

Object Oriented Programming Lab 10

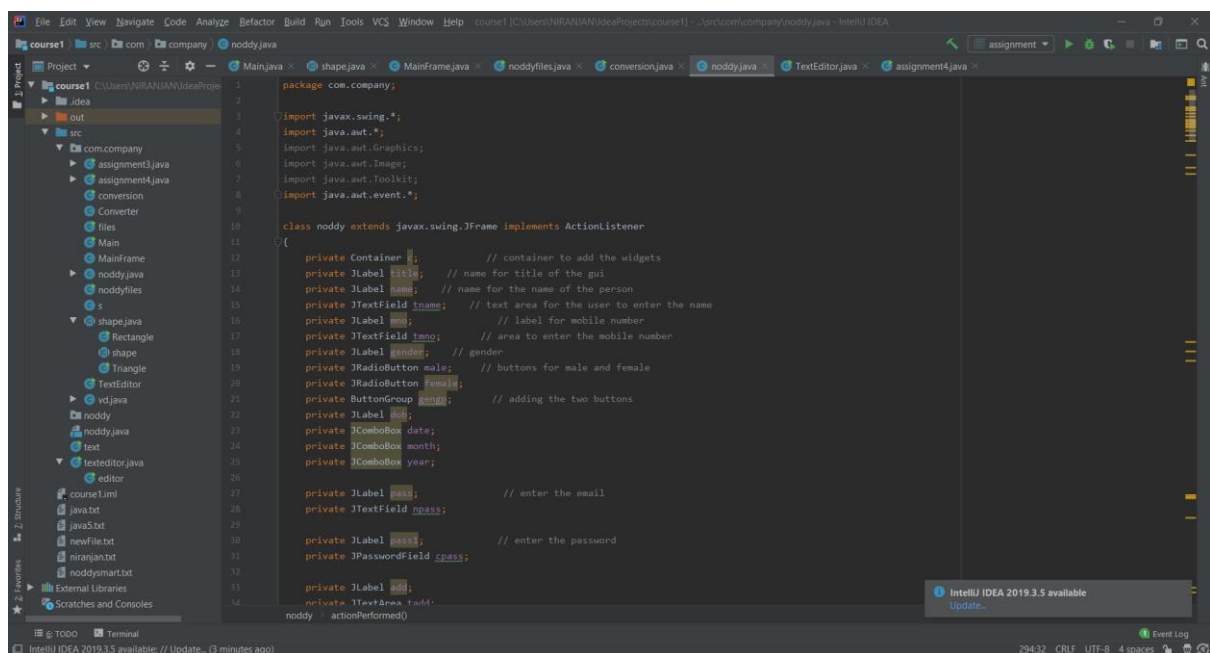
Niranjan Dhokarikar 65

ME-A Batch 3

Problem Statement ->

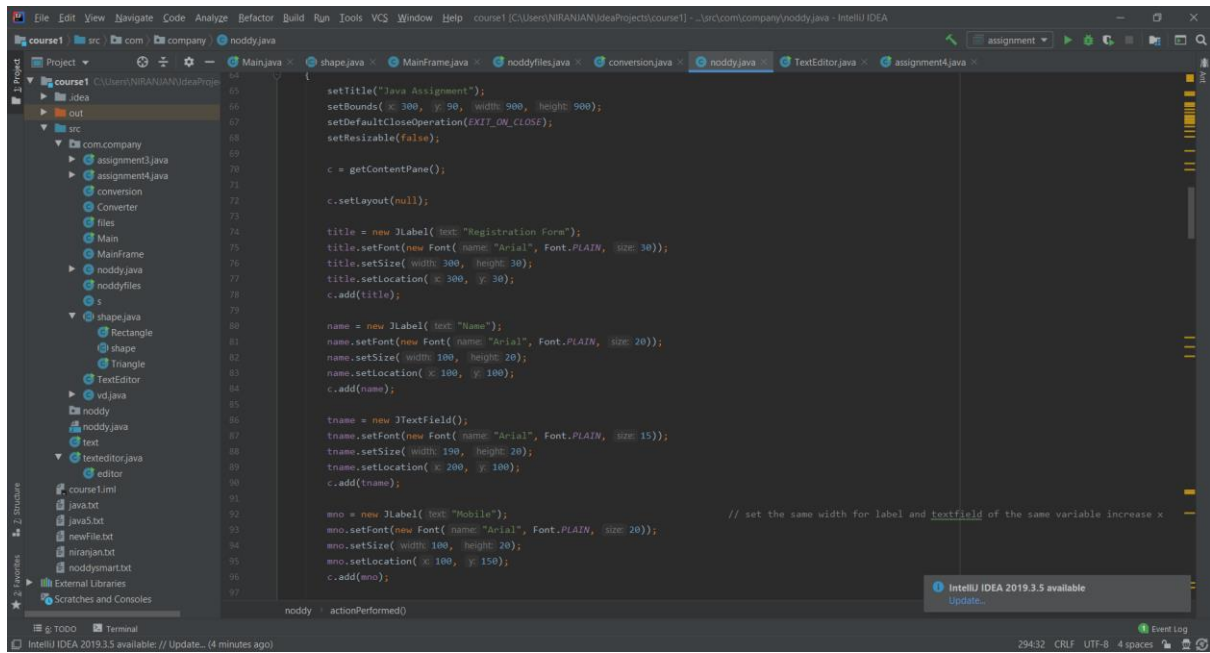
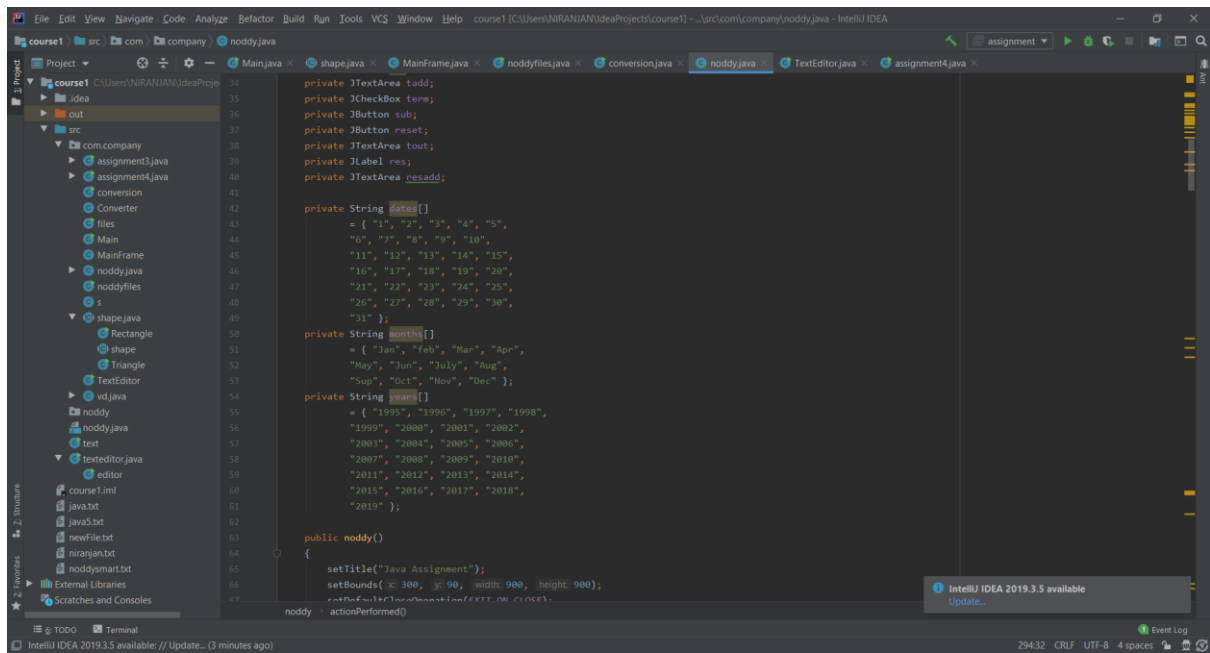
Implement any Graphical User Interface in Java using Java AWT and swing components.

