

Q1. Write a program to create 3 Checkboxes with your favourite Subjects c,c++ and Java. Display all the status of those checkboxes as True if selected otherwise false in AWT.

→

```

1  import java.awt.*;
2  import java.awt.event.*;
3  import java.applet.*;
4  public class CheakBoxStatus extends Applet implements ItemListener
5  {
6
7      String msg = "";
8      Checkbox C,Cpp,java;
9      public void init()
10     {
11         C = new Checkbox("C", null, true);
12         Cpp = new Checkbox("C++");
13         java = new Checkbox("java");
14         add(C);
15         add(Cpp);
16         C.addItemListener(this);
17         Cpp.addItemListener(this);
18         java.addItemListener(this);
19     }
20     public void itemStateChanged(ItemEvent ie)
21     {
22         repaint();
23     }
24     // Display current state of the check boxes.
25     public void paint(Graphics g)
26     {
27         msg = "Current state: ";
28         g.drawString(msg, 6, 80);
29         msg = " C: " + C.getState();
30         g.drawString(msg, 6, 100);
31         msg = " C++: " + Cpp.getState();
32         g.drawString(msg, 6, 120);
33         msg = " java: " + java.getState();
34         g.drawString(msg, 6, 140);
35     }
36 }

```

Applet View...

Applet

☒ C ☐ C++ ☒ java

Current state:
C: true
C++: false
java: true

Applet started.

Q2. Write a program to create one text field and one password field with character (@) display text field value, selected value and password value in AWT.

→

```

1  import java.awt.*;
2  import java.awt.event.*;
3  import java.applet.*;
4  public class TextPassword extends Applet implements ActionListener
5  {
6      TextField name, pass;
7      public void init()
8      {
9          Label namep = new Label("Name: ", Label.RIGHT);
10         Label passp = new Label("Password: ", Label.RIGHT);
11         name = new TextField(12);
12         pass = new TextField(8);
13         pass.setEchoChar('@');
14         add(namep);
15         add(name);
16         add(passp);
17         add(pass);
18         // register to receive action events
19         name.addActionListener(this);
20         pass.addActionListener(this);
21     }
22     // User pressed Enter.
23     public void actionPerformed(ActionEvent ae)
24     {
25         repaint();
26     }
27     public void paint(Graphics g)
28     {
29         g.drawString("Name: " + name.getText(), 6, 60);
30         g.drawString("Selected text in name: " +
31             name.getSelectedText(), 6, 80);
32         g.drawString("Password: " + pass.getText(), 6, 100);
33     }
34 }

```

Applet Viewer: TextPassword

Applet

Name: Akash Password: @@@@@@

Name: Akash
Selected text in name: Akash
Password: Akash@123

Applet started.