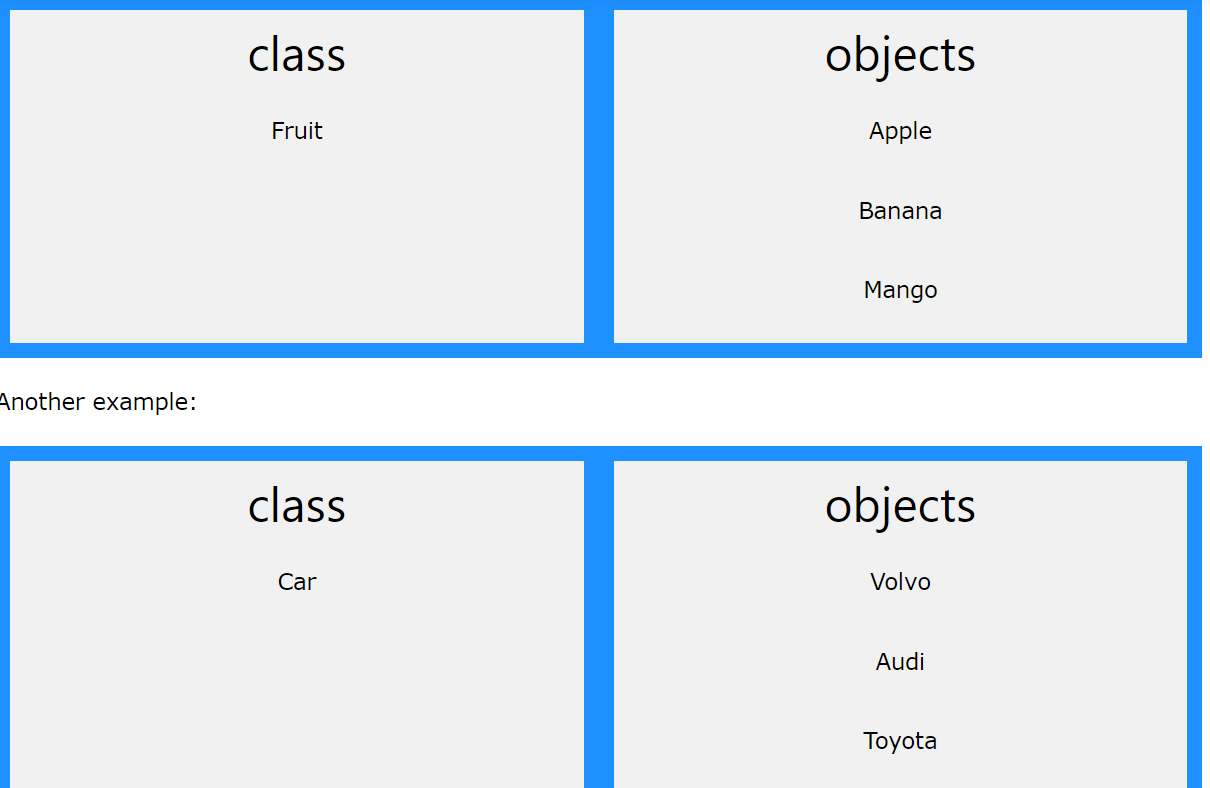


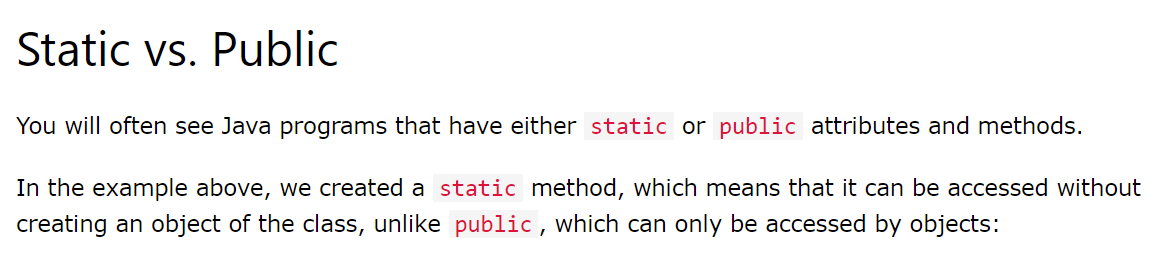
STATIC 

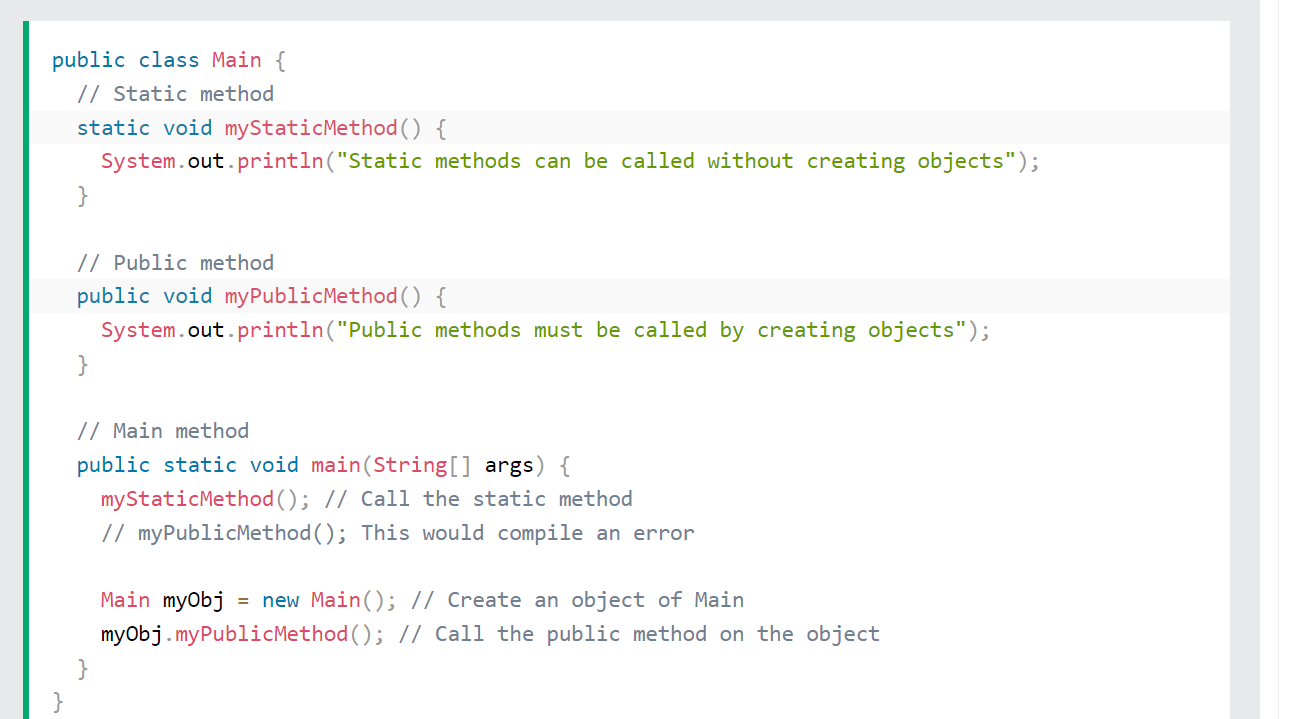
 To define a func in class use static keyword

