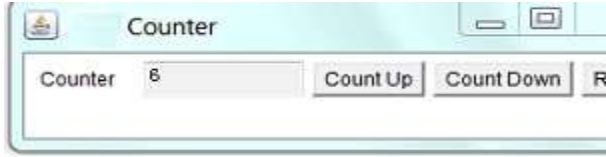


Assignment No : 8

1.Implement the following GUI without any IDE.



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

public class Counter extends JFrame
implements ActionListener {

    int count = 0;

    JLabel label;

    JTextField textField;

    JButton b1, b2, b3;

    public Counter() {

        setLayout(new FlowLayout());

        label = new JLabel("Counter");

        add(label);

        textField = new JTextField("0", 5);

        textField.setEditable(false);

        textField.setHorizontalAlignment(JTextFiel
d.CENTER);

        add(textField);

        b1 = new JButton("Count Up");

        b2 = new JButton("Count Down");

        b3 = new JButton("Reset");

        add(b1);

        add(b2);

        add(b3);

        b1.addActionListener(this);
```

```
        b2.addActionListener(this);

        b3.addActionListener(this);

        setTitle("Counter");

        setSize(400, 120);

        setDefaultCloseOperation(JFrame.EXIT_O
N_CLOSE);

        setVisible(true);

    }

    public void actionPerformed(ActionEvent e)
    {

        if (e.getSource() == b1) {

            count++;

        } else if (e.getSource() == b2) {

            count--;

        } else if (e.getSource() == b3) {

            count = 0;

        }

        textField.setText(String.valueOf(count));

    }

    public static void main(String[] args) {

        new Counter();

    }

}
```

Output:



2. Write a GUI program to find the reverse of a given number using Swing (with IDE).

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

public class ReverseNumber extends JFrame
implements ActionListener {

    JTextField t1, t2;

    JButton reverseButton;

    public ReverseNumber() {

        setLayout(new FlowLayout());

        JLabel inputLabel = new JLabel("Enter
Number:");

        add(inputLabel);

        t1 = new JTextField(10);

        add(t1);

        reverseButton = new JButton("Find Reverse");

        add(reverseButton);

        JLabel resultLabel = new JLabel("Reversed
Number:");

        add(resultLabel);

        t2 = new JTextField(10);

        add(t2);

        reverseButton.addActionListener(this);

        setTitle("Reverse Number Finder");

        setSize(300, 150);

        setDefaultCloseOperation(JFrame.EXIT_ON_CL
OSE);

        setVisible(true);

    }
```

```
public void actionPerformed(ActionEvent e) {

    try {

        String input = t1.getText();

        String reversed = new
StringBuilder(input).reverse().toString();

        t2.setText(reversed);

    } catch (Exception ex) {

        t2.setText("Invalid Input");

    }

}

public static void main(String[] args) {

    new ReverseNumber();

}

}
```

Output:



3. Write a GUI program to demonstrate the use of radio buttons (e.g., gender selection).

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

public class GenderSelection extends JFrame
implements ActionListener {

    JRadioButton maleButton, femaleButton;

    JButton b1, b2;

    JLabel resultLabel;

    public GenderSelection() {

        setLayout(new FlowLayout());

        maleButton = new JRadioButton("Male");
```

```

        femaleButton = new
JRadioButton("Female");
ButtonGroup genderGroup = new
ButtonGroup();

        genderGroup.add(maleButton);
        genderGroup.add(femaleButton);
        add(maleButton);
        add(femaleButton);
b1 = new JButton("Submit");
        add(b1);
b2 = new JButton("Reset");
        add(b2);
resultLabel = new JLabel("Selected Gender:
None");
        add(resultLabel);

        b1.addActionListener(this);
        b2.addActionListener(this);
        setTitle("Gender Selection");
        setSize(300, 150);

setDefaultCloseOperation(JFrame.EXIT_ON_CL
OSE);

        setVisible(true);
    }

    public void actionPerformed(ActionEvent e) {
        if (e.getSource() == b1) {
            if (maleButton.isSelected()) {
                resultLabel.setText("Selected Gender:
Male");
            } else if (femaleButton.isSelected()) {
                resultLabel.setText("Selected Gender:
Female");
            }
        }
    }
}

```

```

    } else {
        resultLabel.setText("Selected Gender:
None");
    }
    } else if (e.getSource() == b2) {
        maleButton.setSelected(false);
        femaleButton.setSelected(false);
        resultLabel.setText("Selected Gender:
None");
    }
}

} public static void main(String[] args) {
    new GenderSelection();
}
}

```

Output:

