WEEK-13 Extra Programs

1. Create a GUI based program with the following specification: put two text field components and one button. Label the button as “paste”. When some text is typed in the first text field and paste button is pressed, then the text must gets copied into the second textfield.

```
import java.awt.*;
import java.awt.event.*;

public class CopyPaste extends Frame implements ActionListener{
   TextField f1, f2;
   Label lf1, lf2;
   Button b;

   public CopyPaste(){
      setLayout(new FlowLayout());
      Label lf1 = new Label("FIELD 1", Label.RIGHT);
      Label lf2 = new Label("FIELD 2", Label.RIGHT);
      f1 = new TextField(12);
      f2 = new TextField(12);
      b = new Button("PASTE");
      add(lf1);
      add(f1);
      add(lf2);
      add(f2);
      add(b);
```

```
        b.addActionListener(this);
        addWindowListener(new WindowAdapter1());

    }
    public void actionPerformed(ActionEvent ae){
        if(ae.getSource()==b){

                String text1= f1.getText();
                f2.setText(text1);

        }
    }

    public static void main(String args[]) {
        CopyPaste cp = new CopyPaste();
        cp.setSize(new Dimension(400, 400));
        cp.setTitle("COPY & PASTE");
        cp.setVisible(true);
    }

    class WindowAdapter1 extends WindowAdapter {
        public void windowClosing(WindowEvent we) {
            System.exit(0);
        }
    }
}
```

OUTPUT:

Before pressing Paste Button:

After pressing Paste Button:

2. Develop a Java program that displays 4(Four) text fields, two of which accepts integer inputs and the third an arithmetic operator. A button with label “Result” when clicked displays the result of the above operation in the fourth text field.

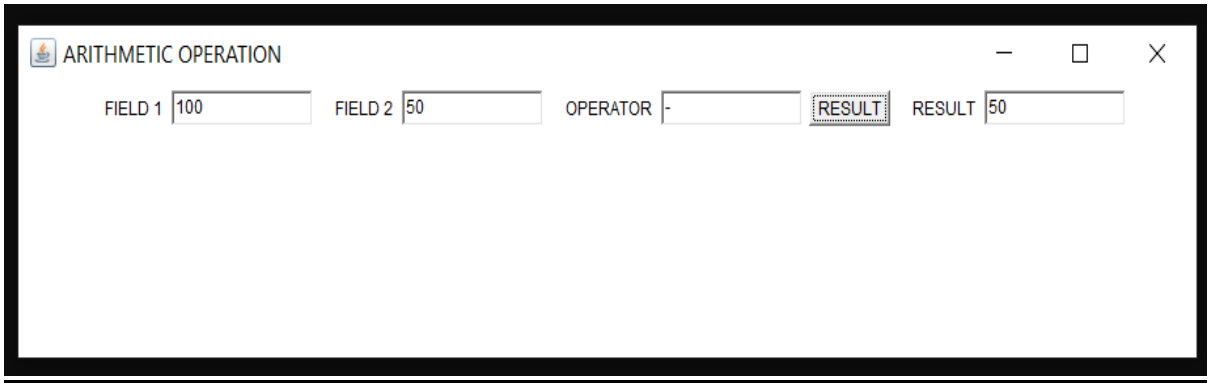
```
import java.awt.*;
import java.awt.event.*;

public class ArithOp extends Frame implements ActionListener {
   TextField f1, f2, f3, f4;
   Label lf1, lf2, lf3, lf4;
   Button b;

   public ArithOp() {
      setLayout(new FlowLayout());
      Label lf1 = new Label("FIELD 1", Label.RIGHT);
      Label lf2 = new Label("FIELD 2", Label.RIGHT);
      Label lf3 = new Label("OPERATOR", Label.RIGHT);
      Label lf4 = new Label("RESULT", Label.RIGHT);
      f1 = new TextField(12);
      f2 = new TextField(12);
      f3 = new TextField(12);
      f4 = new TextField(12);
      b = new Button("RESULT");
      add(lf1);
      add(f1);
      add(lf2);
```

```
    add(f2);
    add(lf3);
    add(f3);
    add(b);
    add(lf4);
    add(f4);

    b.addActionListener(this);
    addWindowListener(new WindowAdapter1());

}

public void actionPerformed(ActionEvent ae) {
    if (ae.getSource() == b) {

        int num1 = Integer.parseInt(f1.getText());
        int num2 = Integer.parseInt(f2.getText());
        int num3 = 0;
        String op = f3.getText();
        switch(op){
            case "+": num3 = num1+num2;
            break;

            case "-": num3 = num1-num2;
            break;
```

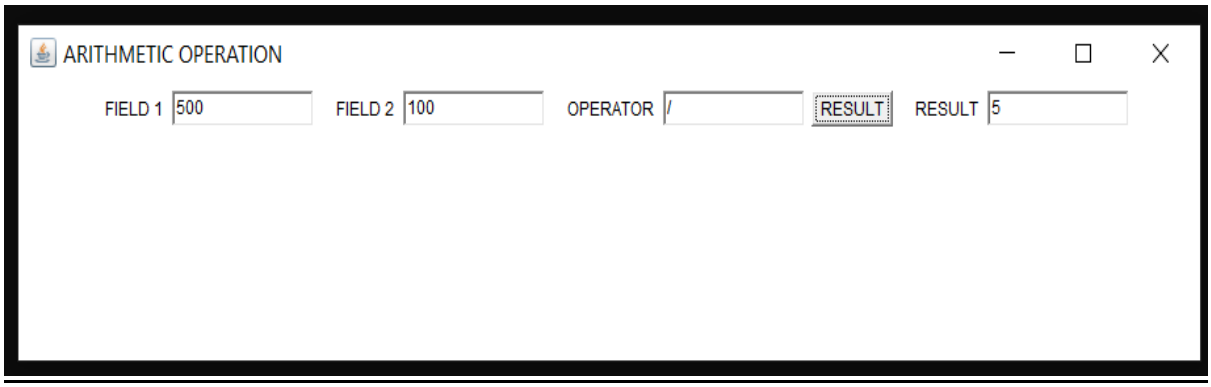
```
            case "*": num3 = num1 * num2;
            break;

            case "/": num3 = num1 / num2;
          }
          f4.setText(String.valueOf(num3));

       }
    }

    public static void main(String args[]) {
       ArithOp cp = new ArithOp();
       cp.setSize(new Dimension(400, 400));
       cp.setTitle("ARITHMETIC OPERATION");
       cp.setVisible(true);
    }

    class WindowAdapter1 extends WindowAdapter {
       public void windowClosing(WindowEvent we) {
          System.exit(0);
       }
    }
}
```

OUTPUT:


ARITHMETIC OPERATION
FIELD 1 10
FIELD 2 20
OPERATOR +
RESULT
RESULT 30


ARITHMETIC OPERATION
FIELD 1 100
FIELD 2 50
OPERATOR -
RESULT
RESULT 50


ARITHMETIC OPERATION
FIELD 1 8
FIELD 2 5
OPERATOR *
RESULT
RESULT 40


ARITHMETIC OPERATION
FIELD 1 500
FIELD 2 100
OPERATOR /
RESULT
RESULT 5