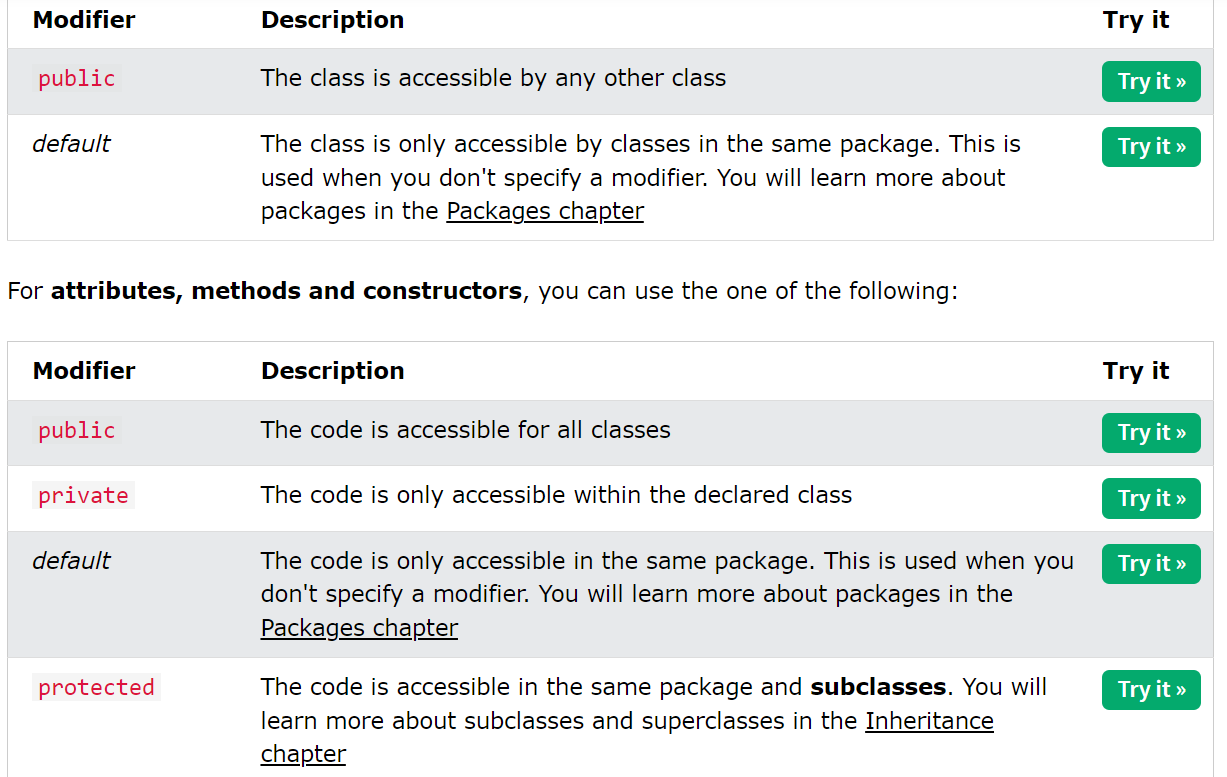
Recursion Example :