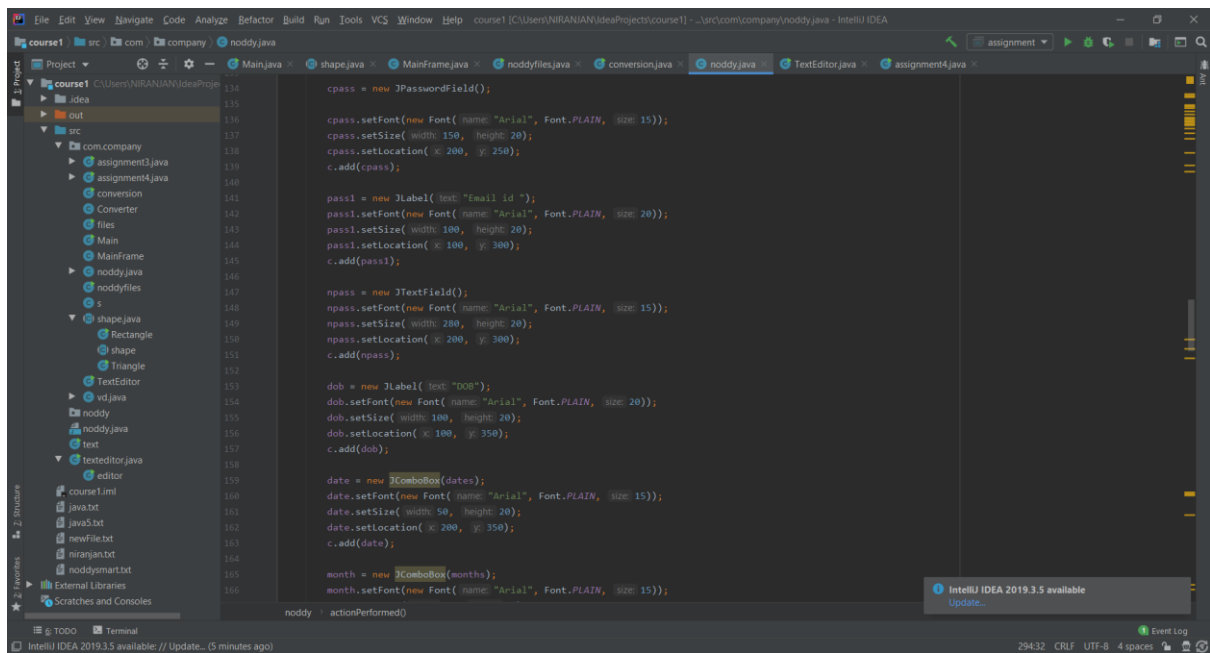
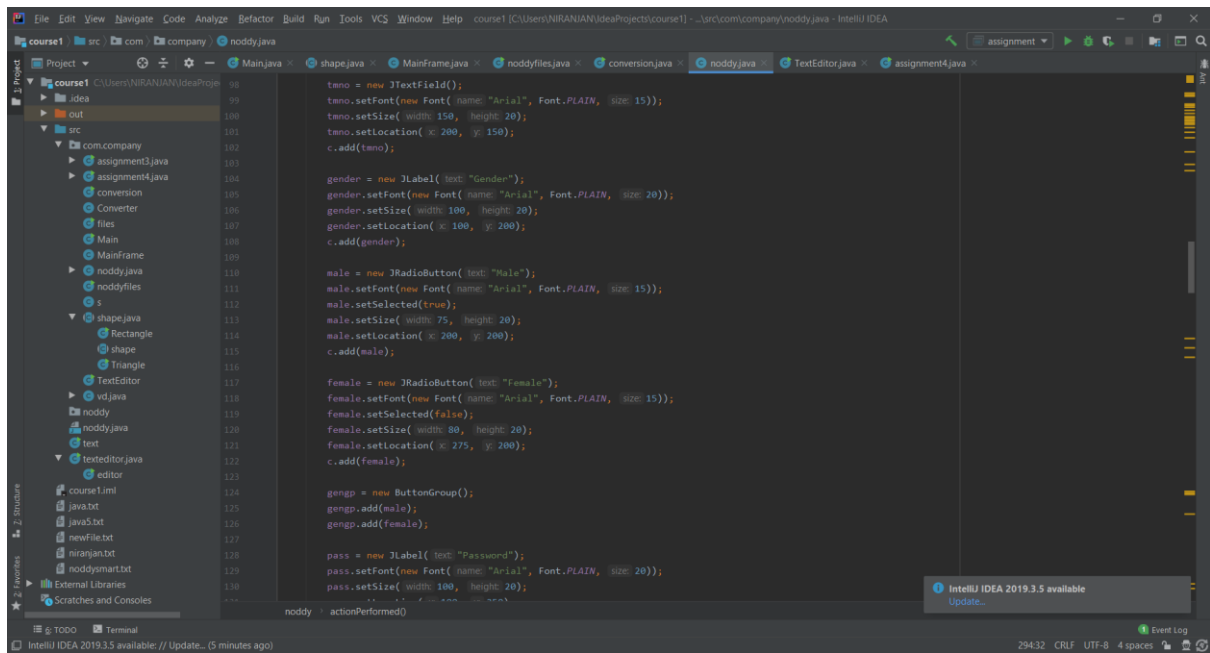
Code ->

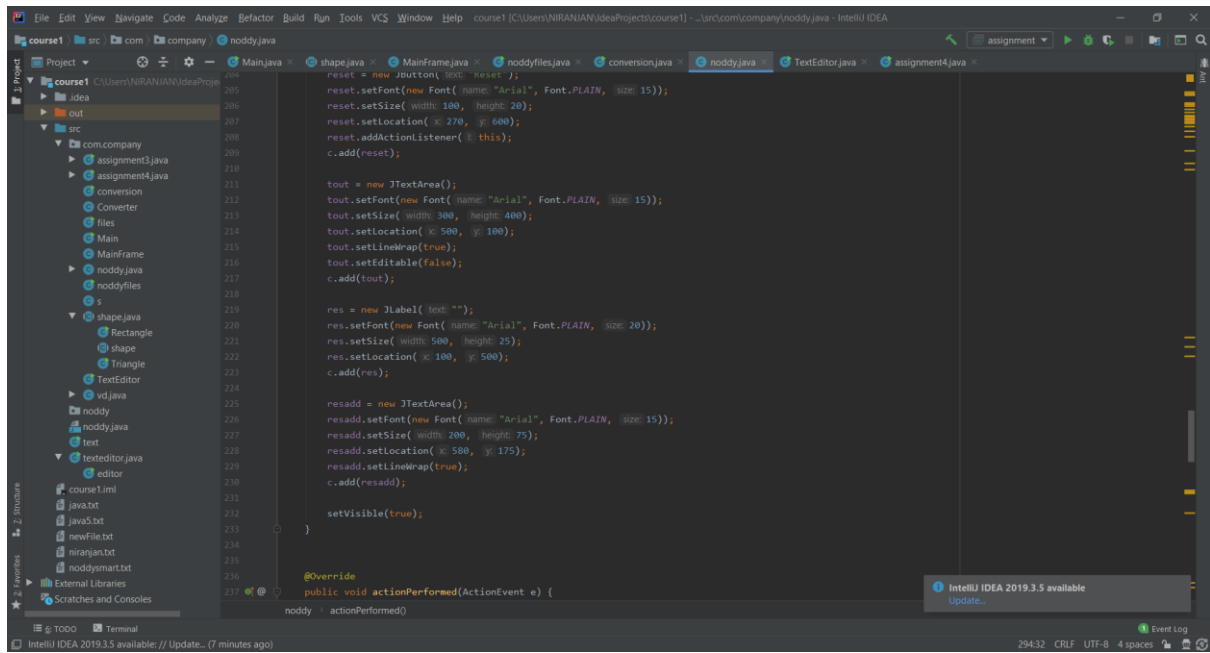
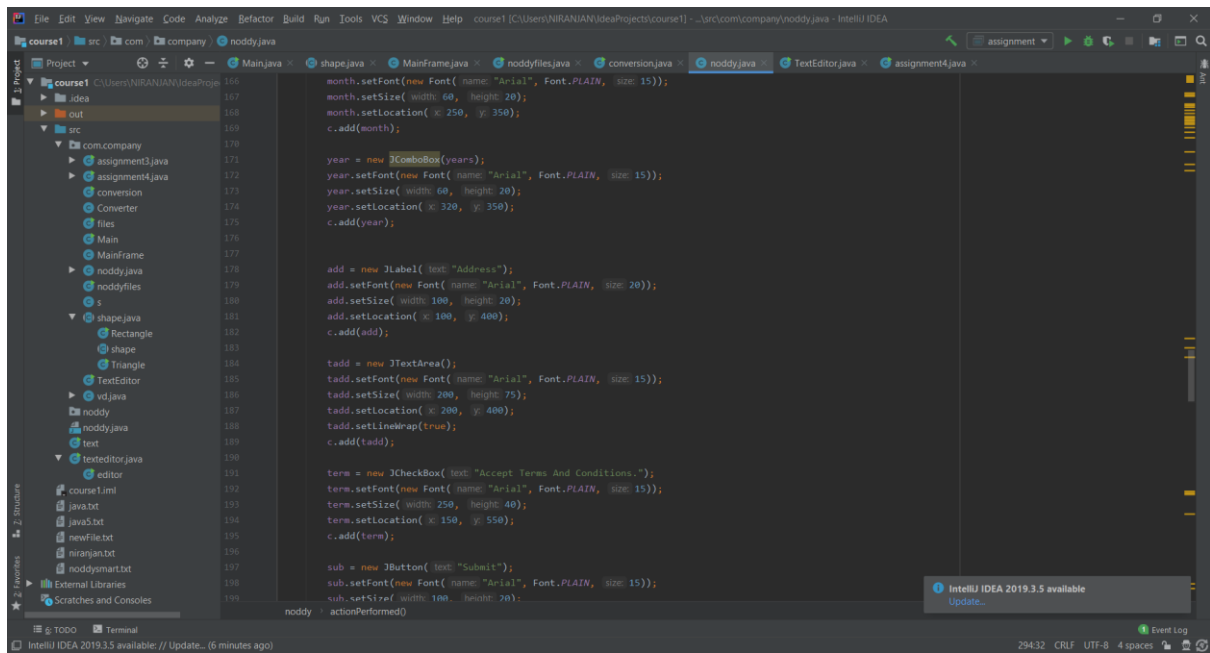


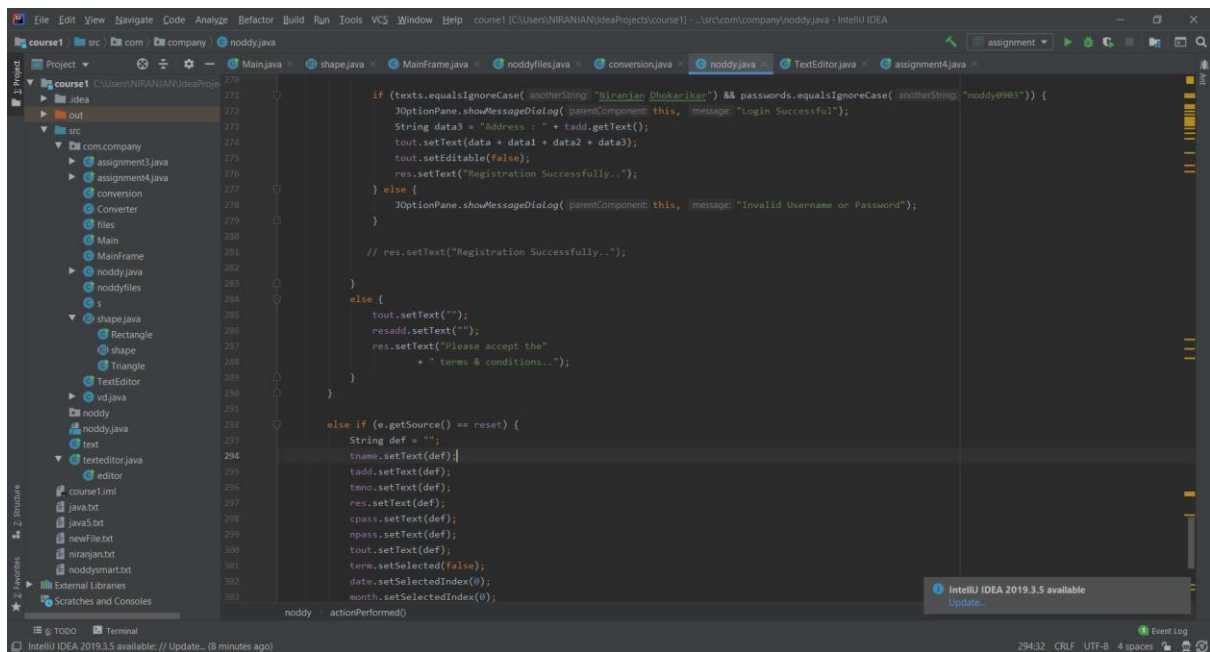
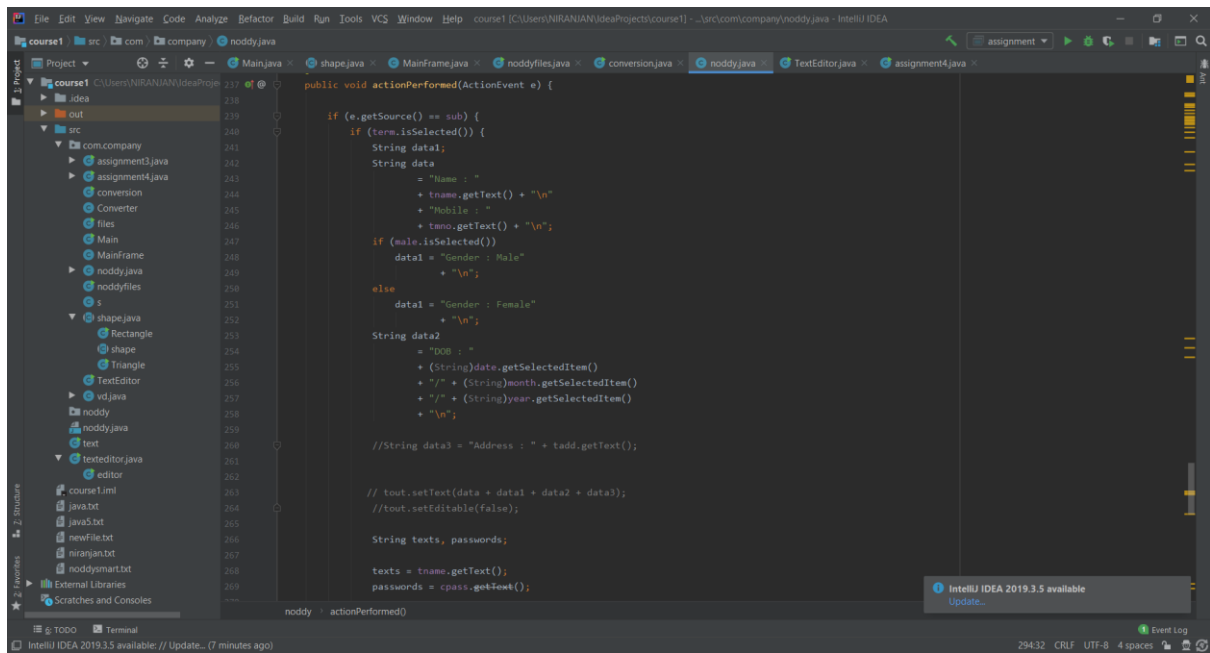
```
1 package com.company;
2
3 import javax.swing.*;
4 import java.awt.*;
5 import java.awt.Graphics;
6 import java.awt.Image;
7 import java.awt.Toolkit;
8 import java.awt.event.*;
9
10 class noddy extends javax.swing.JFrame implements ActionListener
11 {
12     private Container c; // container to add the widgets
13     private JLabel title; // name for title of the gui
14     private JLabel name; // name for the name of the person
15     private JTextField name; // text area for the user to enter the name
16     private JLabel m; // label for mobile number
17     private JTextField m; // area to enter the mobile number
18     private JLabel gender; // gender
19     private JRadioButton male; // buttons for male and female
20     private JRadioButton female;
21     private ButtonGroup group; // adding the two buttons
22     private JLabel age;
23     private JComboBox date;
24     private JComboBox month;
25     private JComboBox year;
26
27     private JLabel pass; // enter the email
28     private JTextField npass;
29
30     private JLabel pass; // enter the password
31     private JPasswordField spass;
32
33     private JLabel add;
34     private JTextField add;
35
36     noddy() {
37         actionPerformed()
38     }
39 }
```

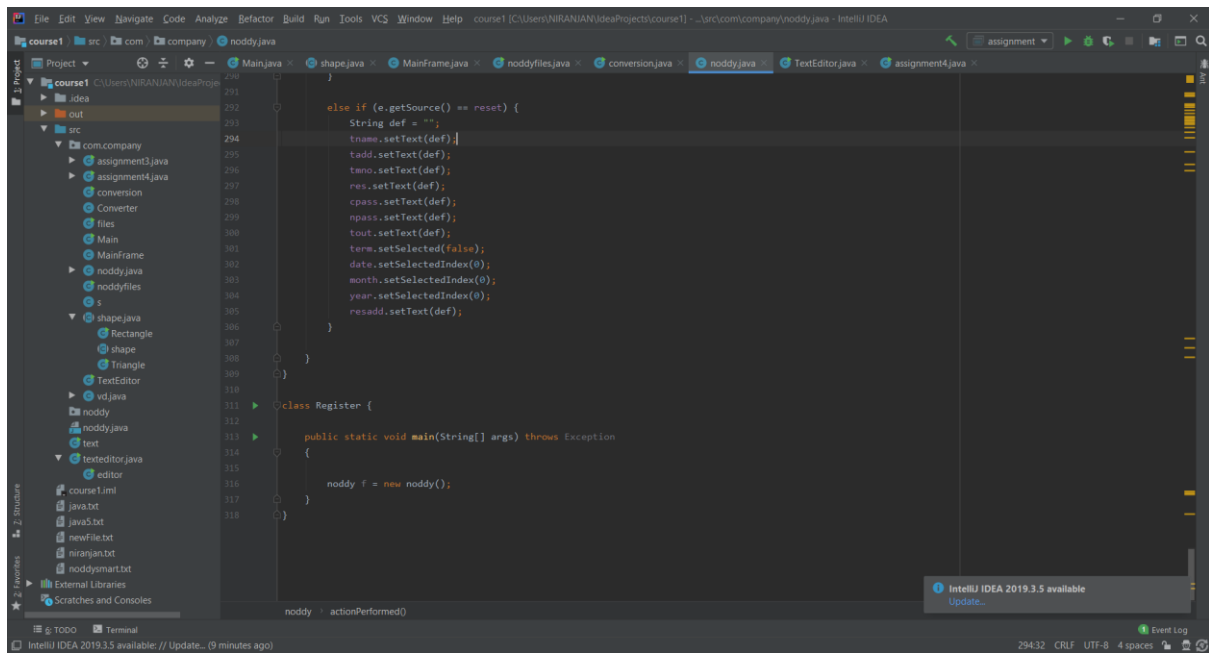
IntelliJ IDEA 2019.3.5 available // Update... (3 minutes ago)











Output of the Following Program ->