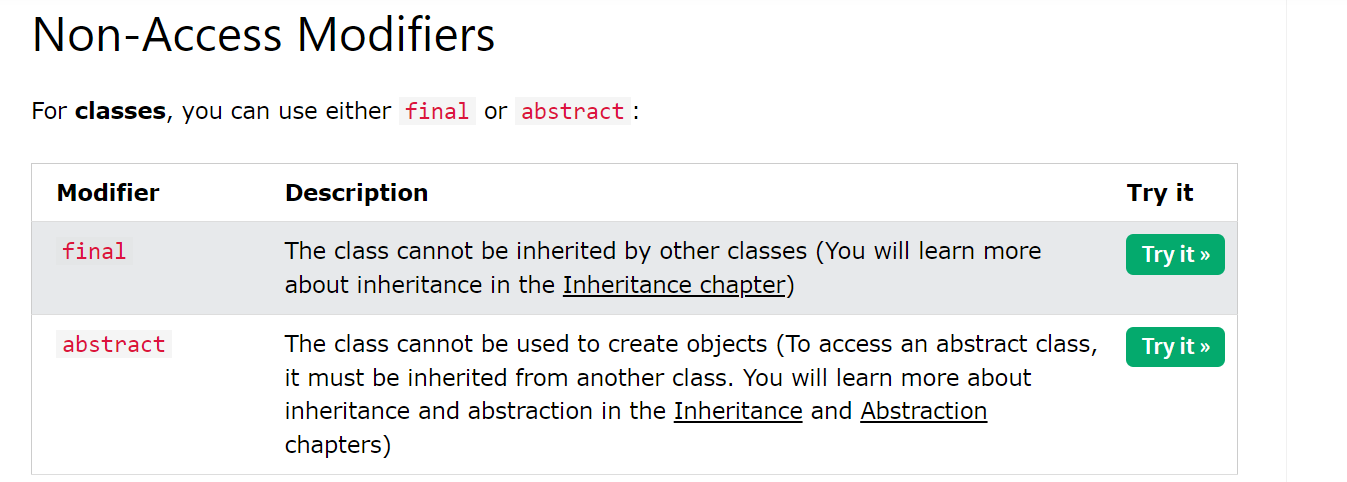


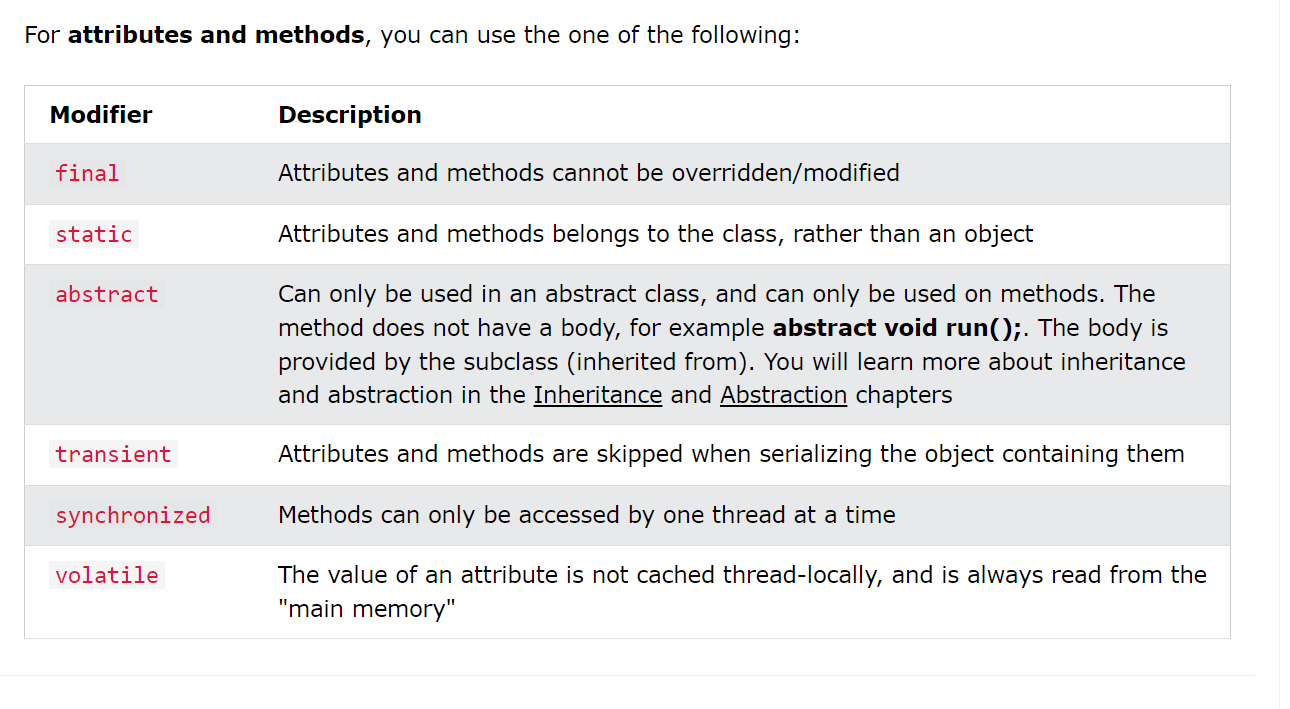
 OOP EXAMPLE

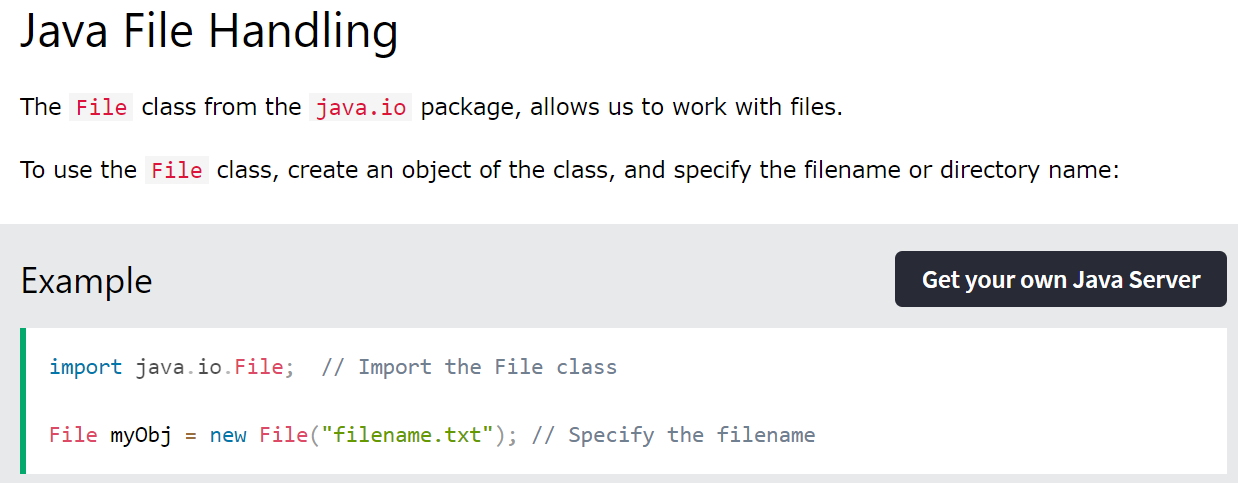










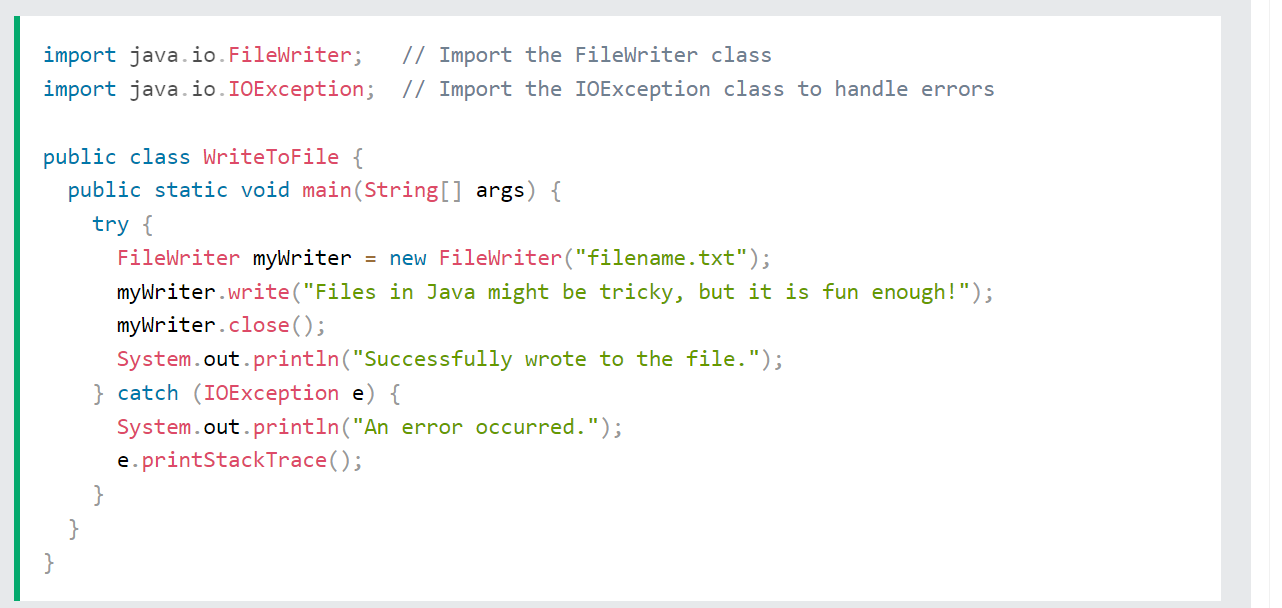


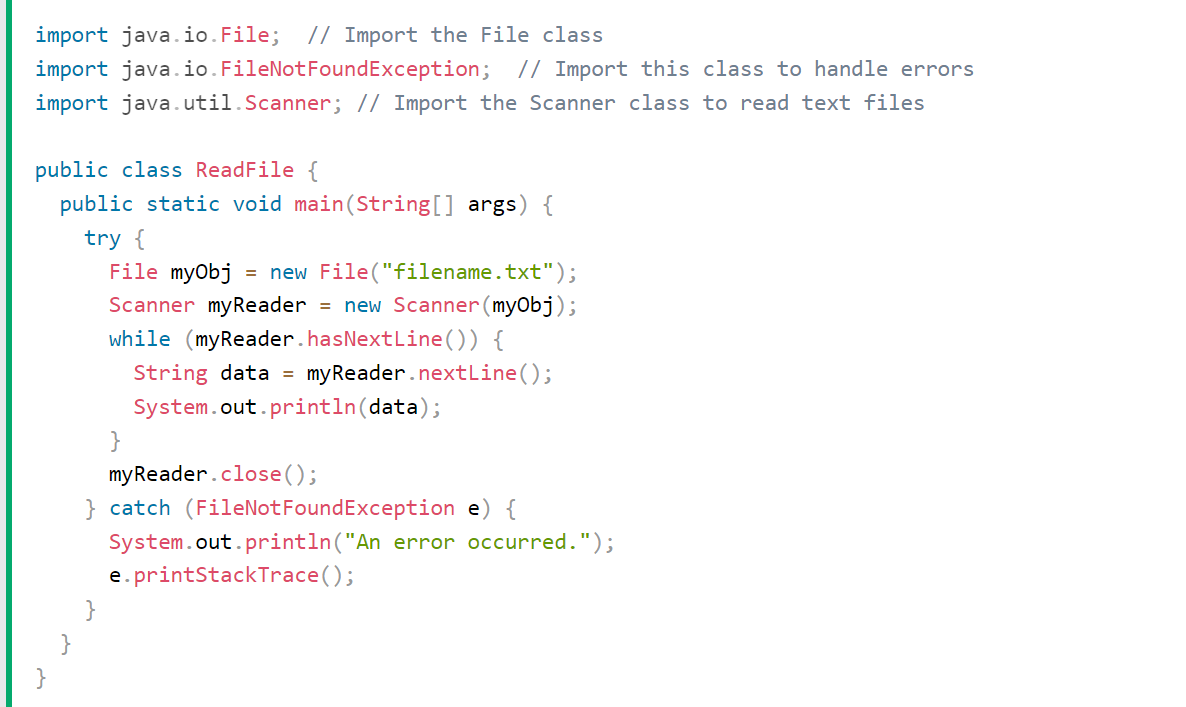
**Use :**

**import java.io.\*; (: File , FileWriter, IOException)**

**Import java.util.\*; (: Scanner )**

**FileWriter for Writing into a file :**

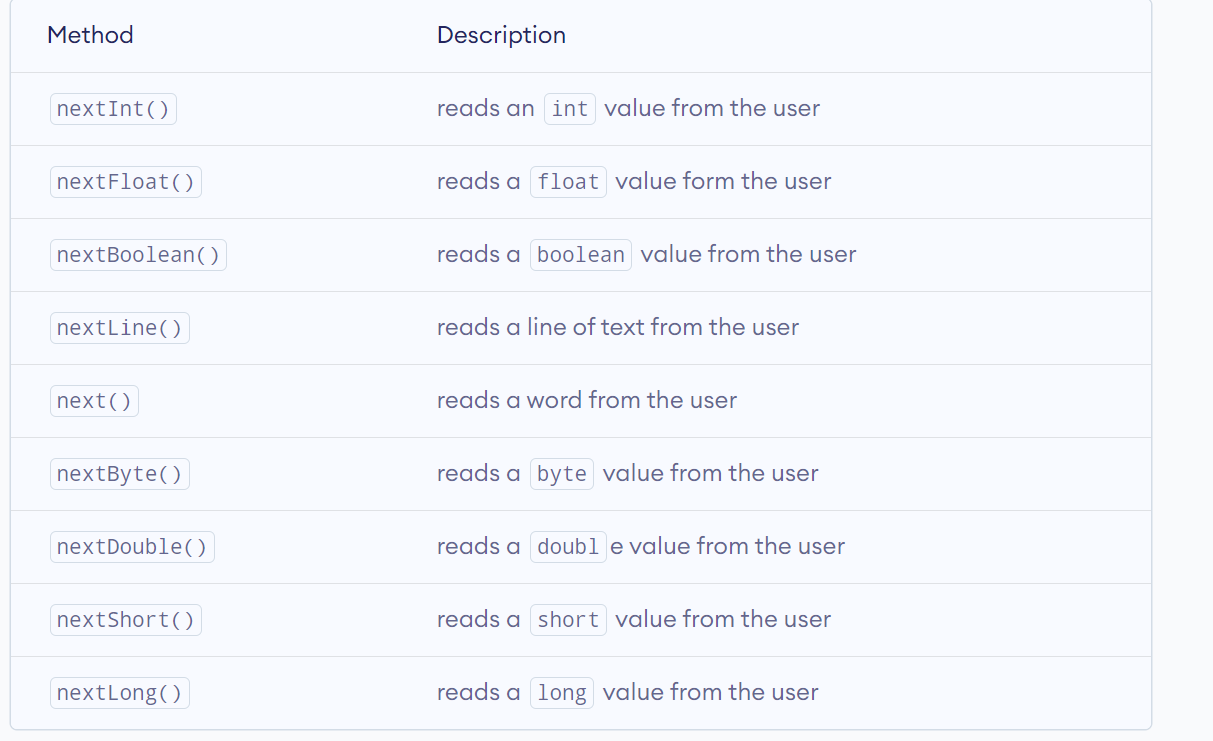


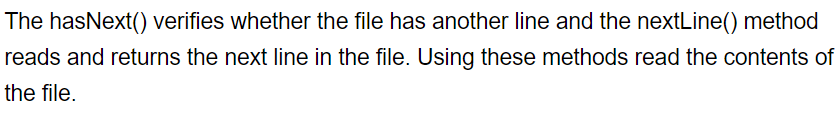


Reading : create a file obj , scanner obj and do ;

How to read a file :

While(scannerObj.hasNextLine()) { string data = scannerObj.nextLine();}



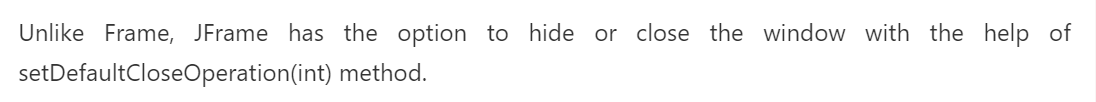


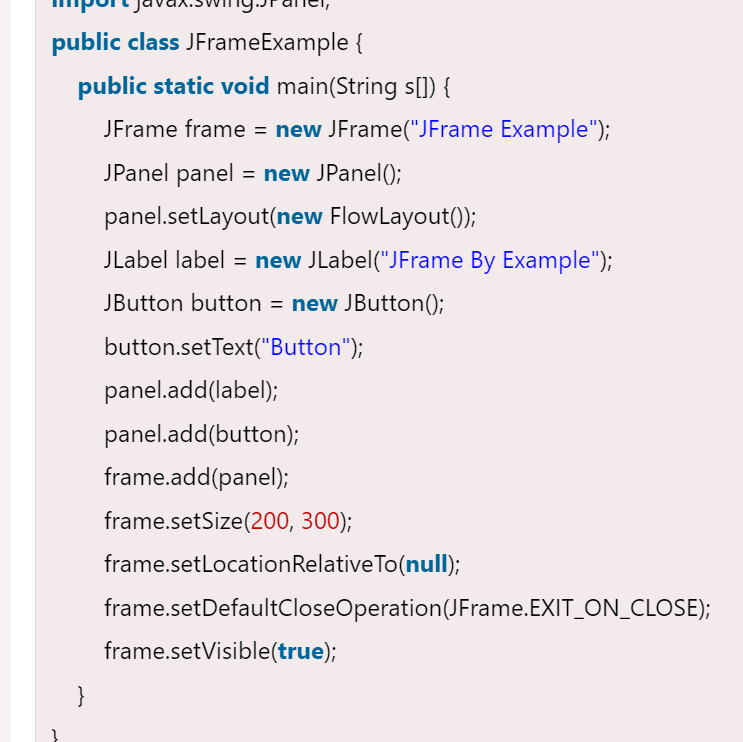


**JFrame**

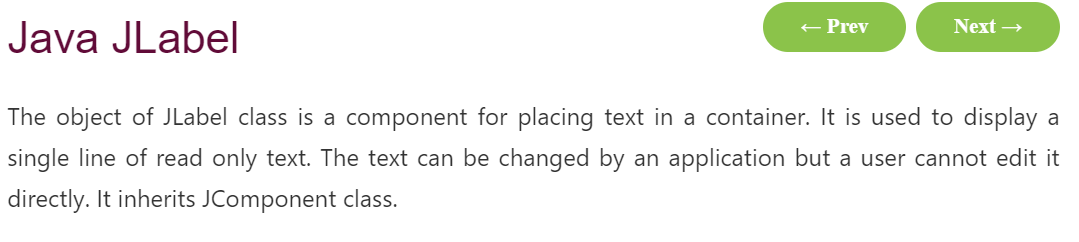
**import javax.swing.\*;**

JFrame works like the main window where components like labels, buttons, text fields are added to create a GUI.





**JLabel**





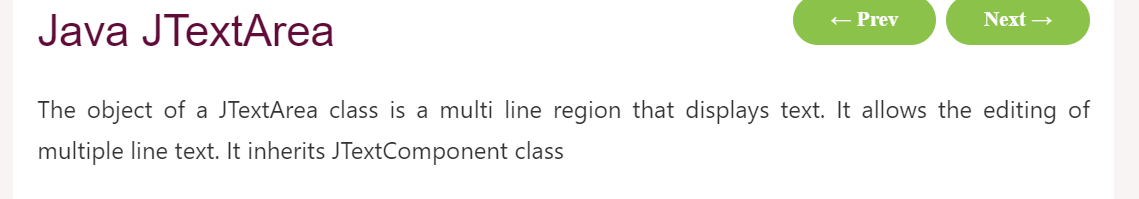
**JTextField**

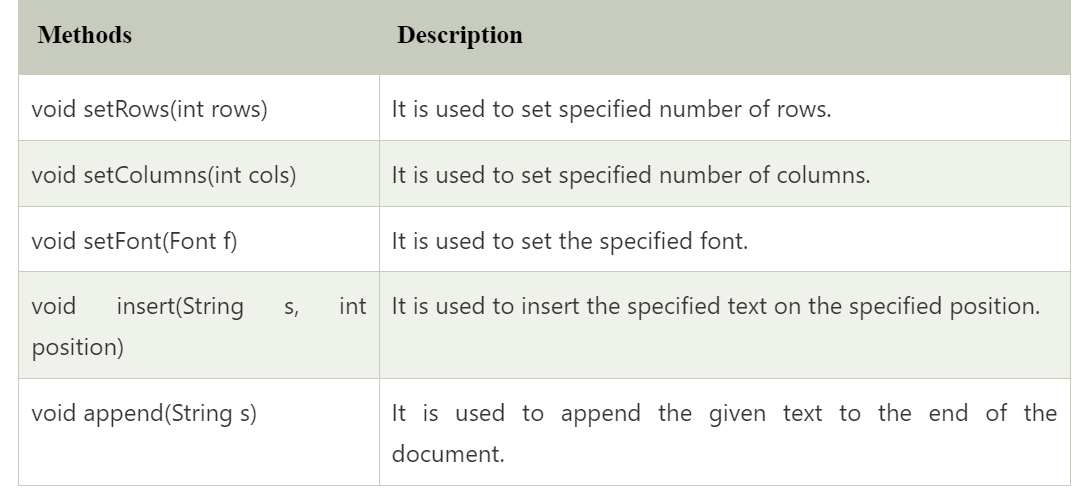


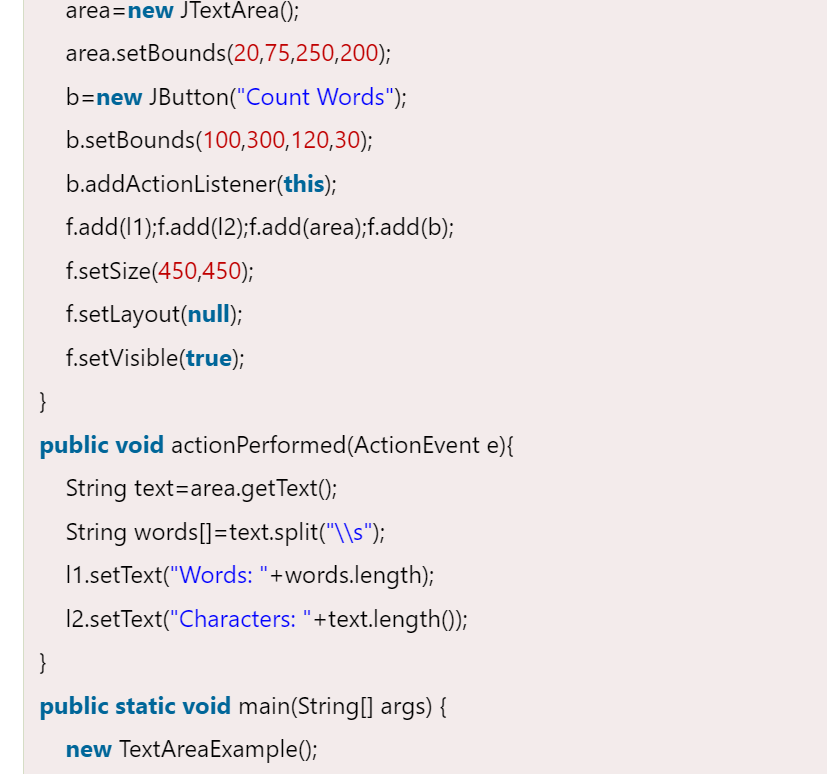
Also, u can make text field editable false



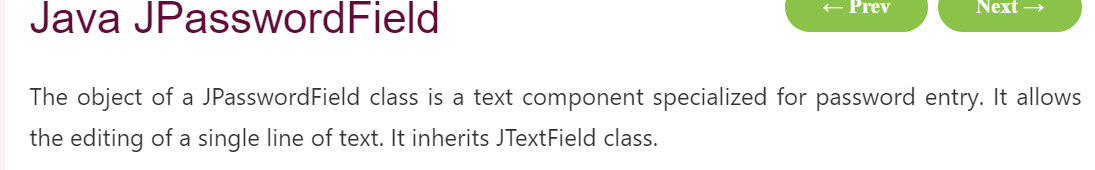
JTextArea

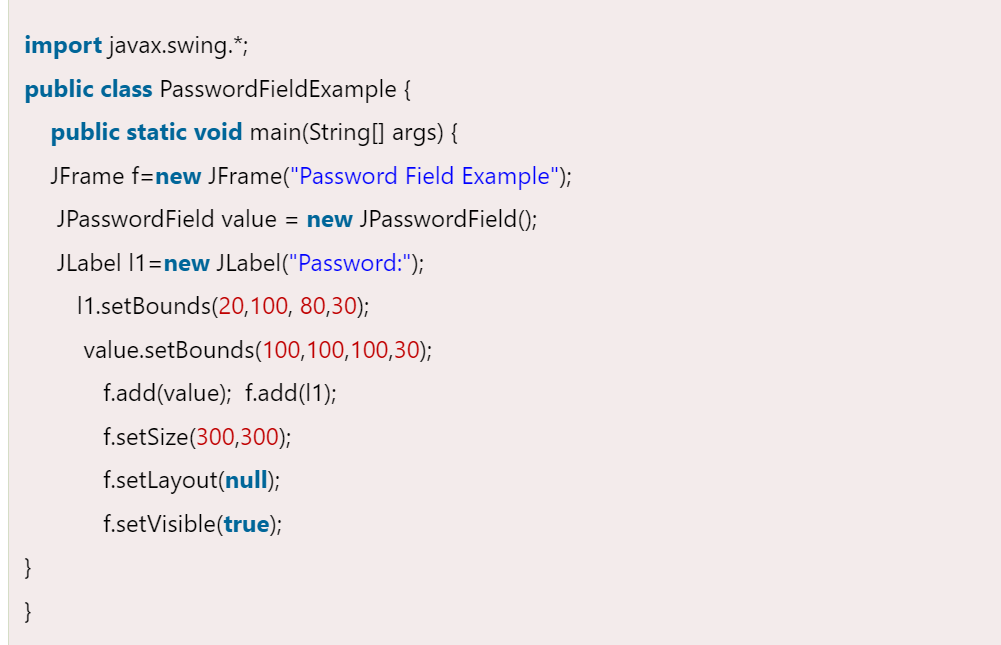


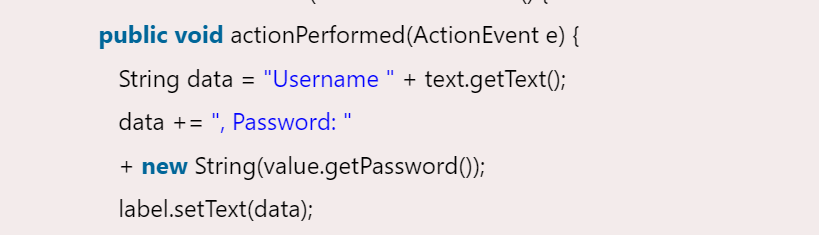




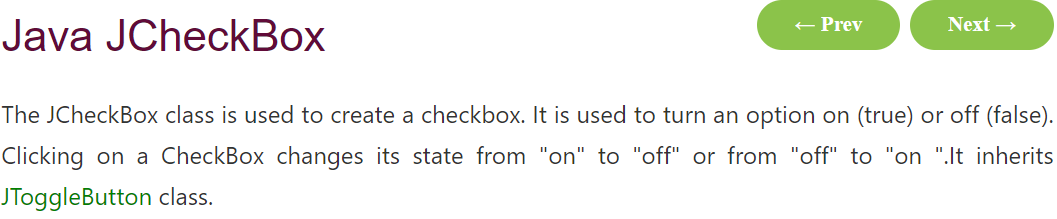
JPasswordField

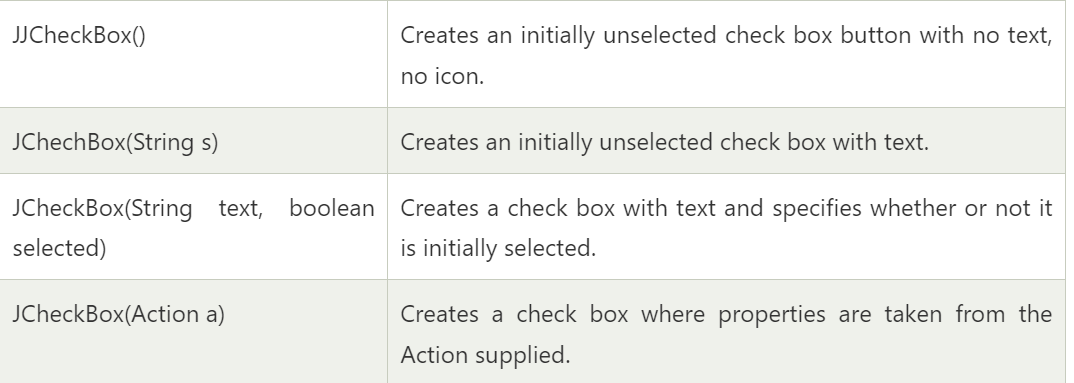
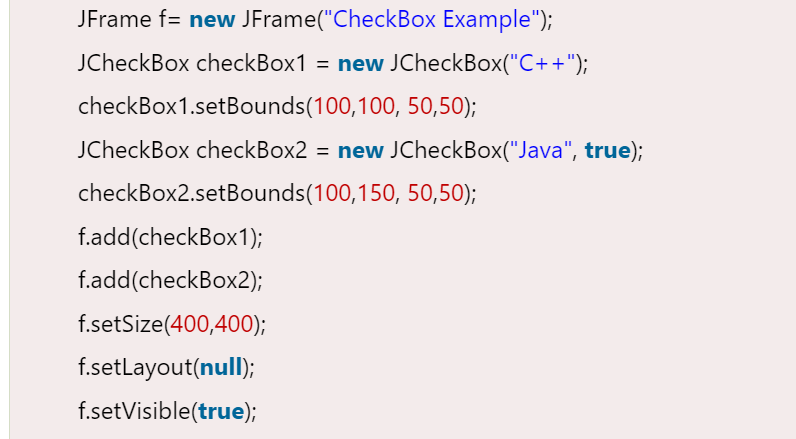




We can get value by value.getPassword()

JCheckBox





Adding itemListener To checkbox

Checkbox1.addItemListener(new ItemListener(){

Public void itemStateChanged(itemEvent e){

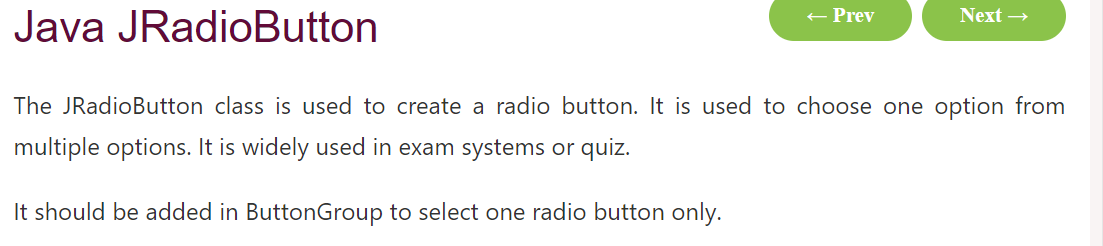
// label.setText(“Checkbox ” + (e.getStateChange()==1? “Check” : “Uncheck”));

}

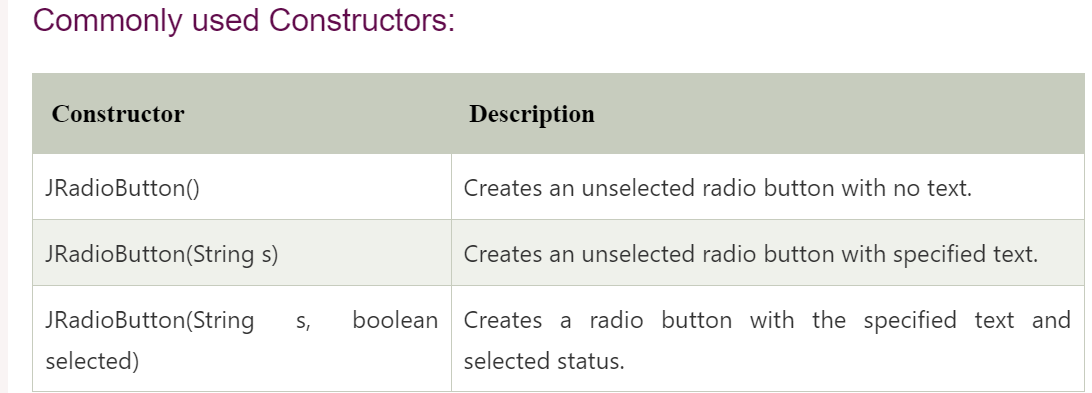
});

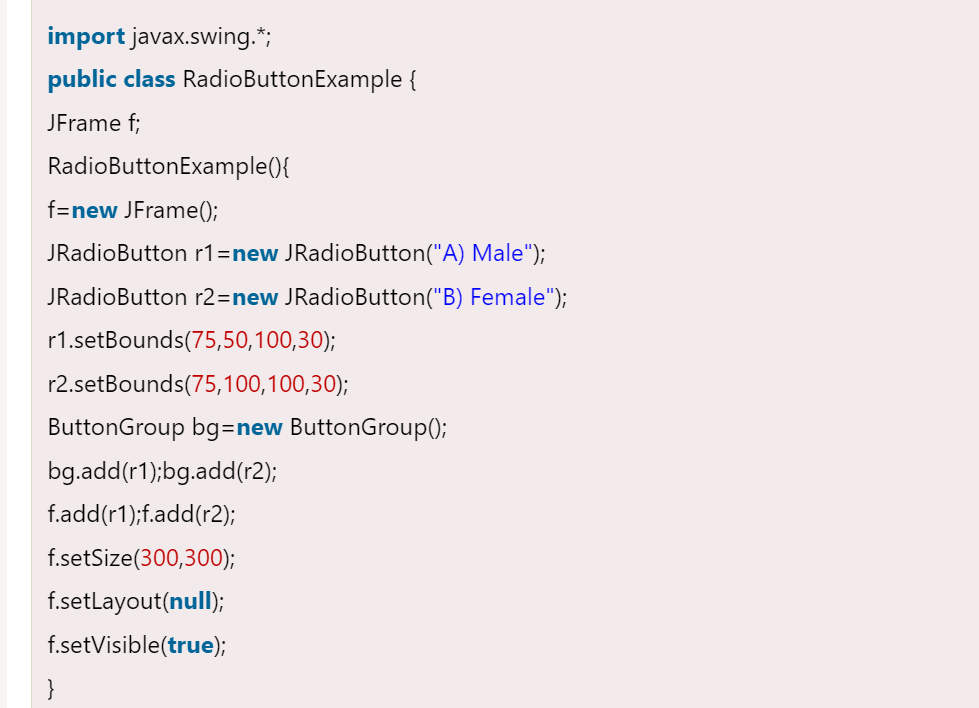
Also other methods : isSelected()

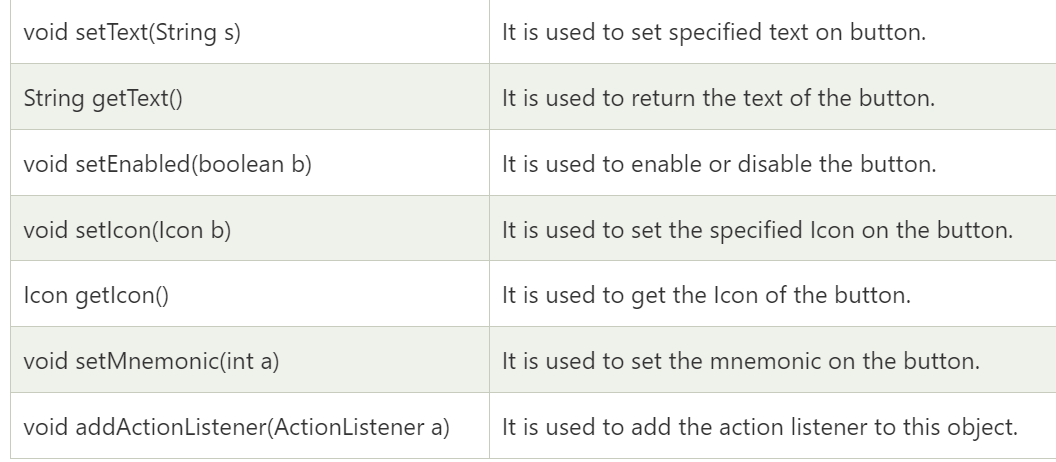


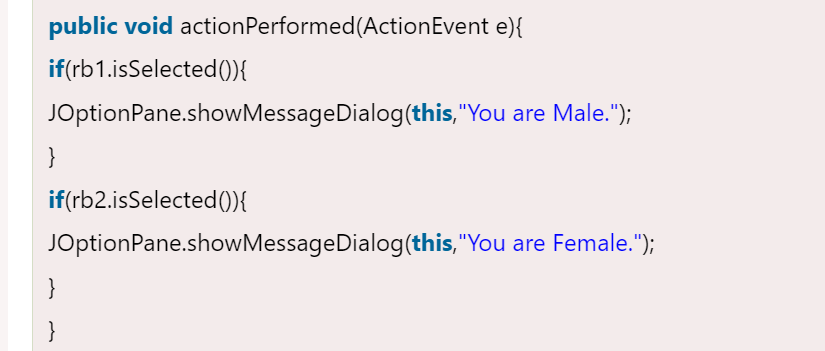


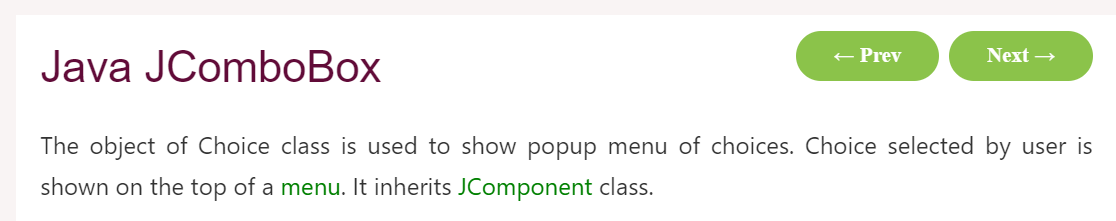
JRadioButton

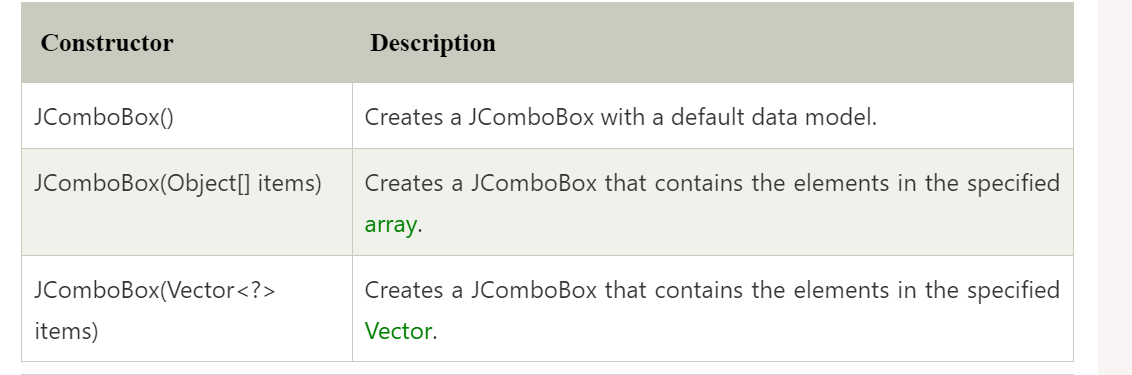


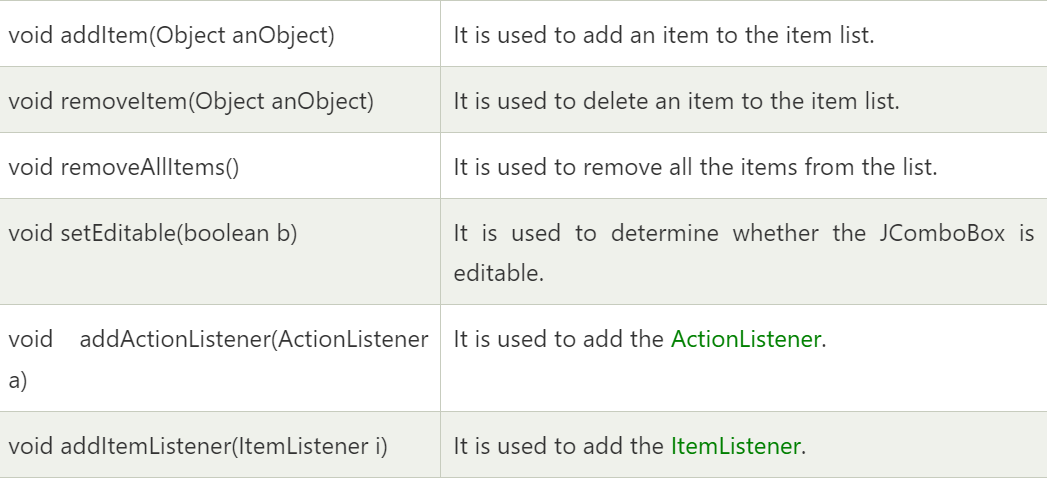


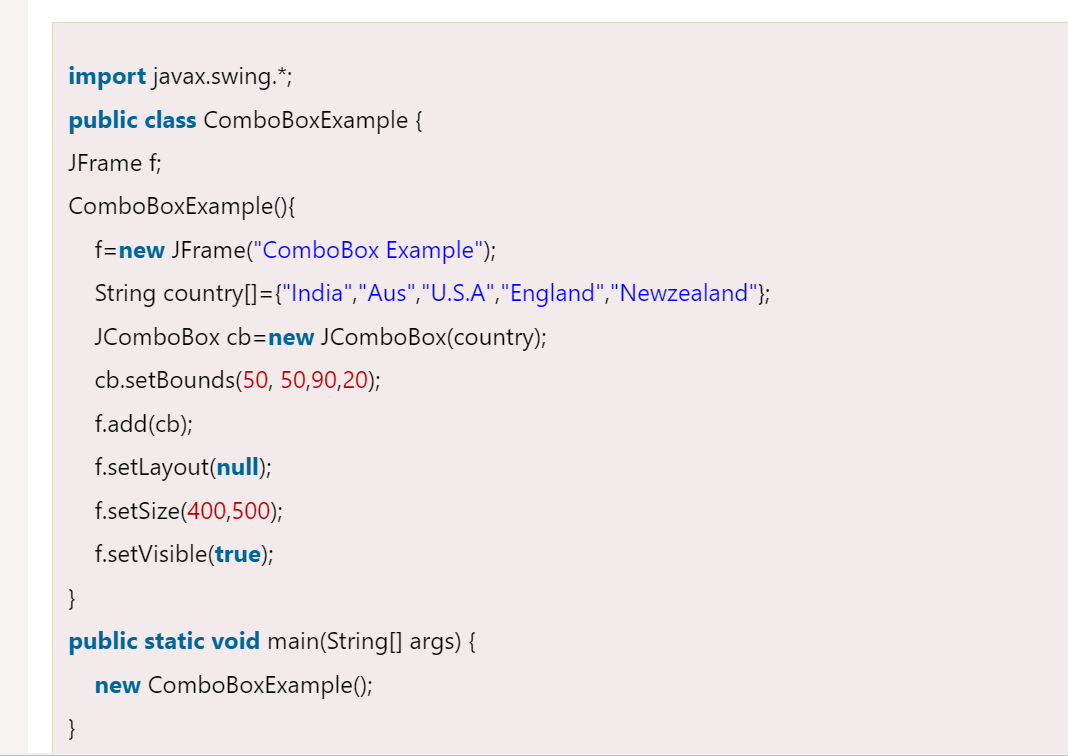


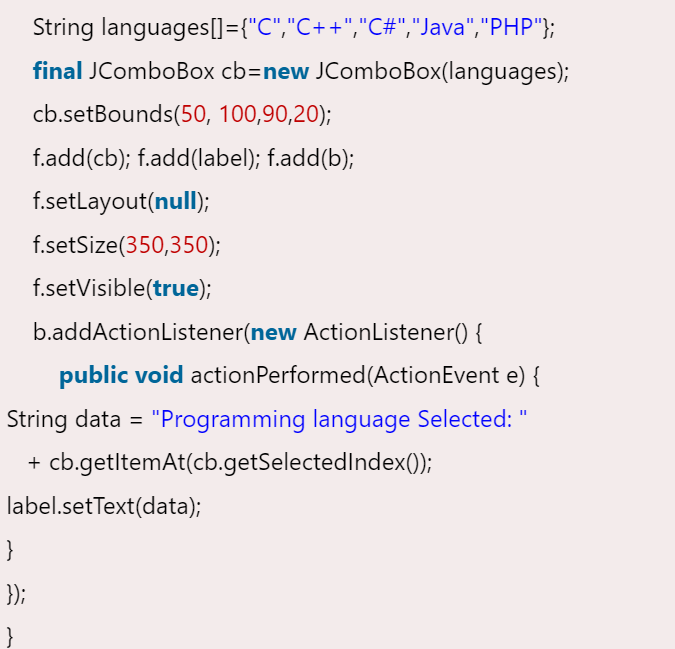




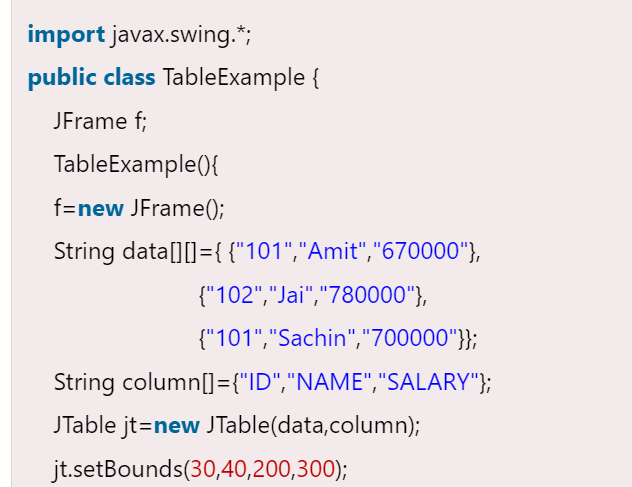
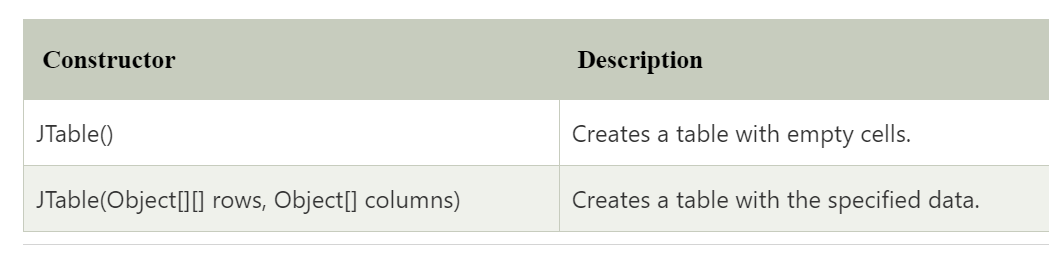


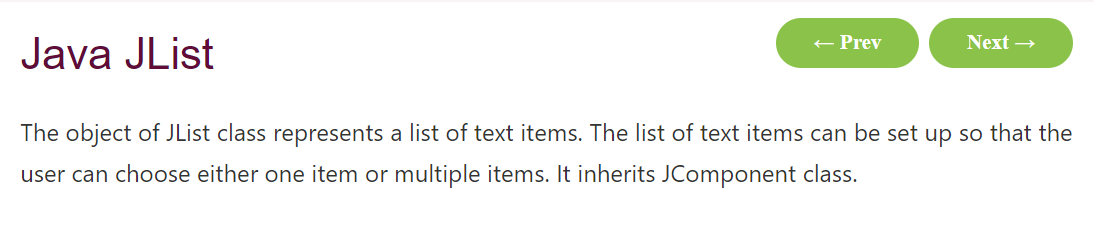




comboBoxObject.getItemAt(comboBoxObject.getSelectedIndex()); -> text

JTable

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